

Crop Setup

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Learn how to configure your fields, crops, and plantings in this tutorial. You'll see how to create and map a grow location, define what types of crops you grow, and then plant them. We'll also take a quick look at the Crop Plan to get a comprehensive view of your growing season.

Additional Articles and Videos to Explore

After you have watched the video, you can browse these articles to learn more about the specific features that you are interested in.

- **Creating Crop Types** - The first step to get started with crops is to define your crop types. This means adding information about what you grow; the breeds, varieties, and strains of the different species you have. These could be vegetables, fruit trees, flowers, or so much more. You'll add characteristics like required spacing, days to sprout, days to maturity, and expected harvest amounts.
 - **Creating Grow Locations** - After defining what you grow, you'll go to this section to define where you grow it. Overall, this means creating your fields and beds, adding their sizes, and optionally mapping them. You'll also define if the field is used for row crops, cover crops for grazing, or planted in separate beds.
 - **Adding a Planting** - A planting is a combination of the two concepts outlined above. It is a specific instance of a crop type in a specific grow locations. As examples, we might be talking about the Broccoli planted in Field B/Bed 02, the pasture grass covering the Northwest Grazing Field, or the soybeans that are planted in rows in Backlot 4.
 - **Using Your Crop Plan** - Sometimes taking a step back helps. If you're looking for the big picture of your plantings in all of your grow locations this season, check out the Crop Plan. You'll see each planting displayed as progress bar, showing you when to start the seed, when it's growing, and when it is expected to be ready to harvest. This is a combination of a calendar and task list; use this to see what's being planted and harvested, and when and where it happens.
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