USDA-ARS, PhenologyMMS 2.0 Software

October, 2014

The PhenologyMMS model was designed by Greg McMaster and was based on the SHOOTGRO model. Later, Debbie Edmunds added coding for additional crops. The interface was originally designed by Ben Riebau; Mike Herder re-designed the interface for version 2.0. The model is designed to be user-friendly, quick to run a simulation and provide useful output.

Currently, PhenologyMMS simulates the growth and development of ten agricultural crops. It is easily expandable to other crops or plants given the necessary parameters.

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