# Purpose and Scope of Interactive Scheduling

# Preparing for an Interactive Editing Session

# Drivers Gantt Interactive Editing

## Moving a Trip (refer to stack)

### Moving a trip to another or new duty

### Moving a trip to the stack

### Moving multiple trips

## Changing Trip Times

## Deleting a Trip

## Changing a Depot Pull out/Pull in

## Adding and Removing a Taxi

## Replacing a Taxi with a Deadhead

## Adding a Custom Element

# Vehicles Gantt Interactive Editing

# Using a Vehicles-only Schedule (?)

# Using Add Trip

# Completing the Edit Session

Assign Vehicles Options