

Deadheads Limitation

Work-flow to Use Deadheads Limitation

- » Use **Load Template** to set up the preference for several conditions
- » Repeat **Load Template** for additional instances of any template

Preference Overview

This is a set of complimentary preference instances that set distance limits for depot pull out and depot pull in trips. The purpose is to keep vehicles as close as possible to their "home" depots.

The templates refer to **Depot distance limit** or **Deadhead distance limit** rather than specifically to Pull out and Pull in. The effect of the preference is all follows:

For Pull outs:

The preference limits the Pull out distance a vehicle may travel to perform a service trip. It serves to keep vehicles in the general vicinity of their "home" depots.

For Pull ins:

At the end of a work day, the vehicle will return to its "home" depot if the distance to travel is less than a specified maximum. Otherwise, the vehicle will be parked in nearest depot.

Templates Available from Optibus

Table 1-1: Templates Summary

Template Name	Purpose	Reference
Reduce depot checks	Sets a maximum distance limit for return to depot trips.	Reduce depot checks
Minimize Vehicle Cruise Restriction	Set as a constraint, the maximum distance for an exit depot deadhead.	Minimize Vehicle Cruise Restriction
Minimize Vehicle Cruise Preference	Set the maximum distance for an exit depot deadhead with a penalty.	Minimize Vehicle Cruise Preference

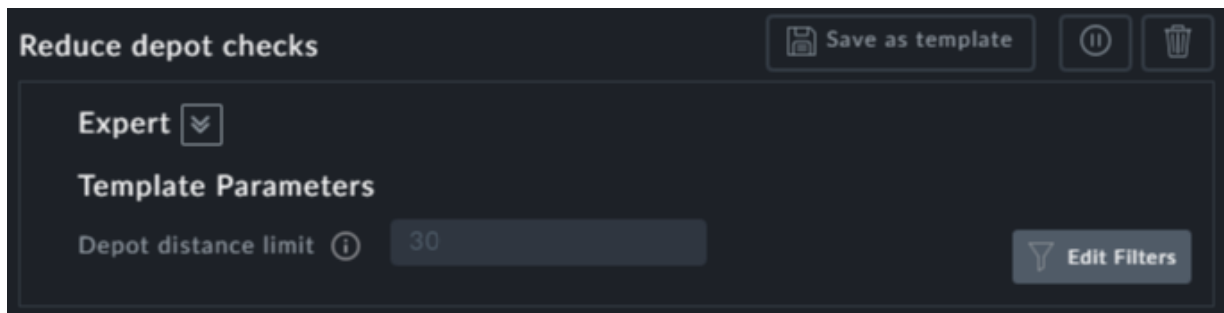
Reduce depot checks

Purpose:

Sets a maximum distance limit for return to depot trips.

Prerequisites: None.

Opening Dialog:



The screenshot shows a dark-themed dialog box titled "Reduce depot checks". At the top right, there are three buttons: "Save as template" (with a floppy disk icon), a pause button (with a double vertical bar icon), and a delete button (with a trash can icon). Below the title bar, there is a section labeled "Expert" with a dropdown arrow. Underneath, the "Template Parameters" section contains a label "Depot distance limit" followed by an information icon (i) and a text input field containing the value "30". To the right of the input field is a button labeled "Edit Filters" with a funnel icon.

Points to note:

- » **Depot distance limit:** This field is a constraint, since under normal conditions, the driver has no discretion in the matter
- » If you set it to zero, vehicles will always return to their "home" depot
- » The unit of distance (Km, miles) depends on your location

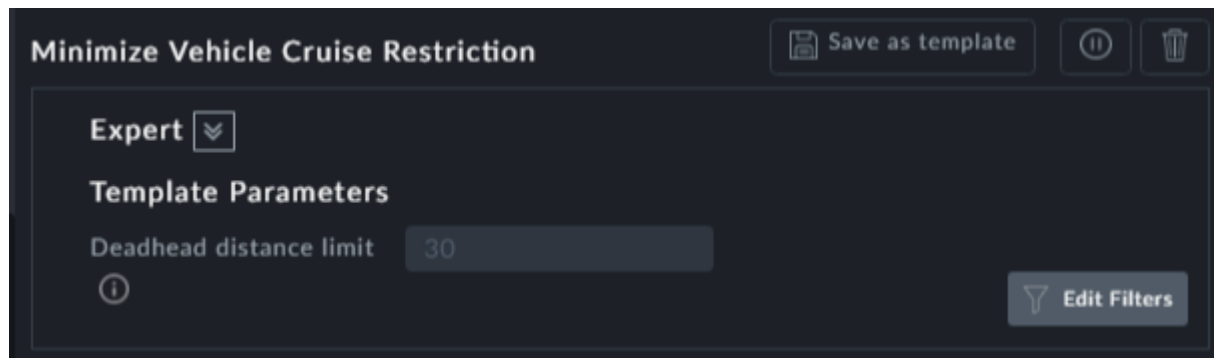
Minimize Vehicle Cruise Restriction

Purpose:

Set as a constraint, the maximum distance for an exit depot deadhead.

Prerequisites: None.

Opening Dialog:



The screenshot shows a dark-themed dialog box titled "Minimize Vehicle Cruise Restriction". At the top right, there are three buttons: "Save as template" (with a floppy disk icon), a pause button (with a double vertical line icon), and a delete button (with a trash can icon). Below the title bar, there is a section labeled "Expert" with a dropdown arrow. Underneath, the heading "Template Parameters" is followed by a label "Deadhead distance limit" and a text input field containing the value "30". To the left of the input field is a small circular information icon (with an 'i'). To the right of the input field is a button labeled "Edit Filters" with a funnel icon.

Points to note:

- » **Deadhead distance limit:** This field is a constraint
- » The unit of distance (Km, miles) depends on your location

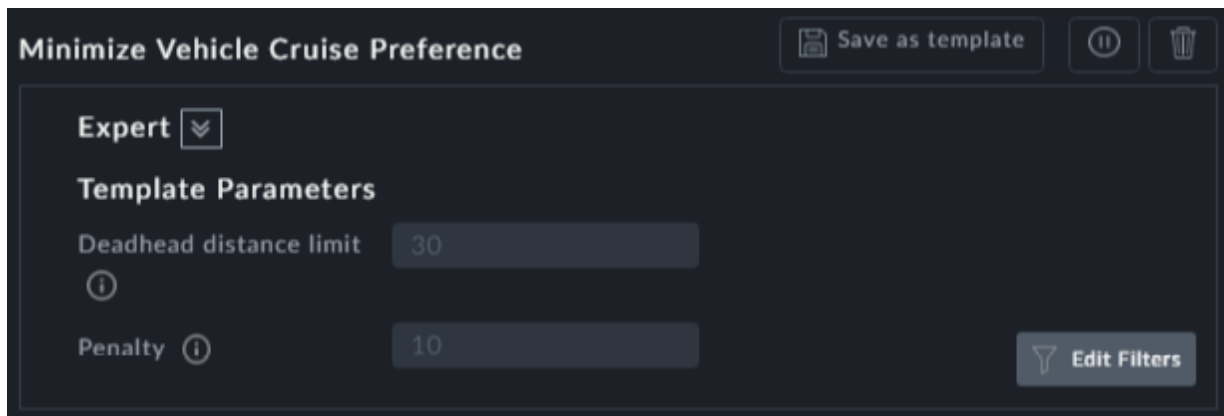
Minimize Vehicle Cruise Preference

Purpose:

Set the maximum distance for an exit depot deadhead with a penalty.

Prerequisites: None.

Opening Dialog:



The screenshot shows a dark-themed dialog box titled "Minimize Vehicle Cruise Preference". In the top right corner, there are three buttons: "Save as template" (with a floppy disk icon), a pause button (with a double vertical bar icon), and a delete button (with a trash can icon). Below the title bar, on the left, is a dropdown menu labeled "Expert" with a downward arrow icon. The main section is titled "Template Parameters" and contains two input fields. The first field is labeled "Deadhead distance limit" with an information icon (i) to its left; the input box contains the value "30". The second field is labeled "Penalty" with an information icon (i) to its left; the input box contains the value "10". In the bottom right corner of the dialog, there is a button labeled "Edit Filters" with a funnel icon to its left.

Points to note:

- » This preference is a flexible version of [Minimize Vehicle Cruise Restriction](#)
- » **Deadhead distance limit:** This field is flexible.
- » The unit of distance (Km, miles) depends on your location