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Tips for getting started with FarmVille Tracker



Each "record" in FarmVille Tracker consists of the date, the total coins you had on that date, the number of coins you earned on that date, the total number of XPs, the number of XPs earned on that day, and the number of FVs, Fuel, Neighbors, etc. as of that date.

It is highly recommended that you create a new record for each each day. Just click the **New Day** button at the top of the screen. You can use the arrow buttons at the bottom right corner of the screen to easily go to other days. You can jump to any date by clicking the date field at the top of the window and entering a date.

Your first task will be to decide what date you want to start with. You can add previous dates to the system at a later time, but you should only use these for totals, if you have them recorded elsewhere. Buildings, Collections, Decorations, Vehicles, and Milestones (levels, awards, expansions, etc.) do not require a "record" and can be added for any date at any time. If you have not been keeping track prior to using the software, just start with the current date.

Animals, crops, trees, and gifts are all recorded on a daily basis. However these are handled slightly differently. **With animals and trees you enter your inventory only once and then on a daily basis record how many of these were harvested or collected from. You record which crops you planted each day, how many were planted and how many were harvested.** When you create a new day, all crops that were completely harvested drop off the list. All others are kept on the list until they are harvested. Gifts give and received are kept track of on a daily basis. Neighbors helped and Notes are also only tracked on a daily basis.

New Day

Click the **New Day** button at the top left of the screen at the beginning of each day in order to create a record for that day. In the **File** menu you will find menu items for **Delete Day** (if you want to start over for a single day) and **Delete All** (if you want to start complete

Simple Mode

If you only want to keep track of totals for each day, enable the **Simple** mode option at the top of the FarmVille Tracker window.

Save

Click the **Save** button at the top left of the screen to save your data. Data is automatically saved when you go to another day or choose the Quit menu item.

Help

Click the **Help** button at the top left of the screen to view the online help system. The help topic for the selected tab will be displayed. You can **Print** or **Export** one or all help topics if you wish. Use the list of topics on the left of the screen to read about that topic. If you don't find a topic listed, enter one or more words in the **Search for:** field at the top of the window and then click the **Search** button. The following is the information in the Help window for your online reference.

About FarmVille Tracker

Welcome to FarmVille Tracker

This handy application keeps track of all your neighbors, gifts, awards, animals, trees, crops, buildings, vehicles and decorations. It records overall totals, along with daily totals, and can generate reports.

FarmVille Tracker is very comprehensive but you do not need to use any more of it than you wish. There are no required fields. Some people may only want to keep track of their totals at the end of the day. If this includes you, enable the **Simple Mode** option at the top of the window.

Because of the changing nature of the FarmVille game, this software may not account for some of the latest changes and additions to the game. Therefore it is a good idea to adjust your totals (at the top of the window) at the end of each day.

The software is divided into windows that represent daily tasks and inventories, and more static lists, such as **Neighbors**, **Assets** (Buildings, Collections, Decorations and Vehicles) and **Milestones** (Awards and Ribbons, Expansions, and Levels). *You can sort any of these lists by clicking the column headings. Clicking the heading again sorts the list in the reverse order.*

The main window has a row of tabs that show the following groups of information: **Animals**, **Crops**, **Gifts**, **Purchases**, **Trees**, **Neighbors Helped**, and **Notes/Prefs** (Preferences).

In this software **XPs** are experience points and **FVs** are FarmVille dollars that you earn or buy. **Coins** are what you spend and collect from harvesting.

When you open the program for the first time, the current date is entered into the **Date** field. If you want to start recording activities on a prior date, click the Date field and fill in the first date you want to use.

We suggest you start with the current date and add all your existing animals, trees, crops, etc. but if you want to start with some previous date, you can.

To add a new day into the database, start by clicking the **New Day** button in the main window.

When you have more than one day entered, arrows will appear in the lower right corner of the main window which will take you to the record for the **First**, **Next**, **Previous** or **Last** day entered.

You may want to take inventory on a piece of paper of all your animals, trees, decorations, etc. before starting with the software, but you can also have both the game and this application running at the same time and switch between them.

Click the **Animals** tab and then click **Add/Select Animal**. Choose an animal and enter the total number of this type of animal you have. Repeat this process for each animal. As you harvest (or collect from) these animals, you will click each line and note how many were **Harvested** (or collected from). The **Daily Profit** for each animal (and the total profit) will be calculated.

Click the **Crops** tab and then click **Add/Select Crop**. Choose a crop and enter the total number of this type of crop you have planted. Repeat this process for each crop. As you harvest the crops, you will click each line and note how many were **Harvested**. The **Profit** for each crop (and the total profit) will be calculated.

Click the **Trees** tab and then click **Add/Select Tree**. Choose a tree and enter the total number of this type of tree you have. Repeat this process for each tree. As you harvest (or collect from) these trees, you will click each line and note how many were **Harvested**. The **Daily Profit** for each tree (and the total profit) will be calculated.

You can also keep track of **Gifts** you give and receive each day. **Gifts received** are added to the lists of **Animals, Trees, and Decorations**.

When you purchase an **Animal, Vehicle, Decoration, etc.** click the **Purchases** tab and then click the appropriate button. Your purchase will be added to the appropriate list and the totals will be calculated. It is possible to spend more coins or XPs than you have (in the software) and cause these totals to be negative values.

Keep track of what Neighbors you helped each day by clicking the **Neighbors Helped** tab.

Click the **Notes/Prefs** tab to find a **Notes** field for any misc. notes and **Preference** settings for **Date** and **Time** formats.

The total coins, xps, etc. are approximate (ie, may not match the totals in the game) and should be updated manually at the end of each day for accuracy.

At the bottom of the screen you will find buttons to take you to the **Reports** window (there are two choices - a graph and a text report), the **Neighbors** window, the **Assets** window (which includes Buildings, Decorations and Vehicles) and the **Milestones** windows (where you can keep track of Awards and Ribbons, Expansions, and Levels).

To backup the data, choose **Export** from the **File** menu and save the .txt file to your computer. You can also make a copy of the FVDB.rev file. You should copy either of these files to another disk for safe keeping.

Click each topic in the menu to the left of this field to find out more about each screen.

Animals

Keep track of all your Animals by clicking the **Animals** tab. The Animals inventory list will be revealed.

When you are setting up the software you will need to add all your animals to the list by clicking **Add/Select Animal** for each Animal you have in inventory. When you click **Choose Animal** you will be asked for the number of this animal you currently have on your farm.

*Each day you can specify how many of each animal you harvested (or collected from). To do this, click the line in the **Animals** inventory list and enter the number harvested in the resulting dialog. You can also change the total number or indicate how many were sold in this dialog.*

The **Daily Profit** for each Animal will be equal to the number **Sold** times the sales **Price** plus the number **Harvested** times the number of **Coins** per harvested animal. Daily totals are automatically generated.

*When you buy an Animal, click **Purchases** and then **Add an Animal**. Animals that are gifted to you are automatically added to the list.*

You can edit the **Total #** in Inventory, the **Number Bought**, the **Number Sold**, and the **Number Harvested** by clicking a line in the Animals inventory list. You can also delete the line by clicking **Remove Animal**.

In the **Choose an Animal** window, (which appears when you click the **Add/Select Animal** button) if you need to change an aspect of an existing Animal, just click the line and then click **Modify Animal**. A dialog will ask which aspect you want to change.

If you do not see an animal in the list, click **Update List** in the **Choose an Animal** window. If the animal is not automatically added then click the **Add a New Animal to this List** button.

Assets

Assets include **Buildings, Collections, Decorations and Vehicles**.

Click one of these topics on the left for more information.

Awards and Ribbons

Keep track of all your **Awards and Ribbons** by clicking the **Milestones** button at the bottom of the main window and then the **Awards and Ribbons** tab.

Click **Add Award or Ribbon** and specify the name or description of the award, ribbon or crop mastery, and then the date and (if you have the current date selected in the main window) any XPS or Coins collected.

The **Total #** of Awards or Ribbons, and the total **XPs** and **Coins** are shown at the bottom of the window.

To edit a line in the list, click the item in the line you want to edit and a dialog will ask for the new information.

To delete a line in the list, click the line with the ctrl (or Apple) key held down.

Clicking the **Print** button creates a text report of just the Awards and Ribbons which you can then **Print** or **Save as...** a text file.

Buildings

Keep track of all your **Buildings** by clicking the **Assets** button at the bottom of the main window and then the **Buildings** tab. The Buildings inventory list will be revealed.

When you are setting up the software you will need to add all your Buildings to the list by clicking **Add/Select Building** for each building you have in inventory.

*When you buy a Building, click **Purchases** and then **Add a Building**. Buildings that are gifted to you are automatically added to the list.*

You can edit the **Date Purchased**, the **Date Sold**, and the **Sale Price** for each Building by clicking a line in the inventory list. You can also delete the line by clicking **Remove Building**.

In the **Choose a Building** window (which appears when you click the **Add/Select Building** button), if you need to change an aspect of an existing Building, just click the line and then **Modify Building**. A dialog will ask which aspect you want to change.

If you do not see a Building in the list, click **Update List** in the **Choose a Building** window. If the Building is not automatically added then click the **Add a New Building to this List** button.

Clicking the **Print** button creates a text report which you can then **Print** or **Save as...** a text file.

Collections

Keep track of all your **Collections** by clicking the **Assets** button at the bottom of the main window and then the **Collections** tab. The Collections inventory list will be revealed.

When you are setting up the software you will need to add all your **Collections** to the list by clicking **Add/Select Collection** for each Collection Item you have in inventory. When you click **Choose Collection** you will be asked for the number of this item you have in inventory.

You can edit the **# Collected**, the **Group name**, and the **Scarcity** (Common, Rare, etc.) by clicking a line in the Collections inventory list. You can also delete the line by clicking **Remove Collection**.

In the **Choose a Collection** window (which appears when you click the **Add/Select Collection** button), if you need to change an aspect of an existing **Collection**, just click the line and then the **Modify Collection** button. A dialog will ask which aspect you want to change. You can edit the Collection item's **Name**, the **Group**, the **Scarcity** (Common, Rare, etc.), and the **Sale Price**.

If you do not see a Collection in the list, click **Update List** in the **Choose a Collection** window. If the Collection is not automatically added then click the **Add a New Collection to this List** button.

Clicking the **Print** button creates a text report which you can then **Print** or **Save as...** a text file.

Crops

Keep track of all your Crops by clicking the **Crops** tab. The Crops inventory list will be revealed.

When you are setting up the software you will need to add all your Crops to the list by clicking **Add/Select Crop** for each Crop you have in inventory. When you click **Choose Crop** you will be asked for the number of fields currently planted with that crop.

*Each day you can specify how many of each Crop you plant and harvest. To do this, click the line in the **Crops** inventory list and enter the number planted and harvested in the resulting dialog.*

The daily **Profit** for each Crop will be equal to the number of crops **Harvested** times the number of coins per harvested crop (**Sold ea.**).

Daily totals are automatically generated and include: the total number of **Plowed** fields (including any planted but not harvested from a previous day), the total number of **Planted** fields, the total **XPs** earned for plowing and planting, the total number of **Harvested** fields, the total number of coins earned for harvesting fields (**Sold**), the total number of coins spent for planting fields (**Cost** of seed), and the **Profit** (total Sold - Cost for planting).

Also included in the daily crop totals are: the total number of **Fallow** fields, the total number of fields that were plowed but not planted (**PNP**), the total number of fields that were plowed and then deleted (**DPF**), the number of **Total Fields**, the total **Plowed Cost** (15x the total Plowed + PNP + DPF), the **Total Cost** (Plowed Cost + Cost of seeds), and the **Net Profit** (total Sold - Total

Cost).

You can edit the **Number Planted**, the **Time Planted** and **Number Harvested** by clicking a line in the inventory list. Crop time is approximate and for your reference only. It is not used in any calculations and is optional. You can also delete the line by clicking **Remove Crop**.

In the **Choose a Crop** window (which appears when you click the **Add/Select Crop** button) , if you need to change an aspect of an existing Crop, just click the line and then click **Modify Crop**. A dialog will ask which aspect you want to change.

If you do not see a Crop in the list, click **Update List** in the **Choose a Crop** window. If the Crop is not automatically added then click the **Add a New Crop to this List** button.

Decorations

Keep track of all your **Decorations** by clicking the **Assets** button at the bottom of the main window and then the **Decorations** tab. The Decorations inventory list will be revealed.

When you are setting up the software you will need to add all your Decorations to the list by clicking **Add/Select Decoration** for each Decoration you have in inventory. When you click **Choose Decoration** you will be asked for the number of this item you have in inventory.

*When you buy a Decoration, click **Purchases** and then **Add a Decoration**. Decorations that are gifted to you are automatically added to the list.*

You can edit the **Total #** in Inventory, the **Number Purchased**, the **Number Sold**, and the amount **Each Sold For** by clicking a line in the Decorations inventory list. You can also delete the line by clicking **Remove Decoration**.

In the **Choose a Decoration** window (which appears when you click the **Add/Select Decoration** button), if you need to change an aspect of an existing Decoration, just click the line and then the **Modify Decoration** button. A dialog will ask which aspect you want to change.

If you do not see a Decoration in the list, click **Update List** in the **Choose a Decoration** window. If the Decoration is not automatically added then click the **Add a New Decoration to this List** button.

Clicking the **Print** button creates a text report which you can then **Print** or **Save as...** a text file.

Expansions

Keep track of all your **Expansions** by clicking the **Milestones** button at the bottom of the main window and then the **Expansions** tab.

To add a previous expansion to the list, click **Add Expansions** and specify the type or size, and then the **Date** of the expansion.

To add a current expansion, click **Purchases** in the main window and then **Add an Expansion**. You will be asked for the type or size, the date and the amount paid in FVs or Coins. Totals will be adjusted if the **Automatically Update Totals** option is enabled in the Preferences section.

The **Total #** of Expansions, ad the total **XPs** and **Coins** are shown at the bottom of the window.

To edit a line in the list, click the item in the line you want to edit and a dialog will ask for the new information.

To delete a line in the list, click the line with the ctrl (or Apple) key held down.

Clicking the **Print** button creates a text report which you can then **Print** or **Save as...** a text file.

Gifts

Keep track of what gifts you give and receive from your Neighbors each day by clicking the **Gifts** tab. Two lists will appear, one for **Gifts Received** and one for **Gifts Given**.

When you click **Add/Select Gift Received** a list of Neighbors and Gifts will appear. Choose a **Neighbor** and then the **Gift** they gave you. If the gift came from the game, enable the **Received from Game** option.

The next step is to click the line in the **Gifts Received From** list and choose **Kept, Sold or Ignored**. If you click Ignore on the Gift Requests Page (in Facebook) then choose **Ignore**. If you sell the gift rather than adding it to your farm then choose **Sold**. Gifts that are **Kept** are added to the appropriate inventory list.

When you click **Select Gifts Given** a list of Neighbors and Gifts will appear. Choose a **Gift** and then all the **Neighbors** you gave that gift to. The Neighbors and Gifts(s) will automatically be added to the **Gifts Given To** list. The **# of Gifts Given** for that neighbor will be updated in the Neighbors list.

If you do not see a Gift in the list, click **Update List** in the **Choose a Neighbor and a Gift** window (which appears when you click either the **Add/Select Gift Received** or **Select Gifts Given** button). If the Gift is not automatically added then click the **Add a New Gift to this List** button.

If you do not see a Neighbor in the list, click the **Add Neighbor** button at the bottom left of the window.

To use the **Paste Gift List** feature:

- 1) Go to your Gift Requests Page (in Facebook)
- 2) Copy all the FarmVille Names, gifts, pictures, etc. to the clipboard (ctrl + c or Apple + c)

3) Switch back to FarmVille Tracker

4) Click the Paste Gift List button

The new names and gifts will be added to the **Gifts Received From** list and the **# of Gifts Received, Last Gift Received** and the **Date of Last Gift Received** for each of these neighbors will be updated in the Neighbors list.

Levels

Keep track of all your **Levels** by clicking the **Milestones** button at the bottom of the main window and then the **Levels** tab.

Click **Add Levels** and specify the Level, the date and any Notes. If you have the current date selected in the main window, the **Level** field there will be updated.

To edit a line in the list, click the item in the line you want to edit and a dialog will ask for the new information.

To delete a line in the list, click the line with the ctrl (or Apple) key held down.

Clicking the **Print** button creates a text report of just the Levels which you can then **Print** or **Save as...** a text file.

Menus and Shortcuts

There are five menus at the top of the window (or screen) that allow access to both common and less common functions of the software.

In the **File** menu you will find: **New Day** and its keyboard shortcut ctrl + N (or Apple + N on the Mac); **Find Date** and its keyboard shortcut ctrl + F (or Apple + F on the Mac); **Delete Date** (to delete just the current date - or record) and **Delete All** (use this only if you want to start completely over); **Close Window** and its keyboard shortcut ctrl + W (or Apple + W on the Mac); **Save Data** and its keyboard shortcut ctrl + S (or Apple + S on the Mac); **Import Data** and **Export Data** (use these to backup and restore all the data contained in the software).

About, Preferences and **Quit** -- and its keyboard shortcut ctrl + Q (or Apple + Q on the Mac) -- are located in different menus depending on if you are using the Mac or Windows version of the software.

In the **Edit** menu you will find: **Cut** and its keyboard shortcut ctrl + X (or Apple + X on the Mac); **Copy** and its keyboard shortcut ctrl + C (or Apple + C on the Mac); **Paste** and its keyboard shortcut ctrl + V (or Apple + V on the Mac); **Clear** (similar to cut) and **Select All** and its keyboard shortcut ctrl + A (or Apple + A on the Mac). Undo is not supported but sometimes works when typing.

In the **Inventory** menu you will find: **Add Gifts** (which shows the Gifts section in the main window) and its keyboard shortcut ctrl + G (or Apple + G on the Mac); **Add Purchases** and its keyboard shortcut ctrl + P (or Apple + P on the Mac) shows the Purchases section.

You can also go directly to the **Add an Animal, Add a Building, Add a Crop, Add a Collection Item, Add a Decoration, Add a Tree** and **Add a Vehicle** windows. These all take you to the associated window where you can pick an item to add to your inventory. This is NOT the same as **Add Purchases**.

In the **Window** menu you will find: **FarmVille Tracker** and its keyboard shortcut ctrl + T (or Apple + T on the Mac) which will take you to the main window (if you are in some other window); **Milestones** and its three submenus (**Awards and Ribbons, Expansions** and **Levels**); and **Assets** and its four submenus (**Buildings, Collections, Decorations, and Vehicles**) which will take you to these windows (if you are in some other window); **Neighbors** and **Farmville Report** and its keyboard shortcut ctrl + R (or Apple + R on the Mac). You will be asked if you want to view a **Graph Report** or a **Text Report** when you choose this last item.

In the Help menu you can go to the **Help Index** or the **Licensing** (or Registration) window.

Milestones

Milestones include **Awards and Ribbons, Expansions** and **Levels**. You can keep track of the Dates and the amount of Coins or XPs collected for achieving the Milestone.

Click one of these topics on the left for more information.

Neighbors

Click the **Neighbors** button at the bottom of the main window to open the Neighbors window.

Click **Add Neighbor** to add one or more Neighbors. If you choose **One**, you will be asked only for a Name and Level. If you choose **Import from HTML** you need to begin by opening your Neighbors page (from Facebook) and saving the source of the page (choose Save or Save as from the File menu in your browser - and choose HTML ONLY) to your computer as an html file. Then when you click Import from HTML you will be asked to locate that file. The list will be replaced with your current neighbors and their Levels, photos, etc.

When you click a line in the Neighbors list, all of the information about that neighbor will be displayed if available. You can add any of this data at any time by clicking a line and then clicking a field on the right.

To edit the neighbor's Name or Level, select the line and click **Modify Neighbor**. To delete a neighbor, select the line and click **Remove Neighbor**.

Neighbors data includes their **XPs, Coins**, the **# of Gifts Given** from you to them, the **# of Gifts**

Received by you from them, the **# of Neighbors** they have, the **# of Achievements** they have, the **Last Gift you Received** from them and the **Date the Last Gift was Received**.

Some of these fields are automatically filled in when you give or receive a gift from the Neighbor in the **Gifts** section.

If you think a Neighbor has quit playing the game, you can disable the **Still Playing?** option.

If you Import from HTML a **Show Picture** option will appear. If this is enabled the Neighbor's Picture will be downloaded from the Internet. Click **Show Larger Profile Picture** to show the Neighbor's profile picture from FaceBook.

Neighbors Helped

Keep track of what Neighbors you helped each day by clicking the **Neighbors Helped** tab.

When you click **Choose Neighbor** a list of neighbors will appear. Click a line and then click **Choose Neighbor**. A dialog will appear where you can specify the number of XPs and Coins you gained by **Helping** with chores, **Fertilizing** fields, **Feeding the Chickens**, or any **Other Coins** earned.

At the bottom of the **Neighbors Helped** section are totals for the number of neighbors **Helped**, the **Help XPs**, the **Help Coins** (including Chicken Feeding and Other Coins), the **Fertilize XPs** and the **Fertilize Coins**.

You can click on a line in the **Neighbors Helped** list and edit the **Help XPs**, the **Help Coins** (which includes Chicken Feeding and Other Coins), the **Fertilize XPs** and the **Fertilize Coins**.

Notes/Prefs (Preferences)

Click the **Notes/Prefs** tab to access the **Notes** field and various **Preferences**. Use the Notes field for any misc. notes of any length.

When the **Automatically Update Totals** option is enabled, the totals at the top of the main window are updated automatically when you buy, harvest or sell items.

If the **Automatically Update Totals** option is not enabled, then you must update totals at the end of the day manually. When you change the **XPs** or **Coins** the **XPs Today** or **Profit Today** fields are updated with the difference between the total for the current day and the previous day.

We recommend leaving the **Automatically Update Totals** option off and manually entering totals at the end of each day. The Daily totals will be calculated for you. This software does not account for every expense and credit that the game does.

When you click on some buttons there are visual effects that enhance the change in the screen. If you don't like these effects then turn off the **Visual Effects** option.

You can change the Preference settings for **Date** and **Time** formats if you wish.

The **Cost per plowed field** will probably never change, but just in case it does, there is a field you can edit.

You can change the colors in all the windows by clicking **Set Background Color**.

You can create a backdrop for the application, to hide the desktop and other programs by clicking **Set Desktop Cover** and the clicking one of the colored squares. The one on the lower left can be changed to any color or any of a large number of patterns supplied with the software.

At the top of the main window you will find a **Simple Mode** option. *Enabling this hides the Animals, Crops, Gifts, Purchases, Trees, Neighbors and Notes sections and makes the window much shorter.* Disabling this option reveals all the features of the program again.

Purchases

Click the **Purchases** tab to enter all your purchases for the current date.

Choosing **Add an Animal** adds the animal to the Purchases list and the Animals inventory. Choosing **Add a Building** adds a building to the Purchases list and the Buildings inventory. Choosing **Add a Decoration** adds one or more decorations to the Purchases list and the Decoration inventory. Choosing **Add a Tree** adds the tree to the Purchases list and the Tree inventory. Choosing **Add a Vehicle** adds the vehicle to the Purchases list and the Vehicle inventory. Choosing **Add an Expansion** adds the expansion to the Purchases list and the list of Expansions.

Coins or **FVs** spent on the Purchase will be deducted from the Totals at the top of the window. **XPs** collected for the Purchase will be added to the XP totals.

You can delete or edit a line in the Purchases list by clicking the line.

Reports

When you click the **Reports** button at the bottom of the main window you will have a choice of viewing the **Text Report** or the **Graph Report**.

In the **Graph Report**, you can display data for the following date ranges: 3 to 12 Days OR 3 to 12 Weeks OR 3 to 12 Months. Some of these choices may not be available until you have entered sufficient data. The last day is always the current date, the Days, Weeks or Months is prior to today.

If there is not enough data to support any of these choices you can use the **Demonstration** option to create some fake data for you to experiment with.

If you choose **Days**, there will be a data point for each day. If you choose **Weeks** there will be a data point for the average of that week. If you choose **Months** there will be a data point for the average of that month.

If there is no data for the first date selected, 0 will be reported. If there is no data for any other date, an average will be computed. The numbers on the vertical axis range from the lowest to the highest values within the data set.

Below the graph are 12 choices of data to display in the graph. These are: **Total Coins, Daily Coins, Total XPs, Daily XPs, Profit from Trees, Profit from Crops, Total Fields Planted, Profit from Animals, Gifts Received, FVs, Fuel Levels** and **Neighbors**. Many of these choices will not be available if you have **Simple Mode** enabled on the FarmVille Tracker screen.

The scale to the left of the graph is recalculated each time so that the top number is equal to the maximum value. You can hover over each data point to see the exact #.

Click the colored square next to each option to change the color of the graph lines and data points for that option.

The **Text Report** shows any or all data, for all days, for any period of time, and can be printed or saved as a text file. There are many options available so you can choose which data to include in the report.

At the top of the text report window are options for each type of data contained in the databases. Use the menu button at the top right to select **All** or **None** of these options. Many of these options will not be available if you have **Simple Mode** enabled on the FarmVille Tracker screen.

When you have **Simple Mode** enabled on the FarmVille Tracker screen the **Totals Only** option will be selected for you. You can choose to include **Buildings, Decorations, Vehicles, Neighbors, Awards and Ribbons, Expansions**, and **Levels** when **Totals Only** is selected.

You can not include information about **Animals, Crops, Gifts, Purchases, Trees, Neighbors Helped**, or **Notes** when **Totals Only** is selected.

Click the **Date Options** button to reveal a date range menu and fields for the **Start Date** and **End Date**. Click a field to set a date. Hide these fields by clicking **Other Options**.

After making changes to the options, click **Create Report**.

At the bottom of the window are buttons for saving the report as a text file, changing the Font of the report and printing the report.

Click the **Font** button to change the size of the text in the report. Smaller sizes may print better.

Trees

Keep track of all your Trees by clicking the **Trees** tab. The Trees inventory list will be revealed.

When you are setting up the software you will need to add all your Trees to the list by clicking **Add/Select Tree** for each Tree you have in inventory. When you click **Choose Tree** you will be asked for the number of this tree you have in inventory.

*Each day you can specify how many of each Tree you harvested. To do this, click the line in the **Trees** inventory list and enter the number harvested in the resulting dialog. You can also change the total number or indicate how many were sold in this dialog.*

The **Daily Profit** for each Tree will be equal to the number **Sold** times the sales **Price** plus the number **Harvested** times the number of **Coins** per harvested tree. Daily totals are automatically generated.

*When you buy a Tree, click **Purchases** and then **Add a Tree**. Trees that are gifted to you are automatically added to the list.*

You can edit the **Total # in Inventory**, the **Number Bought**, the **Number Sold**, and the **Number Harvested** by clicking a line in the Trees inventory list. You can also delete the line by clicking **Remove Tree**.

In the **Choose a Tree** window (which appears when you click the **Add/Select Tree** button), if you need to change an aspect of an existing Tree, just click the line and then click **Modify Tree**. A dialog will ask which aspect you want to change.

If you do not see a Tree in the list, click **Update List** in the **Choose a Tree** window. If the Tree is not automatically added then click the **Add a New Tree to this List** button.

Vehicles

Keep track of all your **Vehicles** by clicking the **Assets** button at the bottom of the main window and then the **Vehicles** tab. The Vehicles inventory list will be revealed.

When you are setting up the software you will need to add all your Vehicles to the list by clicking **Add/Select Vehicle** for each Vehicle you have in inventory.

*When you buy a Vehicle, click **Purchases** and then **Add a Vehicle**. Vehicles that are gifted to you are automatically added to the list.*

You can edit the **Date Purchased**, the **Date Sold**, and the **Sale Price** for each Vehicle by clicking a line in the inventory list. You can also delete the line by clicking **Remove Vehicle**.

In the **Choose a Vehicle** window (which appears when you click the **Add/Select Vehicle** button), if you need to change an aspect of an existing Vehicle, just click the line and then the **Modify**

Vehicle button. A dialog will ask which aspect you want to change.

If you do not see a Vehicle in the list, click **Update List** in the **Choose a Vehicle** window. If the Vehicle is not automatically added then click the **Add a New Vehicle to this List** button.

Clicking the **Print** button creates a text report which you can then **Print** or **Save as...** a text file.

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