Using a Vehicles-only Schedule

What can be edited

- » Trips can start and end times may be edited
- » Trips may be removed
- Pull out/pull in: Depot pull out and pull in elements can be removed and replaced. In the replacement you can change the origin for a pull out and the destination for a pull in.
- » Vehicle block information boxes offer editable fields: Vehicle ID and vehicle type

Moving on or more trips to another Vehicle

The method is the same as used in Drivers Gantt: **Moving a single trip** and **Moving Multiple Trips to Another Duty**.

Changing trip times

Click a trip element for editing.

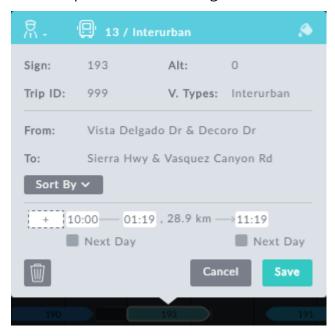


Figure 1-1: Editing a vehicle through its information box

Otherwise, changing trip start/end times works the same way as it does for Drivers Gant, **Changing trip times**.

Deleting a trip

Deleting a trip works the same way as it does for Drivers Gant, **Deleting a Trip**.

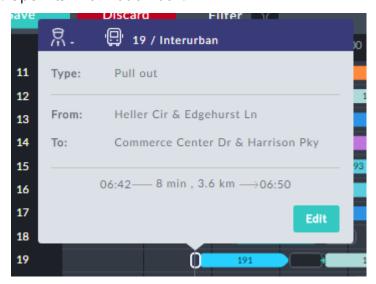
Changing a Depot for Pull out/Pull in

Changing a Depot for Pull out/Pull in requires that you delete the element and replace it with a different depot. In the replaced element, you can change the depot origin for a pull out and the destination depot for a pull in.

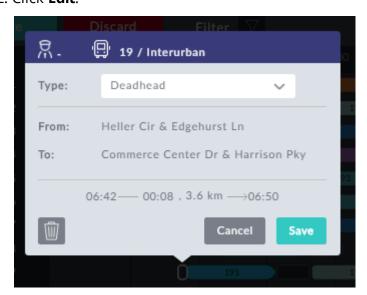
In the following example we will change the depot for a pull out. We do it in two stages:

Stage 1 - To delete a pull out:

1. Open its information box:



2. Click Edit.



3. Click the \square button. The pull out is deleted.

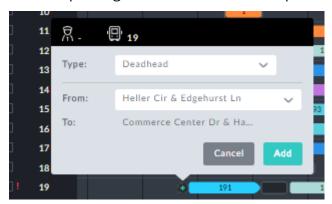
> Stage 2 -To add back the pull out with a new origin:

1. Locate the block with the missing pull out.

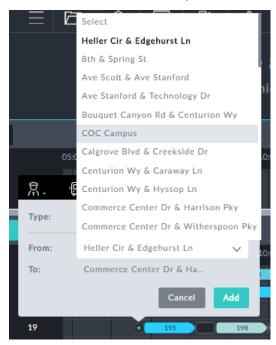


It will show a red exclamtion mark to the left and a small blue plus sign when you mous-over the beginning of the trip.

2. Click the plus sign. An information box opens:



3. Click the From field. A drop list of available stops is displayed:



- 4. Choose (say) COC Campus.
- 5. Click **Add**. The pull out is re-instated with the new origin.

Custom Types and Elements

Adding custom types and elements works the same way as it does for Drivers Gantt, **Custom Types and Elements.**

Block level editing

Block level editing works the same way as it does for Drivers Gant, **Block level editing**.