

# Use Case: RemoveFromTrackList

**Summary:** Ability to remove a selected car from a list of tracked cars

**Priority:** mid

**Extends:** MarkCar

**Includes:** none

**Participants:** One user

## Normal flow of events

	Actor	System
1	The user clicks the "remove from tracklist" button in the information dialog for a selected car	
2		The car is removed from the list containing all the currently tracked cars, remove any kind of visual marking the car had.

## Exceptional flow

	Actor	System
1.1	The user clicks remove from tracklist in the information dialog for a selected car that is no longer in the scene	
1.2		The system shows a dialog that the car is no longer active