

Lot Info Export

Export File Definition

Version 1.6
2015-10-20

Introduction

Fusion provides the capability to automatically export information for selected lots each day. This information can then be imported into other software applications or services. This allows these services to always have an up-to-date and accurate context within which they can work while remaining distinct from Fusion. This document details the file's internals, the possible mechanisms for transmitting the file, and other information helpful to those whose services will consume these files.

Other software providers are welcome to use the same format for sending similar information. We welcome collaboration on improving and extending the format as needed.

File Transmission

While this document is not meant to discuss the user interface particulars Fusion uses to expose this functionality to its users, it is important to understand the different ways that Fusion can transmit the file to your service. Most users will use the automatic sending capabilities of Fusion. When this option is used, Fusion will build and send the appropriate files every morning, generally between midnight and 5:00 a.m. Files will either be sent as an attachment in an email or ftped to an ftp site.

The other option is for the user to generate these files manually. Normally this is only used for testing purposes. When manually generating files the user has the option to email, ftp, or save the file locally.

Users are free to name the file themselves. An option to automatically insert the date and time into the filename is also available. When this is the case, the date will be in the format YYYYMMDD and the time will be in the format HHMMSS. Currently the filename is limited to 27 characters plus the 4 digit extension which will always be .xml. If the user chooses not to supply a filename, the default of LotExport_YYYYM-MDDHHMMSS.xml will be used (with the correct date and time, of course). Generally the name of the file should not matter except for the need of uniqueness if the file will end up in a place where other files may exist (for example, in a shared ftp directory). The contents of the file contain all the information that some services used to encapsulate into the filename.

File Internals

The format of the file itself is based on the XML standard. The basic skeleton of the file follows:

```
<?xml version="1.0" encoding="UTF-8" standalone="no" ?>
<LotInfoSnapshot version="1.1">

  <FileInformation uuid="7a77b332-1015-11de-89d6-002332cac96e">
    ...
  </FileInformation>

  <ContactInformation>
    ...
  </ContactInformation>

  <LotInformation>
    ...
  </LotInformation>

</LotInfoSnapshot>
```

Notice that you can detect that this is a Lot Info Export file by looking at the root element (**LotInfoSnapshot**). This element also has a **version** attribute. If the file specification makes any changes in the future, this attribute will change to reflect it. Thus you can detect the version of the file and know what to expect inside.

The root element always has three child elements which we will refer to as blocks. The FileInformation block will contain information about this particular file such as the date it was created, etc. The ContactInformation will contain general contact related information for any lot owners, cohort buyers, or other contacts referenced later in the file. A contact will only appear once in this block even if they have ownership in multiple lots or are referred to several times. The LotInformation block contains information about each lot included in the file as well as specific ownership arrangements for the lot and possibly more information.

UUID Attributes

A number of elements in the file have "uuid" attributes. In most cases they serve as ways to reference other information in the file or across files which share the same information. In these cases they should be thought of and used as a primary key. In other cases they are to establish uniqueness across all files (as in the FileInformation element explained below).

In any case, the service consuming the file should not assume that these uuid attributes will always be integer values. In fact, Fusion often uses a GUID or UUID (a 36 character string guaranteed to be unique across all systems) for this purpose.

To make it easier for some systems to parse the XML, most UUID attributes can now optionally be copied to a UUID element as well.

Element Formatting

Note that all date/time related elements will follow the XML standard format which is: YYYY-MM-DDTHH:MM:SS. If only a date or time is represented, the other half still exists but will contain zeros.

Note that the number of decimal places required or allowed for elements is not defined here. If your service requires a specific number of decimal places, we suggest you always round each value in case a value with more decimal places exists sometime.

FileInformation Block

```
<FileInformation uuid="7a77b332-1015-11de-89d6-002332cac96e">
  <Creator>Fusion</Creator>
  <CreatorVersion>1.3.2.4</CreatorVersion>
  <CreateTimeStamp>2009-02-03T15:25:30</CreateTimeStamp>
  <SnapshotTimeStamp>2009-02-02T23:59:59</SnapshotTimeStamp>
  <YardName>Smith Feedlot Ltd.</YardName>
  <YardUUID>1</YardUUID>
  <DestinationYardAccount>AAAAA111</DestinationYardAccount>
  <WeightUnit>lb</WeightUnit>
  <HeightUnit>in</HeightUnit>
  <BackfatThicknessUnit>in</BackfatThicknessUnit>
  <RibeyeAreaUnit>sqin</RibeyeAreaUnit>
  <Currency>CDN</Currency>
</FileInformation>
```

The **FileInformation** element has a “uuid” attribute which uniquely identifies this file no matter where the file originated from.

See the table at the end of this document for more information about each element.

ContactInformation Block

```
<ContactInformation>
  <Contact uuid="160">
    <DestinationAccount>ST-FFF</DestinationAccount>
    <Name>George Someone.</Name>
    <Address>P.O. BOX 45</Address>
    <City>Picture Butte</City>
    <State>AB</State>
    <Country>Canada</Country>
    <ZipCode>T0K 2R9</ZipCode>
    <PrimaryPhone>403 888 2314</PrimaryPhone>
    <PrimaryEmail>george@someone.com</PrimaryEmail>
  </Contact>
  <Contact uuid="265">
    <DestinationAccount>YYYY-78999</DestinationAccount>
    <Name>Andy Olson</Name>
    <Address>P.O. Box 774</Address>
    <City>Glenwood</City>
    <State>Alberta</State>
    <Country>Can</Country>
    <ZipCode>E3Q 0W0</ZipCode>
    <PrimaryPhone>1 (403) 859-6332</PrimaryPhone>
    <PrimaryEmail/>
  </Contact>
</ContactInformation>
```

This block will have a **Contact** element for each contact referenced later in the file. Each **Contact** element has a **uuid** attribute which will be used in other places in the file to reference this contact. It generally comes from the software’s primary key field.

See the table at the end of this document for more information about each element.

LotInformation Block

```
<LotInformation>
  <Lot uuid="fe9b20ce-0bc4-4ad9-9597-581d719b713f">
    <Name>27-2008</Name>
    <Sex>Male</Sex>
    <CattleType>Yearlings</CattleType>
    <FirstDateIn>2008-08-17T00:00:00</FirstDateIn>
    <AvgDateIn>2008-08-19T00:00:00</AvgDateIn>
    <LastDateOut>0000-00-00T00:00:00</LastDateOut>
    ...
    <ProjectedAvgDailyGain>3.71</ProjectedAvgDailyGain>
    <LotStatus>Open</LotStatus>
    <Ownership>
      <Owner uuid="160">
```

```
      <PercentageOwned>50</PercentageOwned>
      <InterestRate>4.67</InterestRate>
      <OwnerEquity>0</OwnerEquity>
    </Owner>
    <Owner uuid="265">
      <PercentageOwned>50</PercentageOwned>
      <InterestRate>0</InterestRate>
      <OwnerEquity>0</OwnerEquity>
    </Owner>
  </Ownership>
  <InCohorts>
    <InCohort uuid="...">
      <Identifier>TH-8933</Identifier>
      <InDate>2008-08-26T00:00:00</InDate>
      <InTime>0000-00-00T14:05:43</InTime>
      <InCount>155</InCount>
      <TotalNetWeight>45000</TotalNetWeight>
      <TotalGrossWeight>46000</TotalGrossWeight>
      <TotalPayWeight>45000</TotalPayWeight>
      <TotalDollars>36987.45</TotalDollars>
      <AreWeightsFinal>True</AreWeightsFinal>
      <AreDollarsFinal>True</AreDollarsFinal>
      <BuyerContactUUID>...</BuyerContactUUID>
      <SourceContactUUID>...</SourceContactUUID>
    </InCohort>
  </InCohorts>
  <OutCohorts>
    <OutCohort uuid="...">
      <Identifier>RH-8403</Identifier>
      <OutDate>2008-08-26T00:00:00</OutDate>
      ...
      <BuyerContactUUID>...</BuyerContactUUID>
    </OutCohort>
  </OutCohorts>
  <Animals>
    <Animal uuid="1b0531ac-8edb-4d56-8657-51f510710c7c">
      <RFID>142000975648635</RFID>
      ...
      <KillDate>2008-08-17T00:00:00</RFID>
    </Animal>
  </Animals>
</Lot>
<Lot uuid="8b0531ac-8edb-4d56-8657-51f510710c7c">
  <Name>28-2008</Name>
  <Sex>Female</Sex>
  ...
</Lot>
</LotInformation>
```

This block will have a **Lot** element for each lot contained in the file. This element will have a **uuid** attribute which comes from the software’s primary key field.

Each lot will have an **Ownership** element which, in turn, will have an **Owner** element for each owner of the lot. Note that it is possible for **Fusion** users to specify that certain owners should not be included.

Each **Owner** element has a **uuid** attribute which will link this owner to a contact in the **ContactInformation** block.

Users can optionally specify that cohort level information be included in the file. An **InCohort** is a group of animals arriving at the feedlot and there can be multiple **InCohorts** per lot. An **OutCohort** is one or more animals that are leaving the feedlot, whether because of death, slaughter or other reasons.

Users can also specify that animal level information be included and will be in the **Animals** element.

Drug events can be included for each lot and include a link to the animal involved if it wasn’t a bulk event.

See the table at the end of this document for more information about each element.

Further Information

The latest version of this document is always available in the downloads area of our website. In addition, an example file is always available upon request.

If you have further need of help regarding this file format, please contact Cannon Smith at cannon@ssgfusion.com. If it is urgent, he can be reached at 403-626-3236.

Change Log

Version 1.0

- Initial version

Version 1.1

- Changed the **version** attribute (**RiskAnalysisSnapshot** root element) to I.I.
- Changed the **OwnerInformation** element name to **ContactInformation**. Within this block, the **Owner** element name was changed to **Contact**. This allows this block to be more general and support all types of contacts that may be referred to in other parts of the file.
- Added the **InCohortsAreOverriden** element to lots.
- Added the **OutCohortsAreOverriden** element to lots.
- Added the **LotStatus** element to lots.
- Added the **InCohorts** block to lots.
- Added the **OutCohorts** block to lots.

Version 1.2

- Changed the root element name from **RiskAnalysisSnapshot** to **LotInfoSnapshot**.
- Changed the **version** attribute (**LotInfoSnapshot** root element) to I.I.
- Added an optional UUID element to mirror the “uuid” attribute for most blocks to make parsing easier for some systems that couldn’t easily handle XML attributes.
- Added more optional elements to the LotInformation block.
- Added the optional Animals block.
- Changed this document so that the example XML sections don’t try

to include every possible element anymore since there are now too many. Instead, we added a table at the end of the document which lists them.

- Added three new units to the FileInformation block.

Version 1.3

- Added the DrugEvents subblock.
- Added the DrugInformation block.

Version 1.4

- Added the CattleType and SourceContactUUID elements to the Animals subblock.
- Added the AvgPenDensity, StdDevPenDensity, AvgBunkDensity, and StdDevBunkDensity elements at the lot and animal levels.

Version 1.5

- Added the following projection related fields: ProjectedInDate, ProjectedInWeight, ProjectedPurchaseDollars, ProjectedSaleDollars, ProjectedFeed, ProjectedDrugs, ProjectedInputs, ProjectedYardage, ProjectedOtherItems, ProjectedDeathLoss, ProjectedInterest, ProjectedCostOfGainNoInterest, ProjectedPurchaseBreakEvenNoInterest, ProjectedPurchaseBreakEvenInterest, ProjectedSaleBreakEvenNoInterest, ProjectedProfitNoInterest, ProjectedProfitInterest, ProjectedDaysOnFeed.

Version 1.6

- Added the FeedUsageByIngredient, FeedUsageByRation, FeedUsageByRationVersion, DrugUsage, and InputUsage blocks for each lot.

Element Definitions

This table explains the content of the possible elements. Remember that not every element will necessarily be included in the file since the user has the ability turn some blocks on or off.

Block/Subblock	Element	Note
FileInformation	Creator	The name of the software used to create the file.
	CreatorVersion	The version of the software used to create the file. This is especially useful if something will be changing between versions but the consuming service still needs to support previous versions during the upgrade process.
	CreateTimeStamp	When the file itself was created.
	SnapshotTimeStamp	The moment in time that the data in the file is valid for. Usually midnight of each day.
	YardName	The user entered name for the feedlot or feedlot location if multiple locations are owned by the same entity.
	YardUUID	A way of uniquely identifying a yard even if the YardName is changed.
	DestinationYardAccount	Used to coordinate your service with the feedlot software. If you give each yard an ID of some type, this element can contain that ID for your reference.
	WeightUnit	“lb” or “kg”. Applies to all weight values in the file.
	HeightUnit	“in” for inches. Applies to animal hip height.
	BackfatThicknessUnit	“in” for inches. Applies to animal backfat thickness for ultrasound and carcass.
	RibeyeAreaUnit	“sqin” for square inches. Applies to ribeye area for ultrasound and carcass.
	Currency	“CDN” or “USD”. Applies to all dollar values in the file.
ContactInformation/Contact	DestinationAccount	Used to coordinate your services’ ID code for this contact if it is an owner and if you have one.
	Name	The name of the contact as entered by the user.
	Address	The address of the contact. Can be multiple lines.
	City	The city of the contact.
	State	The state of the contact as entered by the user. Not limited to just two characters.

Block/Subblock	Element	Note
	Country	The country of the contact.
	ZipCode	The zip or postal code of the contact.
	PrimaryPhone	The contact's phone number.
	PrimaryEmail	The contact's email address.
LotInformation/Lot	Name	The name of the lot as defined by the user. The user can change this, so use the UUID attribute instead of the name for the primary key.
	Sex	Male, Female, or Mixed.
	CattleType	The user can define any number of cattle types so you may need to map their choices to your internal list if necessary. Common cattle types are Yearlings, Fall Placed, Winder Placed, etc.
	FirstDateIn	The date the first animal was placed in this lot.
	AvgDateIn	The average date of all the animals placed in the lot.
	LastDateOut	The day the last animal left the lot and the lot closed. This will be a blank date (all zeros) until the lot closes.
	AvgDateOut	The average date of all the animals leaving the lot. This includes death out cohorts.
	TotalInCount	Total in count of animals.
	TotalInWeight	Total in weight of animals.
	TotalInDollars	Purchase dollars.
	InCohortsAreOverriden	The in count, weight, and dollars should normally be the same as the same of these values from the InCohorts block (if included). However, the user has the ability to override the in cohort values if they want. This field will be True if they are overridden or False if not.
	TotalDeadCount	Animals that have died.
	TotalDeadWeight	Total weight of animals that have died. Usually this is an estimate of their weight at the time of death.
	TotalOutCount	Animals that have left the lot, not including deaths.
	TotalOutWeight	Total weight of animals that have left the lot, not including deaths.
	TotalOutDollars	Total dollars the animals have been sold for.
	OutCohortsAreOverriden	Similar to InCohortsAreOverriden, the out cohort values can be overridden.
	CurrentCount	The number of animals currently in the lot. This will be zero if the lot is just starting or if it is closed.
	CurrentTotalWeight	The estimated total weight of the animals currently in the lot. This will also be zero if the current count is zero.
	TotalHeadDays	The total number of head days for the lot.
	TotalDMConsumed	The total units of feed, on a dry matter basis, consumed by the lot. It will be in the same units specified in the FileInformation block.
	TotalCostToDate_Feed	Total dollars billed toward feed by the lot.
	TotalCostToDate_Drugs	Total dollars billed toward drugs by the lot. This includes implants.
	TotalCostToDate_Inputs	Total dollars billed toward inputs by the lot. Inputs include things like salt, bedding, chute charges, etc. and are defined by the user.
	TotalCostToDate_Yardage	Total dollars billed from yardage for the lot.
	TotalCostToDate_OtherItems	Total dollars billed from any items that don't fit in the above categories.
	TotalCostToDate_Interest	The interest attributed to the lot so far, based on individual owners' interest rate and ownership percentage.
	CurrentBreakEvenPerUnit	The actual break even to date.
	ProjectedInDate	If the user used Fusion's Projections Calculator, this is the in date they used in the calculations.
	ProjectedInWeight	If the user used Fusion's Projections Calculator, this is the in weight they used in the calculations. Per animal in pounds.

Block/Subblock	Element	Note
	ProjectedPurchaseDollars	If the user used Fusion's Projections Calculator, this is the in price they used in the calculations. Per animal.
	ProjectedAvgOutWeight	If the user used Fusion's Projections Calculator, this is the out date they used in the calculations. Per animal.
	ProjectedSaleDollars	If the user used Fusion's Projections Calculator, this is the sale price they used in the calculations. Per animal.
	ProjectedFeed	If the user used Fusion's Projections Calculator, this is the feed cost they used in the calculations. Per animal.
	ProjectedDrugs	If the user used Fusion's Projections Calculator, this is the drug cost they used in the calculations. Per animal.
	ProjectedInputs	If the user used Fusion's Projections Calculator, this is the input cost they used in the calculations. Per animal.
	ProjectedYardage	If the user used Fusion's Projections Calculator, this is the yardage cost they used in the calculations. Per animal.
	ProjectedOtherItems	If the user used Fusion's Projections Calculator, this is the other items cost they used in the calculations. Per animal.
	ProjectedAvgDailyGain	If the user used Fusion's Projections Calculator, this is the average daily gain they used in the calculations. Per animal per day.
	ProjectedDeathLoss	If the user used Fusion's Projections Calculator, this is the death loss they used in the calculations. 0-100%.
	ProjectedInterest	If the user used Fusion's Projections Calculator, this is the interest rate they used in the calculations. 0-100%.
	ProjectedCostOfGainNoInterest	The projected cost of gain without interest. Per pound.
	ProjectedCostOfGainPerUnit	The projected cost of gain with interest. Per pound.
	ProjectedPurchaseBreakEvenNoInterest	The projected purchase break even without interest. Per pound.
	ProjectedPurchaseBreakEvenInterest	The projected purchase break even with interest. Per pound.
	ProjectedSaleBreakEvenNoInterest	The projected sale break even without interest. Per pound.
	ProjectedBreakEvenPerUnit	The projected sale break even with interest. Per pound.
	ProjectedProfitNoInterest	The projected profit without interest. Per head.
	ProjectedProfitInterest	The projected profit with interest. Per head.
	ProjectedDaysOnFeed	The projected days on feed.
	ProjectedOutDate	The projected slaughter date.
	LotStatus	Open or Closed.
<i>The following fields will only be in the file if the user has chosen to include the extended lot fields.</i>	BreedLabel	The default breed for this lot. The user can define the list of breeds.
	ColorLabel	The default color for this lot. The user can define the list of colors.
	LotDays	The number of days the lot has existed, starting from the average date in.
	WithdrawalDate_Drugs	The lot's withdrawal date, based on drugs.
	WithdrawalDate_Feed	The lot's withdrawal date, based on feed.
	WithdrawalDate_All	The lot's withdrawal date, based on drugs and feed.
	BuyerUUID	A link to the buyer's UUID.
	OriginatingHerdUUID	A link to the originating herd's UUID.
	TargetSlaughterWeight	Target slaughter weight.
	TargetSlaughterDate	Target slaughter date.
	CustomField1	The user can define up to five custom fields for whatever they want to track.
	CustomField2	
	CustomField3	
	CustomField4	

Block/Subblock	Element	Note
	CustomField5	
	Note	Any notes about this lot.
	TotalCost	This is the total dollars into the animal during its stay in the feedlot, but without tax or interest.
	TotalTax	The total tax calculated for the lot while in the feedlot.
	GrandTotal	This is the total dollars into the animal during its stay in the feedlot, including tax, but without interest.
	Billing_Unit_Feed	These are the total costs while in the feedlot, broken down by unit (Weight-Unit).
	Billing_Unit_Drugs	
	Billing_Unit_Inputs	
	Billing_Unit_Yardage	
	Billing_Unit_Other	
	Billing_Unit_Subtotal	
	Billing_Unit_Tax	
	Billing_Unit_GrandTotal	
	Billing_Animal_Feed	These are the total costs while in the feedlot, broken down by animal.
	Billing_Animal_Drugs	
	Billing_Animal_Inputs	
	Billing_Animal_Yardage	
	Billing_Animal_Other	
	Billing_Animal_Subtotal	
	Billing_Animal_Tax	
	Billing_Animal_GrandTotal	
	Billing_Day_Feed	These are the total costs while in the feedlot, broken down by headdays.
	Billing_Day_Drugs	
	Billing_Day_Inputs	
	Billing_Day_Yardage	
	Billing_Day_Other	
	Billing_Day_Subtotal	
	Billing_Day_Tax	
	Billing_Day_GrandTotal	
	InterestPerHeadSold	Profit/head sold (w/interest)
	InterestPerHeadPurchased	Profit/head purchased (w/interest)
	PurchasePrice	Purchase price (per weight unit)
	SalePrice	Sale price (per weight unit)
	TotalProfit	Total profit
	ProfitHeadSold	Profit/Head Sold
	ProfitHeadPurchased	Profit/Head Purchased
	CostHeadDay	Cost/Head/Day
	CostGainDeads	Cost of Gain dead weight in (per weight unit)
	CostGainNoDeads	Cost of Gain dead weight out (per weight unit)
	AnnualizedROI	Annualized return on investment
	TotalProfitInterest	Total Profit (w/interest)
	ProfitHeadSoldInterest	Profit/Head Sold (w/interest)
	ProfitHeadPurchasedInterest	Profit/Head Purchased (w/interest)
	CostHeadDayInterest	Cost/Head/Day (w/interest)
	CostGainDeadsInInterest	Cost of Gain dead weight in (per weight unit with interest)

Block/Subblock	Element	Note
	CostGainDeadsOutInterest	Cost of Gain dead weight out (per weight unit with interest)
	AnnualizedROIInterest	Annualized return on investment (with interest)
	AvgInWeight	Average weight in
	AvgDeathWeight	Average death weight
	AvgOutWeight	Average out weight
	TotalWeightGainDeads	Total weight gain with dead weight in.
	TotalWeightGainNoDeads	Total weight gain with dead weight out.
	AvgGainDayDeads	Average daily gain with dead weight in
	AvgGainDayNoDeads	Average daily gain with dead weight out
	DeathLossPercent	Death loss percentage
	FeedEfficiencyDeads	Feed efficiency with dead weight in
	FeedEfficiencyNoDeads	Feed efficiency with dead weight out
	DaysOnFeedDeads	Head days ÷ in count
	DaysOnFeedNoDeads	Head days ÷ out count
	AvgDMHeadDayDeads	Average dry matter consumed per head day including deads.
	AvgDMHeadDayNoDeads	Average dry matter consumed per head day including deads.
	AvgPenDensity	The average pen density (ex. sq ft/animal) for all the pen's this lot was in during its history, weighted by count. Will be in PenDensity units.
	StdDevPenDensity	The standard deviation of the all the pen densities.
	AvgBunkDensity	The average feed bunk density (ex. in/animal) for all the pen's this lot was in during it's history, weighted by count. Will be in BunkDensity units.
	StdDevBunkDensity	The standard deviation of the all the feed bunk densities.
LotInformation/Lot/Ownership/Owner	PercentageOwned	The percentage of the lot that this owner owns.
	InterestRate	This owner's interest rate (if any) if money is borrowed against the lot.
	OwnerEquity	This owner's equity in the lot. In other words, this is the non-financed portion of the in dollars from this owner.
LotInformation/Lot/InCohorts/InCohort	Identifier	A user entered identifier for the cohort.
	InDate	The date this cohort of cattle entered the lot.
	InTime	The time they entered.
	InCount	The number of animals that entered as part of this cohort.
	TotalNetWeight	The total net weight of the cohort on arrival.
	TotalGrossWeight	The total gross weight of the cohort on arrival.
	TotalPayWeight	Users can choose whether the pay weight will be the net or gross, so this will be the same as one of those.
	TotalDollars	Total purchase dollars for this cohort.
	AreWeightsFinal	Often the true weights and dollar values are not known until after the animals first arrive. This will be True or False, depending on whether the user has specified that the weights are now accurate.
	AreDollarsFinal	See above, but for dollar values.
	BuyerContactUUID	The UUID of the buyer involved. Points to one of the contacts in the ContactInformation block.
	SourceContactUUID	See above, but for the source.
LotInformation/Lot/OutCohorts/OutCohort	Identifier	A user entered identifier for the cohort.
	OutDate	The date this cohort of cattle left the lot.
	OutTime	The time they left.
	OutCount	The number of animals that entered as part of this cohort.
	TotalNetWeight	The total net weight of the cohort on leaving.
	TotalGrossWeight	The total gross weight of the cohort on leaving.

Block/Subblock	Element	Note
	TotalPayWeight	Users can choose whether the pay weight will be the net or gross, so this will be the same as one of those.
	TotalDollars	Total selling dollars for this cohort.
	OutReason	Slaughter, Further Feeding, Cull, Death, Own Use, or Other.
	AreWeightsFinal	Often the true weights and dollar values are not known until after the animals are gone. This will be True or False, depending on whether the user has specified that the weights are now accurate.
	AreDollarsFinal	See above, but for dollar values.
	BuyerContactUUID	The UUID of the buyer involved. Points to one of the contacts in the ContactInformation block.
LotInformation/Lot/Animals/Animal	RFID	The RFID of the animal (if there is one).
	CustomID1	Users can define up to five custom IDs for animals.
	CustomID2	
	CustomID3	
	CustomID4	
	CustomID5	
	IsAnimalCurrent	True or False.
	Sex	Female or Male (or blank if not known))
	Breed	The breed of the animal. Comes from a user defined list.
	Color	The color of the animal. Comes from a user defined list.
	CattleType	The cattle type of the animal. Comes from a user defined list.
	SourceContactUUID	The UUID of the source of this animal. It will point to a contact in the ContactInformation block.
	Birthdate	The birthdate (if known) of the animal. This often comes from the CCIA.
	HipHeight	In the units specified by the HeightUnit element.
	FrameScore	User defines how this works, but it is an integer.
	ThriftinessScore	User defines how this works, but it is an integer.
	TempermentScore	User defines how this works, but it is an integer.
	EstimatedCurrentWeight	The weight Fusion calculates the animal to be right now.
	EstimatedSlaughterDate	The user can enter an estimated slaughter date for each animal.
	AvgPenDensity	The average pen density (ex. sq ft/animal) for all the pen's this animal was in during its history. Will be in PenDensity units.
	StdDevPenDensity	The standard deviation of the all the pen densities the animal experienced during its history.
	AvgBunkDensity	The average feed bunk density (ex. in/animal) for all the pen's this animal was in during it's history. Will be in BunkDensity units.
	StdDevBunkDensity	The standard deviation of the all the feed bunk densities the animal experienced during its history.
	InTreatment	True or False, depending on whether the animal is currently being treated for something.
	LastTreatDate	The date of the animal's last treatment.
	CurrentDiagnosisLabel	The name of the diagnosis for which the animal is currently in treatment (if any).
	DiagnosisCount	The number of times the animal has been diagnosed with something.
	TreatmentCount	The total number of treatments the animal has had over all diagnoses.
	WithdrawalDateDrugBased	The withdrawal date based only on drugs.
	WithdrawalDateFeedBased	The withdrawal date based only on feed.
	WithdrawalDateOverall	The withdrawal date based on both drugs and feed.
	AgeInCCIAMonths	The age of the animal at the time the file was created, but calculated using the algorithm CCIA requires.

Block/Subblock	Element	Note
	AgeVerifiedStatus	Yes, No, Unchecked. Yes means the animal is age verified.
	CCIAMoveInDate	The date a CCIA move in event happened for this animal.
	CCIAMoveOutDate	The date a CCIA move out event happened for this animal.
	CCIARetiredDate	The date a CCIA retired event happened for this animal.
	CCIAImportDate	The date a CCIA import event happened for this animal.
	TotalFeedDollars	The estimated cost of feed this animal has consumed.
	TotalTreatDrugsDollars	The cost of drugs given during treatments.
	TotalOtherDrugsDollars	The cost of all other drugs.
	TotalInputDollars	The cost of inputs given to this animal during chuteside jobs.
	TotalYardageDollars	The total yardage charge for this animal.
	TotalDryMatter	The estimated quantity of feed on a dry matter basis this has consumed. In the WeightUnit units.
	DaysOnFeed	The number of days this animal has been in the feedlot.
	LastADG	The animal's average daily gain based on the in weight and the most recent scale weight.
	FirstSeenDate	The date the animal was processed.
	InWeight	The weight of the animal when it was processed.
	CustomWeightDate1	The user can define up to five events where Fusion records the date and weight of the animal.
	CustomWeight1	
	CustomWeightDate2	
	CustomWeight2	
	CustomWeightDate3	
	CustomWeight3	
	CustomWeightDate4	
	CustomWeight4	
	CustomWeightDate5	
	CustomWeight5	
	LastSeenDate	The date the animal was last see in a chuteside job.
	LastSeenWeight	The weight on that date.
	ImplantDate1	When animals are given implants, the date, weight, and product of the first five implants are recorded here.
	ImplantWeight1	
	ImplantProductLabel1	
	ImplantDate2	
	ImplantWeight2	
	ImplantProductLabel2	
	ImplantDate3	
	ImplantWeight3	
	ImplantProductLabel3	
	ImplantDate4	
	ImplantWeight4	
	ImplantProductLabel4	
	ImplantDate5	
	ImplantWeight5	
	ImplantProductLabel5	
	GeneticTest1	The user can define up to five genetic test fields.
	GeneticTest2	

Block/Subblock	Element	Note
	GeneticTest3	
	GeneticTest4	
	GeneticTest5	
	CustomField1	The user can define up to five custom fields. These are free form text.
	CustomField2	
	CustomField3	
	CustomField4	
	CustomField5	
	UltrasoundBackfatThickness	If the feedlot is ultrasounding animals, these fields will reflect that data. This one will be in the BackfatThicknessUnit unit.
	UltrasoundRibeyeArea	Will be in the RibeyeAreaUnit unit.
	UltrasoundProjectedYieldGrade	
	UltrasoundMarblingScore	
	UltrasoundProjectedQualityGrade	
	OutDate	The date the animal left the lot, usually for a death or to slaughter.
	LinkedOutCohortUUID	If the OutCohorts block is included, this field will point to the out cohort this animal was linked to when it left the feedlot (if any).
	CarcassKillDate	The feedlot can also track carcass data for animals and these fields will reflect that data.
	CarcassPlant	
	CarcassID	The plant's carcass ID.
	CarcassHotWeight	Will be in the WeightUnit unit.
	CarcassDollars	
	CarcassYieldGrade	
	CarcassLeanYieldPercent	
	CarcassRibEyeArea	Will be in the RibeyeAreaUnit unit.
	CarcassFatThickness	Will be in the BackfatThicknessUnit unit.
	CarcassMarblingScore	
	CarcassQualityGrade	
	Note	Any notes the feedlot has entered about this animal.
LotInformation/Lot/FeedUsageByIngredient/Ingredient	Name	The name of a feed ingredient that has been given to the lot. The following values represent the totals of this ingredient from any ration applied to the lot. Note that because of rounding, if you add the totals of this information it may not line up exactly with, for example, Lot/LotInformation/TotalDMConsumed. The TotalDMConsumed value will be more accurate.
	TotalDM	Total dry matter amount of this ingredient expressed in tonne (metric).
	TotalAF	Total as fed amount of this ingredient expressed in tonne (metric).
	TotalCost	The total cost value of this ingredient.
	TotalBillAt	The total bill at value of this ingredient.
LotInformation/Lot/FeedUsageByRation/Ration	Name	This section is the same as the FeedUsageByIngredient section, but the feeding is broken down by rations given to the lot.
	TotalDM	Total dry matter amount of this ration expressed in tonne (metric).
	TotalAF	Total as fed amount of this ration expressed in tonne (metric).
	TotalCost	The total cost value of this ration.
	TotalBillAt	The total bill at value of this ration.
LotInformation/Lot/FeedUsageByRationVersion/RationVersion	Name	This section is the same as the FeedUsageByRation section, but the feeding is broken down by ration version.
	TotalDM	Total dry matter amount of this ration version expressed in tonne (metric).
	TotalAF	Total as fed amount of this ration version expressed in tonne (metric).

Block/Subblock	Element	Note
	TotalCost	The total cost value of this ration version.
	TotalBillAt	The total bill at value of this ration version.
LotInformation/Lot/DrugUsage/Category	Name	The name of the billing category for drugs given to the lot.
	TotalCost	The total cost of drugs given in this category.
	TotalBillAt	The total bill at value of drugs given in this category.
LotInformation/Lot/DrugUsage/Category/ Drugs/Drug	Name	Within a billing category, there will be one or more drugs. This will be the name of the drug. Note that a drug can be in more than one category.
	Units	The units of the drug.
	Quantity	The quantity of the drug as given in this category.
	TotalCost	The total cost of the drug given in this category.
	TotalBillAt	The total bill at value of the drug given in this category.
LotInformation/Lot/InputUsage/Category	Name	The name of the billing category for inputs given to the lot.
	TotalCost	The total cost of inputs given in this category.
	TotalBillAt	The total bill at value of inputs given in this category.
LotInformation/Lot/InputUsage/Category/ Inputs/Input	Name	Within a billing category, there will be one or more inputs. This will be the name of the input. Note that a input can be in more than one category.
	Units	The billing unit of the input.
	Quantity	The quantity of the input as given in this category.
	TotalCost	The total cost of the input given in this category.
	TotalBillAt	The total bill at value of the input given in this category.
LotInformation/Lot/DrugEvents/DrugEvent	Time	The date and time of the event
	DrugUUID	A link to the drug in the DrugInformation block.
	AnimalUUID	A link to the animal UUID from the LotInformation/Lot/Animals/Animal subblock.
	Quantity	The amount of the drug administered. The units are determined from the DrugInformation block.
	DiagnosisName	If this drug event is part of a treatment, the name of the diagnosis (as defined by the user) will be here.
DrugInformation/Drug/	Name	The user defined name of the drug.
	Units	cc, bolus, implant, package, unit
	WithdrawalDays	The number of days of withdrawal on this drug. 0 means there is no withdrawal.