



To Your Rescue - One - Rel 1.0 - frm1SingleAnimalBehaviors

Casper - ID No - 21
Dog - Hound, White with light brown spots
Male - Birth Date - 9/28/2017

Behaviors, Traits, Characteristics

Behaviors to be Assigned


Behaviors to be Assigned
Rides Good

Behaviors Already Assigned to Casper


Behavior	Yes or No	Comments
Escape Artist		Possibly
Food Aggressive	No	
Good on Leash	Yes	


Yes No

Comments (20 characters max)

As its name suggests this screen lets you enter any behaviors, traits, or characteristics that you desire about the animal. What you enter here will appear on the Animal Report. You reach this screen by clicking the Brain button, , on the main Animals screen.

Before you can record behaviors, traits, or characteristics for an animal they must first be entered under Animal Behaviors in the Customization section of the Home screen. Once entered there they become available for assignment to that particular type of animal.

The grid on the left shows all the behaviors, traits, or characteristics that are available for assignment to a particular animal or animals. In the above graphic the behavior, Rides Good, is eligible for assignment to Casper. You can select it and enter Yes or No, however it applies and then, if you desire, add a comment. Clicking  Save will assign it to that animal and it will be listed in the grid on the right.

The behaviors in the right grid are those that have been assigned to Casper. If you want to delete one you can select it and click  Delete. It will then be put back into the listing of behaviors that can be assigned to the animal.

Some rescues choose to enter these behaviors, traits, and characteristics in the narrative animal 'My Story'. Either way, or both, work well.