Working with Trip Replay

ABOUT TRIP REPLAY

A Trip in Fleet Complete is defined as Ignition On to Ignition Off. Trip Replay is a feature that provides you with the route and additional aspects that are involved in a trip. You are able to access information about the asset's speed and position, readings from sensors, and odometer readings of each position taken during a specific time period.
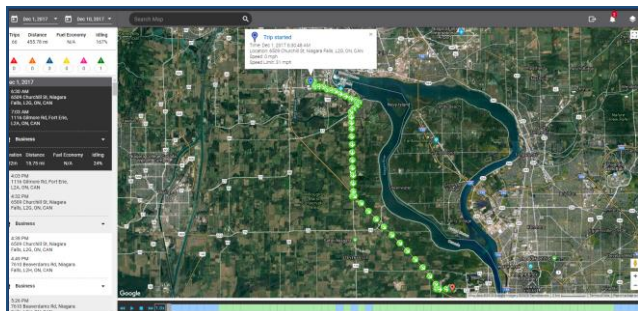
ACCESSING TRIP REPLAY

1. Log in to the Fleet Complete Web Application
2. From the left hand side *Map Items Panel*, click an asset's Description for its corresponding information to display in the same *panel*
3. In the Asset Details section, click the **Trip Replay** button

VIEWING THE SCREEN'S LAYOUT

The *Trip Replay* screen is organized into four sections:
1. The **Trip Panel** is located on the left hand side of the screen
2. The **Map Toolbar** is on the right hand corner of the screen
3. The **Map Area** constitutes the majority of the *Trip Replay* screen
4. The **Progress Bar** is located in the bottom of the screen

TRACKING AN ASSET

1. Log in to the Fleet Complete Web Application
2. From the left hand side *Map Items Panel*, click an asset's Description for its corresponding information to display in the same *panel*
3. In the Asset Details section, click the **Trip Replay** button
4. On the left hand side *Trip Panel*, click the first **Calendar** button to select the start date for the trip
5. Click the second **Calendar** button to select the end date for the trip

6. Below the *Date Range* section, a summary displays of the trips in the replay period for the selected dates including:
   a. The total number of **Trips**,
   b. The **Total Distance** travelled
   c. The **Fuel Economy** based on the fuel tank capacity, and
   d. The total **Idling** as a percentage

7. Below the *Trip Summary* section, hover your mouse over the different coloured Triangle icons in the the *Rule Violation Summary* to see the total amount of violations that were triggered within the replay period including: Crash detected, Speeding, Harsh Braking, Harsh Cornering, Racing, and Rapid Acceleration

8. Below the Rule Violation Summary is the list of completed trips which are organized by:

    a. Start Time and End Time of the trip

    b. Start Address and End Address of the trip, and

    c. A summary of the trip including the **Duration** of the trip, the *Total **Distance*** travelled, the *Fuel Economy*, and the ***Idling*** percentage


9. Click each completed trip for a visual representation of the trip in the *Map Area* to the right

10. In the Map Area, the **Blue Pin** indicates the starting point of the trip while the **Red Pin** indicates the end point of the trip.

Each position on the map displays the direction in which the asset was travelling at the time the position was taken
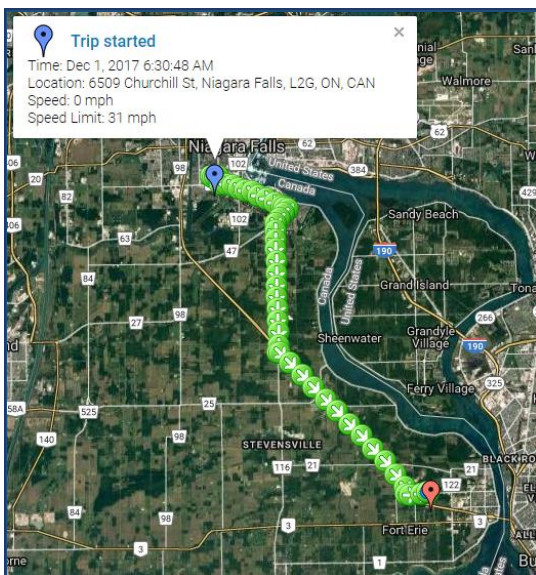
11. Hover your mouse over the event on the map to see the details of a violation event, if any, which are represented by their respective colored Triangle Violation icons on he Map area and in the rule violation section of the *Trip Panel*

12. Drag the *Progress Bar* in the bottom to display the different events that took place during the trip
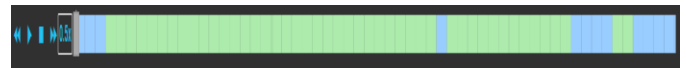
13. The different coloured cells indicate different events throughout the trip, including:

    •   Blue cells = idling time

    •   Green cells = moving time

    •   Red indicators = crash detected events

    •   Orange indicators = speeding events

    •   Dark Blue indicators = harsh braking events

    •   Yellow indicators = harsh cornering events

    •   Pink indicators = racing events

    •   Green indicators = rapid acceleration events

TO LEARN MORE ABOUT TRIP REPLAY

To learn more about Trip Replay, click the **Help** button located in the top right-hand corner of the application and perform a keyword search.