Delivery Jobs - Apply

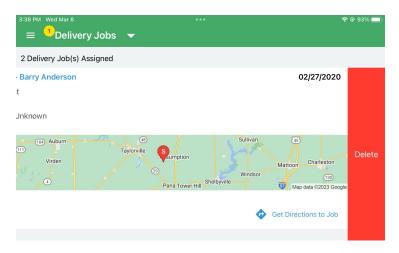
Last Modified on 03/17/2023 11:01 am CDT

To switch between Blend Jobs and Delivery Jobs, select the down arrow at the top of the screen. The number displayed indicates the number of each job type assigned to the applicator.



Delivery Job List

On any job, swipe from right to left to **Delete** to remove the job from the Driver's device.

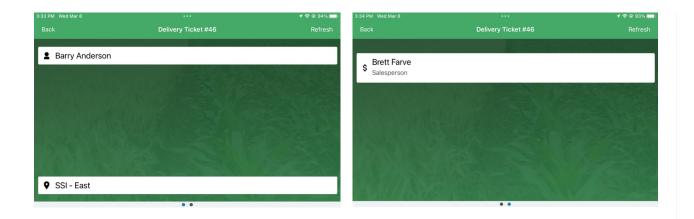


Select a job for more details and options related to that specific job.

Overview

The Overview tab displays basic information for the delivery including Customer Name, Contacts, and a map image of the Field Location. Tap **Refresh** in the upper right to reload the job from Agvance.

Swipe the top half of the screen from left to right for more details regarding the selected Blend Ticket.

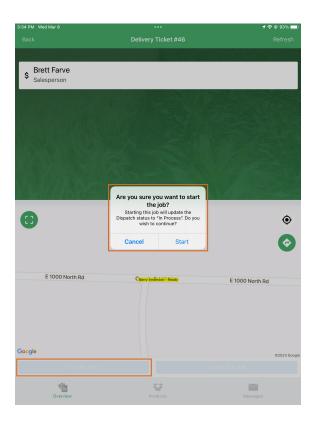


On the lower half of the screen, a map of the job displays. The number of acres can be adjusted if necessary.

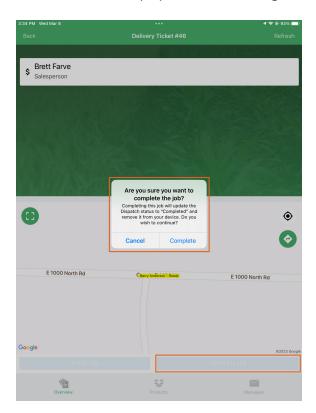


- 1. Select the **Compass** icon to zoom to the current location on the map.
- $2. \ \, {\sf Tap\ the\ Directions\ icon\ to\ open\ an\ independent\ app\ with\ directions\ to\ the\ Field\ Location.}$
- 3. Select the **Full View Map** icon to open a full view of the satellite map.

Tapping **Start Job** communicates to SKY Dispatch the job has been started.

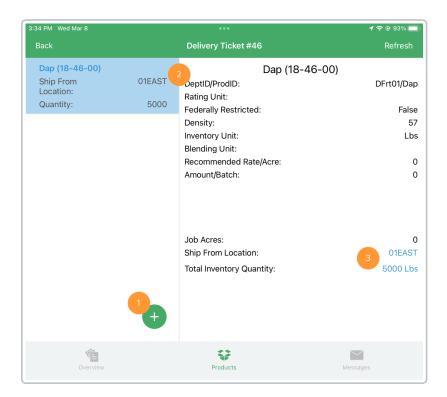


When the job is completed, selecting **Complete Job** communicates the status to SKY Dispatch and optionally marks the ticket as *Loaded* in preparation for invoicing.



Products

The Products tab displays detailed information for the product being delivered.



- 1. Search for and select additional products by choosing the green + icon.
- 2. Select the Product to view additional details.
- 3. The Ship From Location and Total Inventory Quantity can be adjusted here.

Messages

The *Messages* tab gives the ability to communicate with dispatchers in SKY Dispatch. Choose a Dispatcher and enter the message. Optionally upload any attachments by tapping the **Paper Clip** icon and tap the **Blue Arrow** to send.

