May 26 Review of DST

Field & Farm Module

* Need to add “Field Name”—Will be important for registered users that will save multiple fields for a farm.  
  Done.
* Should there be a way for a user to complete start-over? Or, at a minimum, to wipe the input slate clean on individual modules?  
  I’ve added a **Clear Inputs** button per module. Would be simple to add a **Start over** button, which simply reloads the program.

Cover Crop Selection Module

* Can we link to the Seeding Rate Calculator?  
  You previously mentioned that this was a DST Steven had discussed. During our next group meeting, we can check with him about that.
* Decision on where to pull rates and prices….dummy values currently.

Seedbed Prep Module

* Need additional instruction text. For example, explain that if you normally work corn stalks in the fall and that is the method you use to prepare the ground for cover crops, then you would mark “yes” to the question on xxx
* If you select “no” that you would not be doing this field activity if planting a cover crop, it appropriately drops down questions on equipment and power. However, if you change your mind and mark that you would have done that tillage pass regardless, it leaves all of the costs and doesn’t remove them.  
  Should now be fixed.
* Need to add instructions on the cost breakout table so the user knows they can check boxes off and on if they only want to consider certain costs (e.g. cash costs only).  
  I’ve added this text:  
  “Farmers view costs differently so the table below allows  the user to customize the cost estimation to fit their needs. The default cost estimation assumes all ownership and variable costs are relevant. However, some farmers will want to focus on the cash costs of fuel and labor. Removing the check from the box would allow such an analysis. Others would want to ignore all costs that definitely do not change with use so they would uncheck the boxes for interest, taxes, insurance and shed. Basically, the costs you want to count toward the cost of cover crops should have a checkmark beside it. If you are not concerned with certain costs, remove the checkmark.”
* The expense summary table on Upper RHS is great. We just need to ensure that it updates appropriately.  
  Should now be fixed.
* Will having the assumed annual hours of use on the implement and power confuse the user? If they disagree (use a tractor more or less), we do not give them an option to modify. I would recommend we take those two lines out???  
  Those can now be changed, and they will affect the costs.
* If you select the activity will be done by a custom operator, why do we still have a power option to select? Shouldn’t it just be an estimate per acre cost?  
  The power option no longer shows for custom operator.

Planting Module

* The module functions correctly unless you go back to a prior module and change selections. Then goofy things happen. For example, when you select custom operator, a power selection drop down appears, etc. Someone else check to see if similar issues arise for them when using.  
  Should now be fixed.

Termination Module

* Need to add text providing guidance to users. Also include an example, that if they current no-til and use burndown, they would not incur additional costs.
* How do we handle the scenario where I grower does typically use burndown herbicide but because they have clover in their cover crop mix they will have to add 2,4-D with the spray? Thus, they could have marked they typically do spray and our DST would take them to the tillage module. Yet, they really need to be able to include the cost of the additional herbicide in the tank mix.
* When you select custom operator, it provides an option for cost but then also asks for termination method. For herbicide this makes sense as there would be a cost of application + the cost of herbicide. But I'm not sure this works for the roller pass? Or can we make it work by explaining things with text?

Tillage Module

* New text and Q’s just emailed

Fertility Module

* Haven’t reviewed this module yet.

Soil Erosion Module

* New text and Q’s with Ray