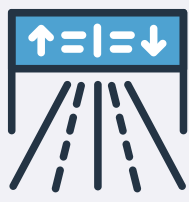


# ROUTING 101

Our routing algorithm is core to all of our products. It looks for the **best** path between two points, considering the Road Classification, Distance, Total Time to drive, and Appropriateness for the vehicle.

## ROAD CLASSIFICATIONS



Motorways  
Freeways



Dual Carriageways  
Divided Highways



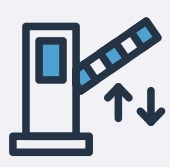
Primary  
Roads



Secondary  
Roads



Local Streets



Toll System



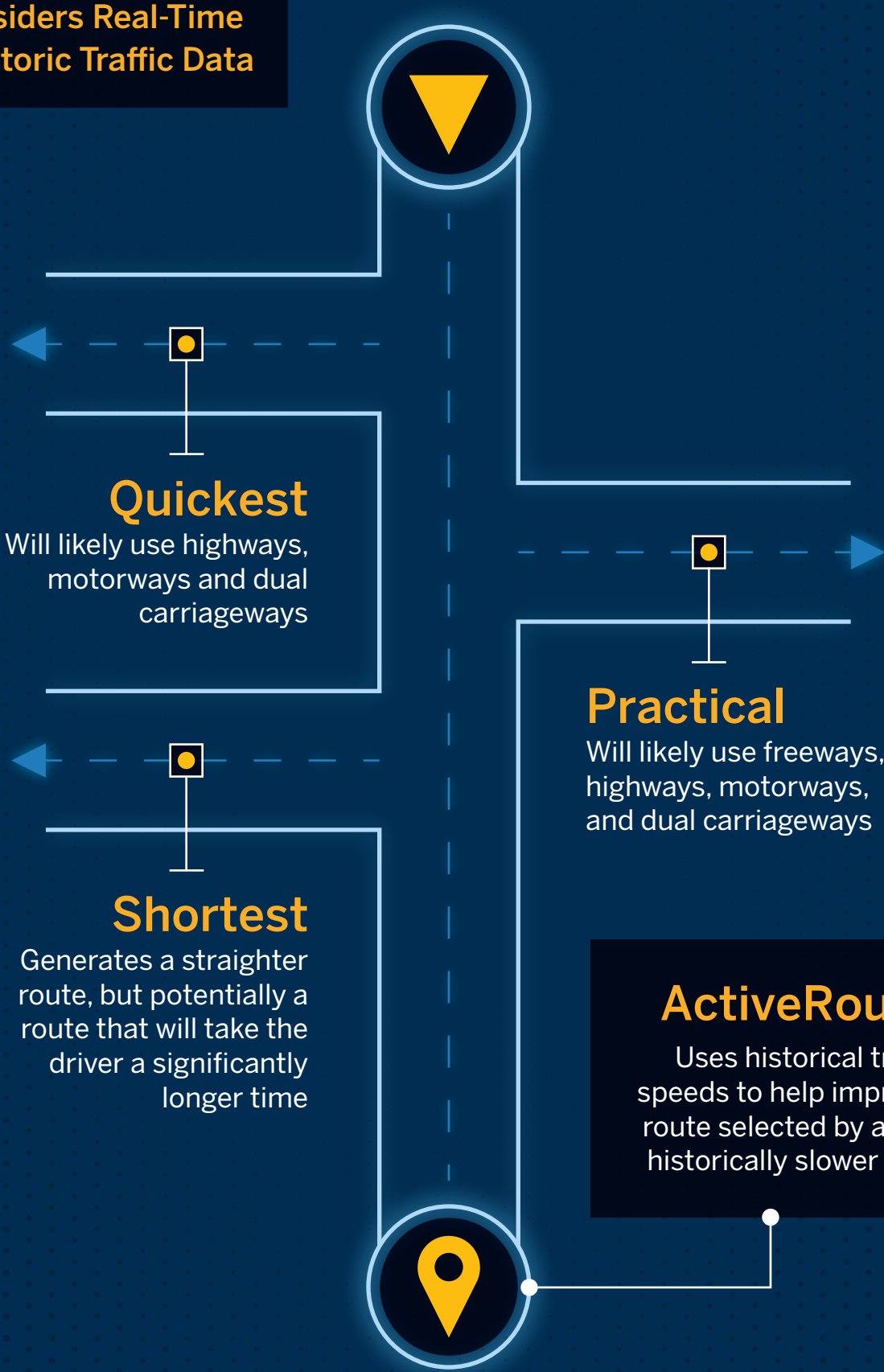
Ramps



Ferries

## ROUTE TYPES

Considers Real-Time & Historic Traffic Data



### Quickest

Will likely use highways, motorways and dual carriageways

### Shortest

Generates a straighter route, but potentially a route that will take the driver a significantly longer time

### Practical

Will likely use freeways, highways, motorways, and dual carriageways

### ActiveRoutes

Uses historical traffic speeds to help improve the route selected by avoiding historically slower routes.

## ROUTE MODIFIERS

Aimed at reducing the use and cost to traverse a road link. Great for shaping a route path

Perfect for Congestion Zones and Toll Roads



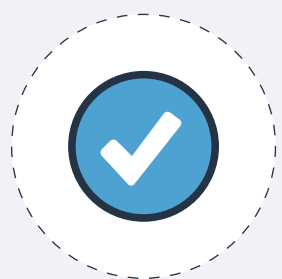
### Avoid

Attempt to block all access to this road



### Warn When Driving

Use the road but warn the driver if the route requires access



### Allow

The road will be used when it is the quicker or shorter route



### Sites Routing

Specify the exact entry and exit to a site