



# Quick Reference Card

## Working with Trip Replay

### OVERVIEW

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 can access information about the asset's speed and position, readings from sensors, and odometer readings of each position taken during a specific period.

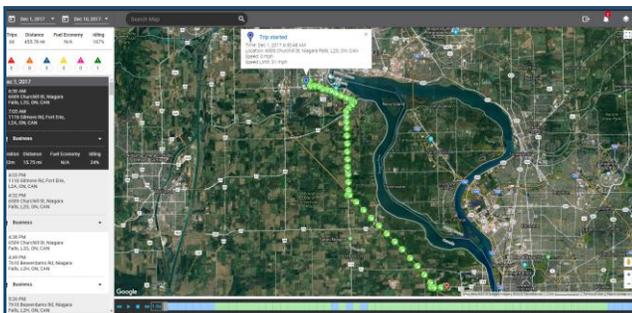
### ACCESS TRIP REPLAY

1. Log in to the Fleet Complete
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  Trip Replay

### VIEW 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 most of the *Trip Replay* screen
4. The **Progress Bar** is in the bottom of the screen



### TRACK AN ASSET

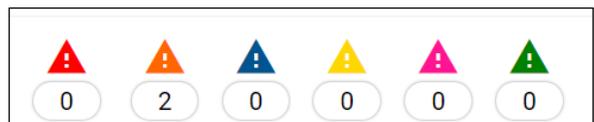
1. Complete steps 1-3 from **Access Trip Replay**
2. Click the first **Calendar** button to select the **Start Date** for the trip
3. Click the second **Calendar** button to select the **End Date** for the trip



4. 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

Trips	Distance	Fuel Economy	Idling
9	159.36 mi	N/A	19%

5. 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



6. 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



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

Nov 18, 2018

7:10 AM  
6506 Churchill St, Niagara Falls, L2G, ON, CAN

7:53 AM  
160 Garrison Rd, Fort Erie, L2A, ON, CAN

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Business

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Duration	Distance	Fuel Economy	Idling
43m	21.6 mi	N/A	11%

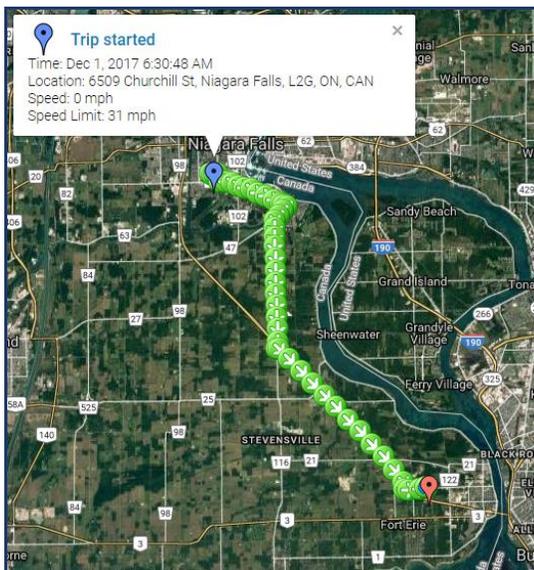
- 10. Drag the *Progress Bar* in the bottom to display the different events that took place during the trip



- 11. 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

- 7. Click each completed trip for a visual representation of the trip in the *Map Area* to the right
- 8. In the Map Area, the **Blue Pin** indicates the starting point of the trip while the **Red Pin** indicates the ending 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



- 9. 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 the Map area and in the rule violation section of the *Trip Panel*

## 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 tracking screen and perform a keyword search.