

# Depot Vehicle Allocation

## *Work-flow to Use Depot Vehicle Allocation*

Use **Load Template** to set up the preference. Only one instance of this preference may be used. Two templates are available, one of which is an extension of the other.

## *Preference Overview*

This name of this preference is something of a misnomer. It deals with vehicle depot circularity.

## *Templates Available from Optibus*

*Table 1-1: Templates Summary*

Template Name	Purpose	Reference
Advanced depot optimization	Determines vehicle depot circularity. Setting this requires limiting optimization iterations.	<a href="#">Advanced depot optimization</a>
Vehicle depot circularity - default	Determines vehicle depot circularity	<a href="#">Vehicle depot circularity - default</a>

## *Advanced depot optimization*

### **Purpose:**

Determines vehicle depot circularity (vehicles must return to their start depots at the end of a vehicle trip block). Setting this requires limiting optimization iterations.

**Prerequisites:** None.

### **Opening Dialog:**

Advanced depot optimization

Save as template

Expert

Template Parameters

Vehicle depot circularity

No

Yes

Max iterations

500

Max no improvement iterations

100

**Points to note:**

**Vehicle depot circularity** is set to Yes by default with the two maximum iteration counts as shown. If you disable circularity, the iteration items are ignored.

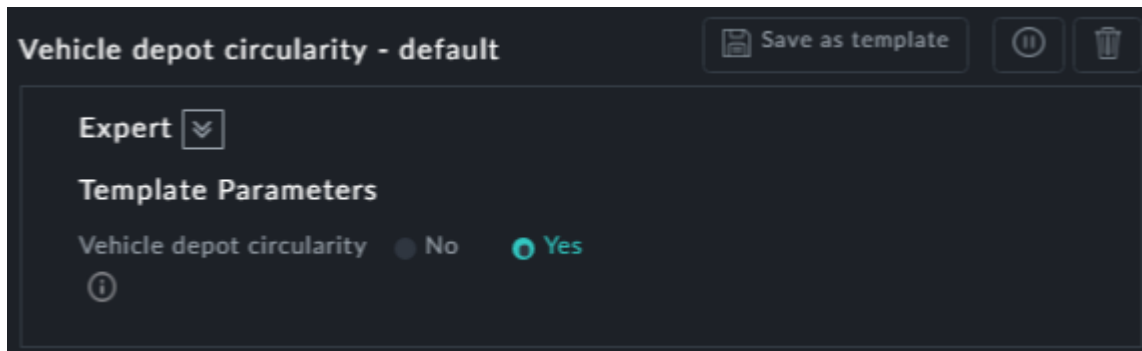
## Vehicle depot circularity - default

### Purpose:

Determines vehicle depot circularity (vehicles must return to their start depots at the end of a vehicle trip block).

**Prerequisites:** None.

### Opening Dialog:



### Points to note:

This is a short form of the previous template.



**Tip**

If you wish to set **Vehicle depot circularity** to Yes, use the previous template.