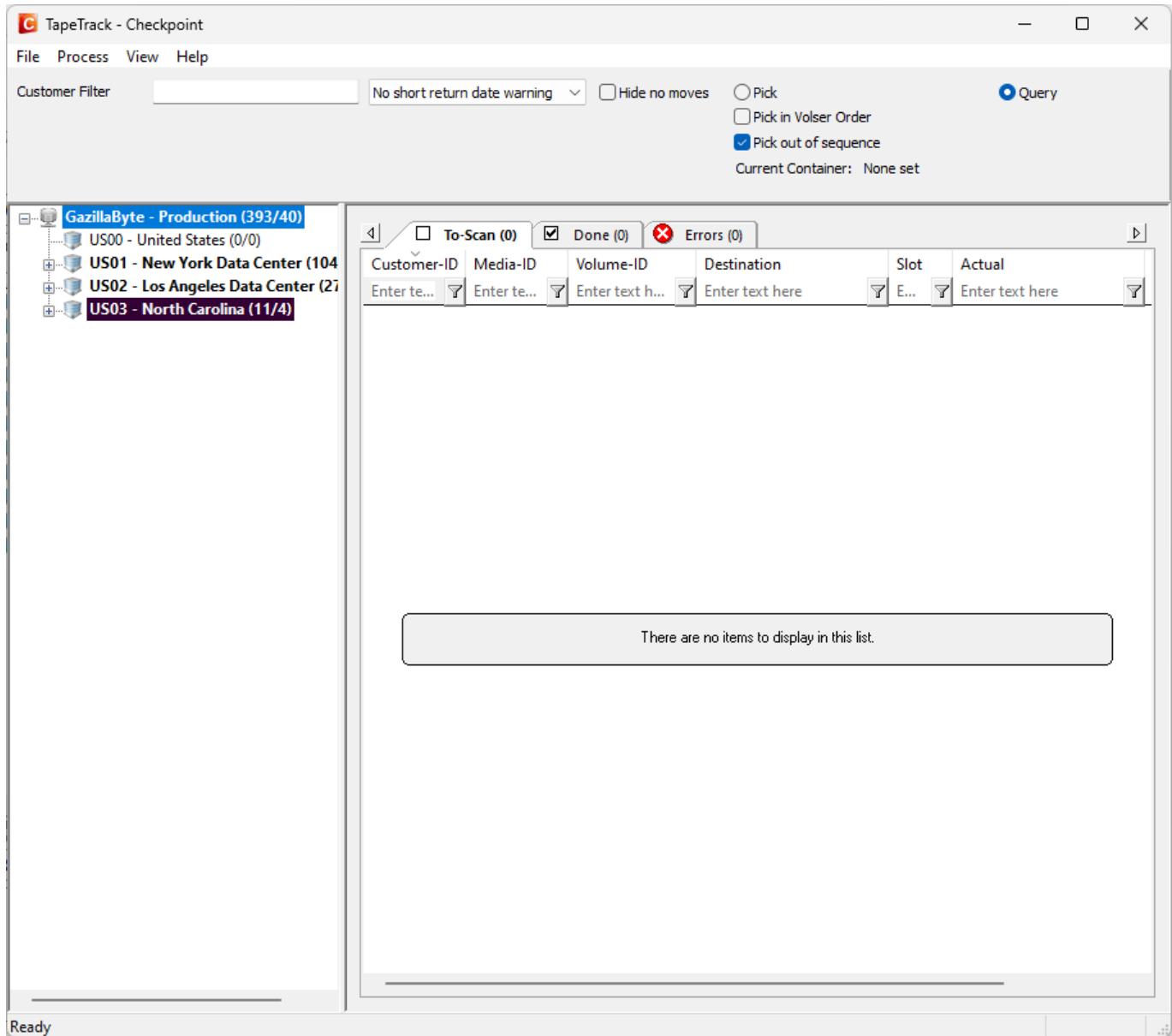


# Movement Tree

The Movement Tree provides a list of all available [Volume](#) movements, organized in the hierarchy of [Server](#), [Customer](#), [Media Type](#), [Receiving Repository](#), and [Sending Repository](#).

Any [Customers](#) with [Volumes](#) moving to a [Repository](#) with the `Do not slot` option set to True will display with a purple background.



The screenshot shows the TapeTrack - Checkpoint application window. The title bar reads "C TapeTrack - Checkpoint". The menu bar includes "File", "Process", "View", and "Help". The "Customer Filter" section contains a search bar, a dropdown for "No short return date warning", a checkbox for "Hide no moves", and radio buttons for "Pick" (unselected), "Pick in Volser Order" (unchecked), and "Pick out of sequence" (selected). The "Query" button is highlighted. Below these are "Current Container: None set" and a tree view of "GazillaByte - Production (393/40)". The tree has four nodes: "US00 - United States (0/0)", "US01 - New York Data Center (104)", "US02 - Los Angeles Data Center (27)", and "US03 - North Carolina (11/4)". The "US01" node is expanded. The main pane displays a table with columns: "Customer-ID", "Media-ID", "Volume-ID", "Destination", "Slot", and "Actual". The table header includes search and filter icons. A message box in the center of the table area says "There are no items to display in this list." The status bar at the bottom left shows "Ready".

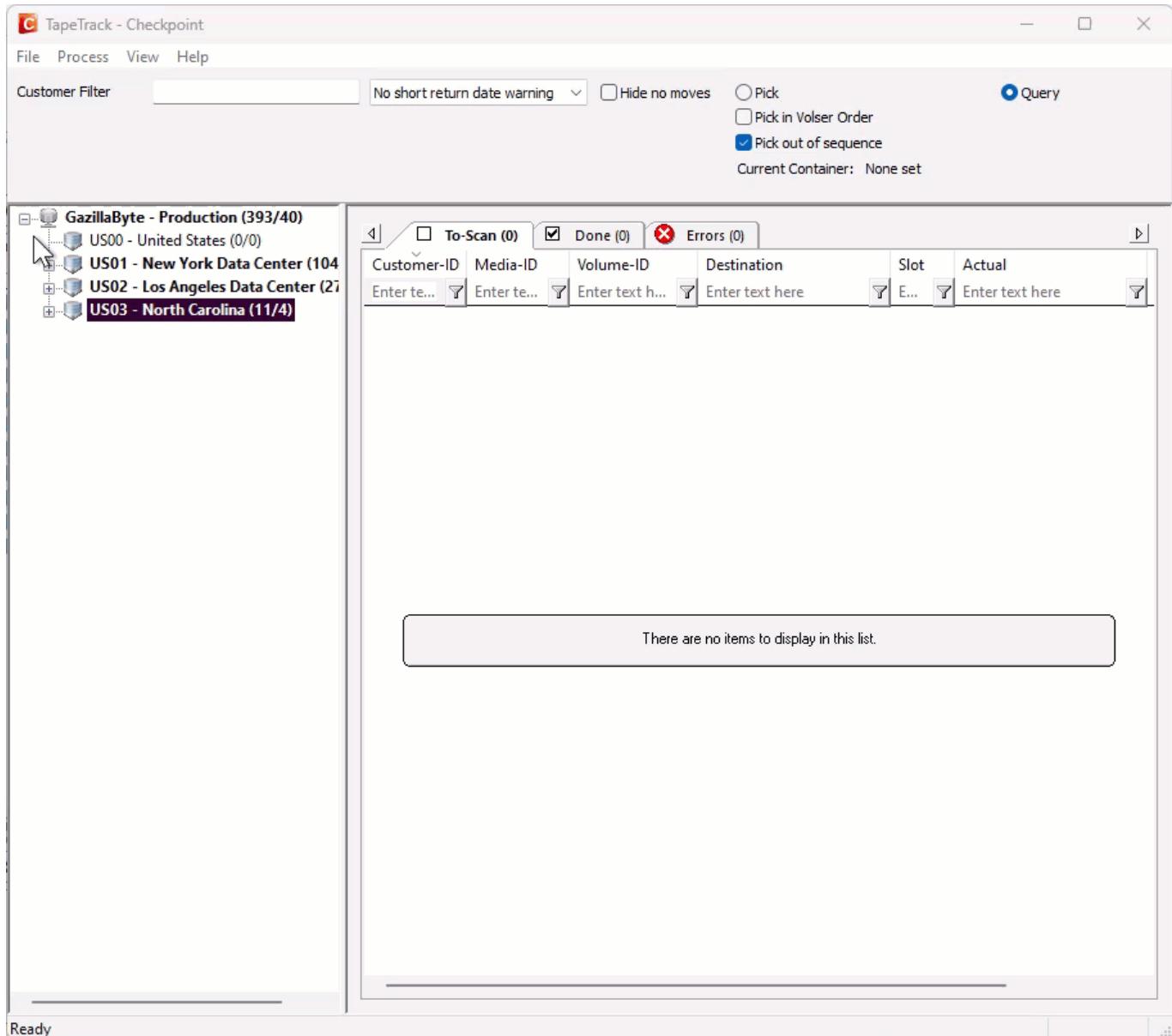
## Build/Update Movement Tree

When you first [login](#) to Checkpoint all current movement data will be automatically loaded into the Movement Tree. As new movements can be added to TapeTrack at any time it is advisable to refresh or reload the data in the Movement Tree periodically to ensure displayed [Volumes](#) are up to date.



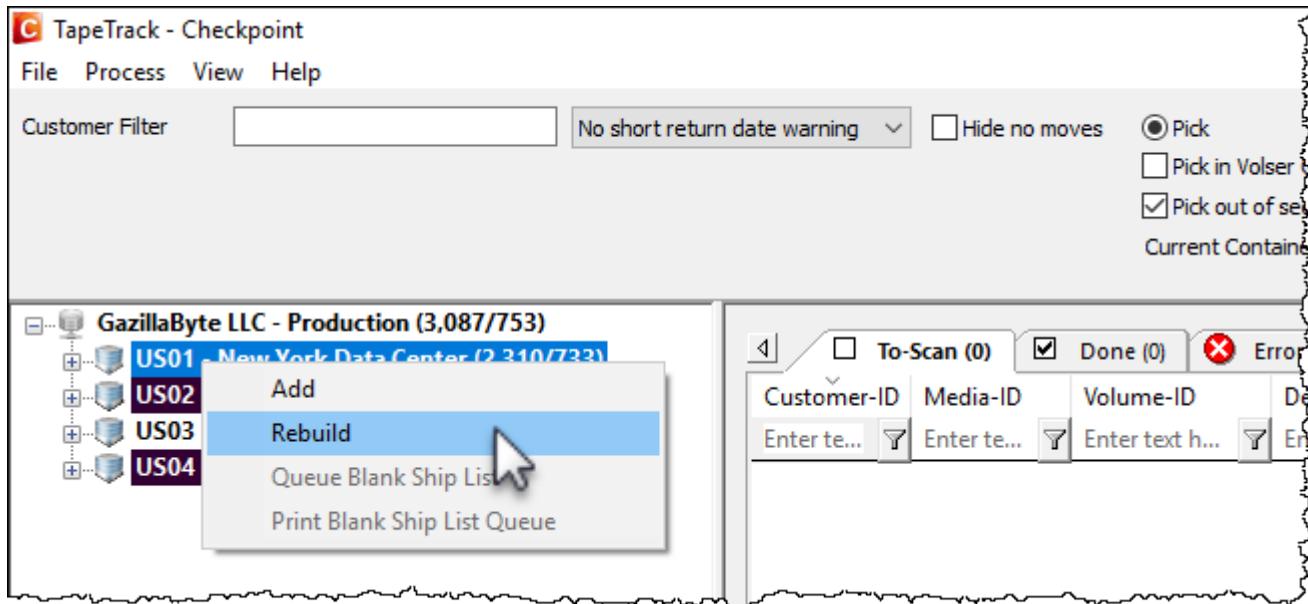
Updating the Movement Tree will clear any **Volumes** in the **To Scan** window

To refresh the Movement Tree select, from the Main Menu, Process → Build/Update Movement Tree.



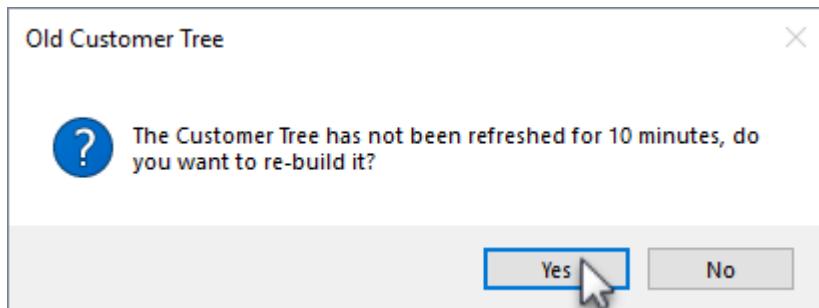
Refreshing the Movement Tree can also be achieved by:

Right clicking any **Customer** and selecting **Rebuild**.



Pressing F5 while Movement Tree in focus.

After you exceed the time threshold Checkpoint will automatically prompt you to refresh the Movement Tree when adding **Volumes** to the **To Scan** window.



Updating the Movement Tree will clear any **Volumes** in the **To Scan** window

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