**Instead of “Two methods of optimization”**

**Optimization options:**

The **Optibize** button initiates an optimization run for the Schedule. The processing time

depends on the size of the schedule and other elements but is generally of the order of seconds - minutes.

We can choose if we want to optimize the vehicles, the duties or both of them using the “optimization settings” button (insert picture) before we click **Optibize.**

**The different options of the “optimization settings” button: (you can insert screen shot of every option)**

* **Create vehicles** – creating a vehicle only schedule – with no duty’s assignment. This option is good for checking the minimum number of vehicles required for the schedule, or for separately planning the vehicles and then the duties.
* **Create duties** – creating duties schedule based on a given vehicle schedule. Duties will be changed whereas the vehicles will remain the same as in the schedule that is displayed currently on the Gantt. Having a vehicle schedule is mandatory before creating duty schedule.
* **Create duties + Allow vehicle modifications** – In this case an **iterative process** will be performed internally – after the system will create the duty schedule based on the vehicle schedule that is currently displayed on the Gantt - the vehicle schedule will be changed only for the purpose of improving the duties created in the schedule. Then the system will run the duty schedule again based on these vehicle schedule changes, and this circular process will go on until the system will reach the best results. All this process happens within seconds and allows us to know that we have reached the best result we could get for our schedule.
* **Create vehicles + Create duties** – Both vehicles and duties will be created in an iterative process described in the last bullet.
* **Multi day** – Turning the Multi day option on together with any of the options described in all previous bullets, will make the optimization run for all the days that exist in the current dataset.