

Pre-cover sheet of

User Guide

Fluchtplan 2024 / Rescue Plan 2024

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Escape Plan 2024

User handbook

Weise Software GmbH

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1. WELCOME TO ESCAPE PLAN 2024

Thank you for choosing one of our products.

Weise Software GmbH developed the current software "Escape Plan 2024" which is an auxiliary tool to create escape and rescue route plans as per DIN ISO 23601 (formerly DIN 4844-3) and DGUV 9. This software allows you to create escape and rescue route plans from scratch as well as producing escape and rescue route plans easily and conveniently from already available digitized plans. The programme-internal management and display of parametrizable components, such as walls, doors or windows as well as the use of standardised symbols guarantees easy and convenient creation of escape and rescue route plans. During the development of the programme, we paid special attention to ensure that using the software is easy, efficient and quick to learn. Special skills are not required; basic knowledge on how to use Windows is beneficial. This documentation should provide a certain basic knowledge and help you to start working with "Escape Plan 2024". It contains instructions for installing the programme and explains function and mode of action of operating elements and processes.

2. SYSTEM CONDITIONS AND INSTALLATION

2.1 SYSTEM CONDITIONS

- Windows 7, Windows 8, Windows 10, Windows 11
- 800 MB free hard disk space
- 4 GB RAM
- 2 GHz processor

2.2 INSTALLATION

Install the software using the .exe file we have provided. This can also be done in parallel to any previous versions.

The installation wizard will guide you through the installation process. You will find an installation manual if you need any further installation aids:

- in your customer area
- on the individual download pages

3. UNLOCKING, PRODUCT ACTIVATION AND PROGRAMME START

3.1 UNLOCKING

"Escape Plan 2024" is started with double click via the set up start menu entry or via the relevant icon on the desktop.

You have to first unlock the programme to be able to fully use it. If you don't have an unlocking number yet, then you can start and test the programme for as long as you like by clicking on the "Demo version" button. All escape and rescue route plans are printed with the note "DEMOVERSION" when using the demo version.

Enter the unlocking number, which consists of 4 blocks, as well as your customer number. Your unlocking number can be found on the DVD sleeve. Your customer number can be found on the invoice. "Escape Plan 2024" unlocks and starts after correct input and clicking the "OK" button.

Activation

Please enter the license key and customer ID to unlock the program. When you order the full version, you will receive an envelope containing the license key and customer number. If you have not yet received a license key, you can start using the program as a demo version.

Licensing

License key: [] - [] - [] - [] Paste from the clipboard

Customer ID: []

Help Liz.: 17.06.2021 OK Demo Version

3.2 PRODUCT ACTIVATION

After unlocking, you have to activate the programme. The quickest way is online activation. Alternatively, you can activate the product during our business hours by phone or email.

Product Activation

Product Activation

You must first activate the software product before you can use it. The software can be activated online. Alternatively, you may activate the software via phone call by requesting an activation key and entering it here.

The online activation verifies that you have a valid license and requires an internet connection. You are entitled to use the software in accordance with the license terms only on one PC workstation at a time.

If you want to use the software on a different PC workstation, then you must first uninstall the activated software or release the license under "Extras > Undo Activation".

Please select an activation method:

I want to activate the product online.

I would like to request an activation key by phone or mail.

I have received an activation key and want to activate the product.

Activate product later.

Cancel Help Next >

Select the desired activation type and confirm it with the "Next" button.

Information: In addition to the hardware code, the serial number of our programme, your customer number and the computer name, no further information is transmitted.

Reverse activation

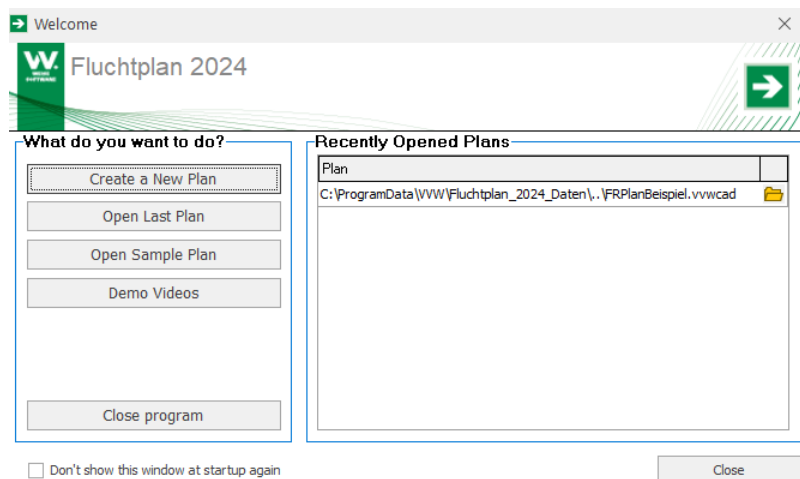
Should you have to reinstall the software (e.g. when purchasing a new computer or system-related new installation), then you have to undo the activation via the "Extras/Undo activation" menu item. Once completed, you can reinstall the software and activate it again.

You find detailed information about the different activation types in the installation guide in the DVD sleeve.

3.3 PROGRAMME START

By default, a welcome dialogue is displayed during programme start. This includes the option to create a new empty plan, the most recently opened plan or a template plan. All most recently opened plans are listed in the right part of the welcome dialogue. Clicking on an entry opens the corresponding plan.

Selecting the "Do not show dialogue during start-up" checkbox means that the welcome dialogue will no longer be displayed during start-up in future. The welcome dialogue can be displayed in the programme at any time by pressing F2 or by clicking on the "Welcome dialogue" button in the "View" menu.

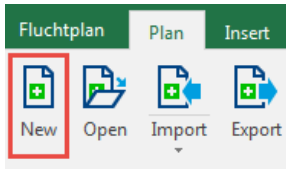


4. GUIDE TO CREATE ESCAPE AND RESCUE PLANS

The following guide is designed to show you the creation process of escape and rescue plans with the "Escape Plan 2024" application in eight steps.

Step 1	Creating a new plan
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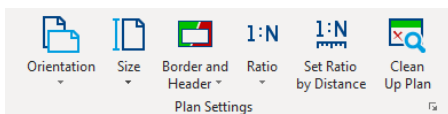
First open a new empty plan by clicking on the "New" item in the "Plan" menu ribbon and "Plan" command group. An empty plan with standard settings is created and displayed.



Step 2	Determine plan layout
--------	-----------------------

Once you opened an empty plan, the plan settings such as format, scale and title are determined. We recommend to specify the plan format as well as the title line before you start to create the actual floor plan. This avoids having to later adjust and align the symbol content to a changed sheet format.

Click on the "Orientation", "Size", "Border and Header" and "Ratio" buttons in the "Plan" menu ribbon within the "Plan settings" command group in order to set up the final layout of the plan according to your wishes and requirements for the object to be represented.



Step 3	Create floor plan
--------	-------------------

Before starting to create a floor plan, we recommend to initially familiarise yourself as to which additional elements - such as symbol legend, overview plan, behaviour tables and stamp box - have to be inserted into the plan and which area they require later in the plan. Please keep this space free when creating the floor plan.

When creating the floor plan, there are essentially three options:


You create a floor plan completely from scratch without using any other sources:

In this case, click on the "Wall" or "Room" item in the object bar and create the desired floor plan with the mouse in the drawing area. After a simple mouse click, you can change direction, double click ends the drawing process. Keep the [CTRL] key held down to create walls which are orthogonal to each other. Place the last point of a wall exactly on the starting point in order to create enclosed rooms. Parameters such as wall thickness can be set in the properties bar. The relevant wall length is displayed in metres to simplify the creation of walls.

You create a floor plan using an available picture file:

Walls and parts of the floor plan are "drawn" over the image using an available image file which shows the floor plan. In the layer list, initially create a new layer and double click it. The newly created layer was allocated as an active layer. All newly created objects are then automatically part of the active layer.

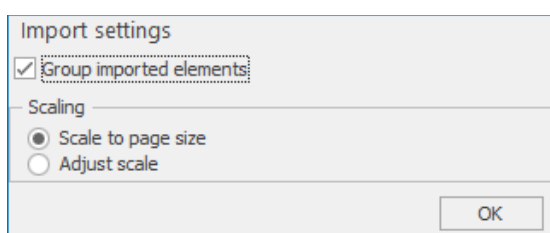
Now click on the object bar on the "Picture" item and select the appropriate image file. Move and resize the image until it is at the desired location in the plan and has the desired size. A proportional scaling can be enforced by holding the [Ctrl] key.

Subsequently, click in the layer list on the "Lock layer" symbol () in order to prevent unwanted movement and changing of the image and lock the layer.

In the layer list, set now the value "<Document>" in the "Active level:" selection box to prevent that the subsequently created objects are automatically allocated to a layer. Now, create the floor plan. Use the underlying image for orientation and as an auxiliary tool. Clicking on the "Layer visible" symbol (👁) allows to hide the layer which contains the image.

You create a floor plan from an existing AUTOCAD file (dxf/dwg).

Click on the "Import" button within the plan command group in order to import an existing AUTOCAD-file (dxf/dwg). By default, the content of the imported drawings is summarised as a group object. This way, all drawing objects from the imported file are treated the same. Move and resize the imported group until it is at the desired location in the plan and has the desired size. To simplify the import, the floor plan from the AUTOCAD file is scaled to sheet size. Alternatively, it is also possible to specify a desired scale. Frequently, the floor plan has more objects and elements than are needed for an escape and rescue plan. Please delete the hidden or frozen layers by clicking on the relevant layer in the layer list using the right mouse button and in the context menu on the "Delete layer and included objects" item.



The imported floor plan can be expanded with walls, rooms and other drawing objects depending on the desired representation depth.

Step 4	Add windows, doors and stairs
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If the floor plan should not yet have any components such as windows, doors or stairs, then select either the "Window", "Door" or "Stairs" item and place the relevant object into an existing wall using drag and drop.

Step 5	Add escape routes
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Once the floor plan is completed, add the escape routes. Click for this purpose on the "Escape routes" item in the object list and select the "Escape area" or "Escape route" sub-item. Now create the desired escape routes in the plan using the mouse.

Step 6	Add symbols
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Open the integrated symbol library by clicking on the "Symbol library" tab. Now select the relevant symbol category. You can also search directly for a desired symbol using the text entry in the search function. Information: Symbols for the escape and rescue plans as per DIN ISO 23601 are located in the "Symbols (DIN ISO 23601)" category and symbols for escape and rescue plans as per DIN 4844-3 are located in the "Rescue and fire protection (DIN 4844-2)" category.

You can now add the relevant symbol in the plan using drag & drop.

Step 7	Symbol legend, behaviour table and stamp box
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The symbol legend, behaviour tables, stamp box and if necessary an overview plan are added to complete the creation of the escape and rescue plan.

Please click on the "Legend" item in the "Insert" menu ribbon in order to create a legend using the available symbols. The wizard which then appears generates a symbol legend suitable for the content. Place it at the desired location.

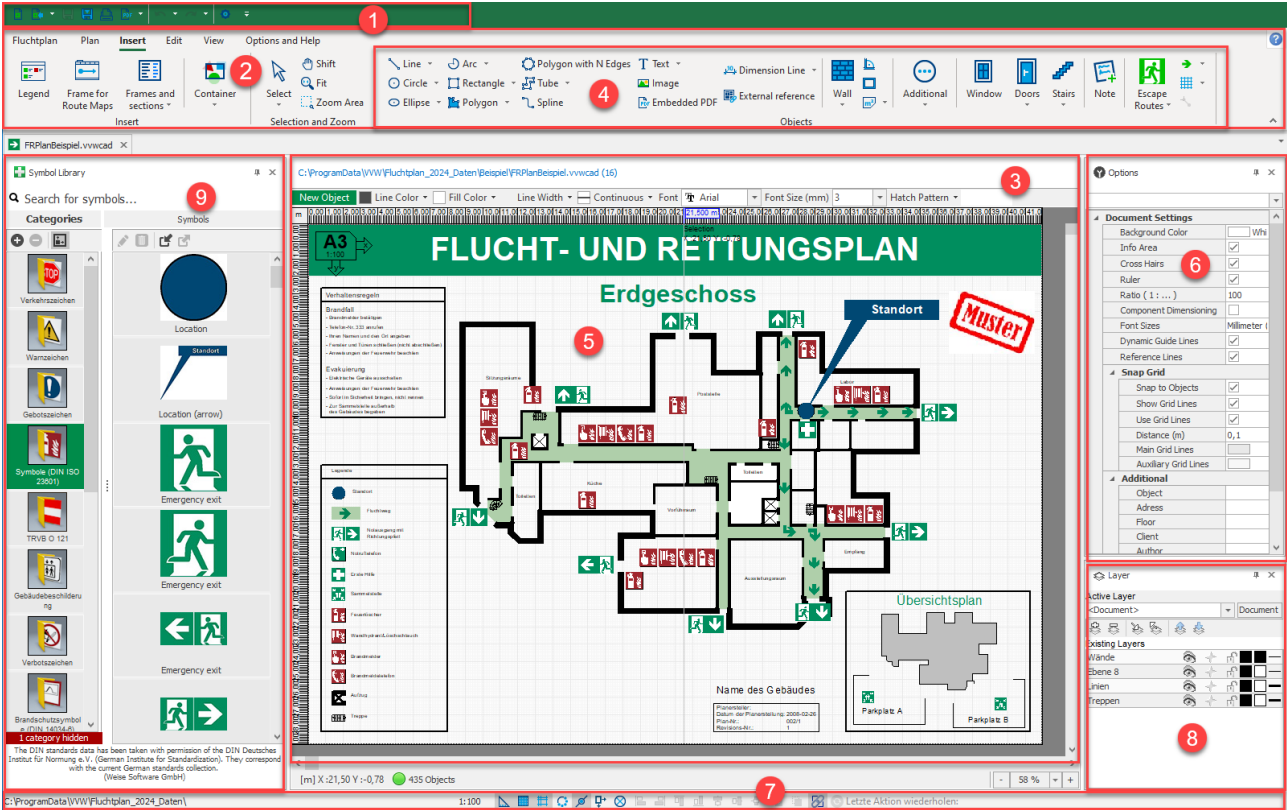
Further elements of the escape and rescue plan are located in the symbol library within the "behaviour tables, stamp box, overview plan" category. Please note that the objects contained in it have to be considered a template and require further adjustment to the actual circumstances.

Step 8	Print escape route and emergency rescue plan
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The escape and rescue plan can then be saved and printed. Click for this purpose, on the "Print" button in the "Plan" menu. Please adjust the print format to the relevant plan format to ensure an optimal printed image.

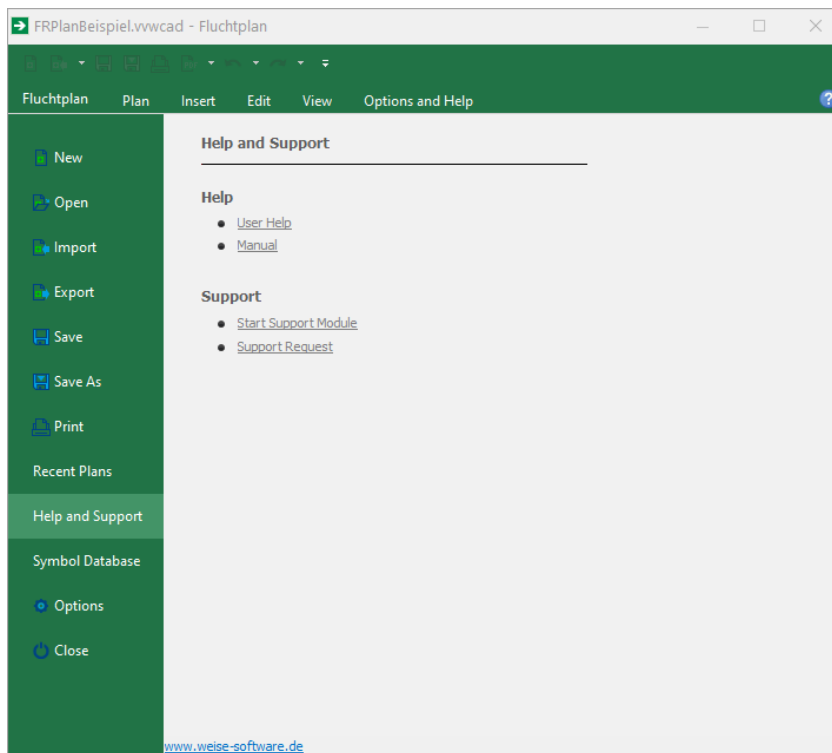
5. PROGRAMME INTERFACE

The interface of the "Escape Plan 2024" application consists of the application menu (1), the menu ribbon (2), subsequently referred to as menu, the properties bars (3) and (6), the object bar (4), the drawing area (5), the status bar (7), the layer list (8) and the symbol library (9). The object list can only be accessed via the "Insert" menu.



5.1 APPLICATION MENU

The most important programme actions can be accessed via the application menu. The application menu can be opened by clicking on the top left "Escape Plan 2024" programme symbol.



The following actions are available:

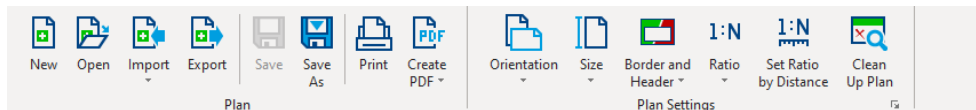
New	A new empty plan is created and opened.
Open	Opens an already available plan document. For this purpose, it is also possible to open plans, which are available in the programme-internal format (*.vvwcad) or in AutoCAD Format (*.dwg; *.dxf).
Import	Adds an already available AutoCad drawing document (*.dwg; *.dxf) to the currently opened plan.
Export	Exports the currently open plan as AutoCAD drawing document (*.dxf) and saves the file in the specified folder.
Save	Saves the current plan document in the programme-internal format (*.vvwcad).
Save as	Saves the current plan document in the programme-internal format (*.vvwcad). The file name as well as the storage location can be specified here.
Print	Opens the "Print..." dialogue and prints the plan.
Last plans	In the right part of the application menu is a list of recently opened plans. The sample plans are displayed in a second column. Clicking on an entry opens the corresponding plan.
Help and support	The right segment of the application menu offers help topics and contact details for the support.
Symbol database	Displays information for the current symbol database and allows archiving and retrieving of the database and import of the symbol database from older

	versions.
Options	Shows a dialogue of available programme options and presets for plans and documents.
Close	Closes and exits the "Escape Plan 2024" application.

5.2 MENU RIBBON

The menu ribbon technology is used in "Escape Plan 2024". Different to standard menus, the content of the menu ribbon adapts to the current resolution and window size. Individual actions are structured in task related register tabs, which are in turn included in the command groups Plan, Insert, Edit, View and Extras. A double click on a command group decreases or enlarges the entire menu ribbon.

5.2.1 PLAN



The following actions are available in the Plan command group:

New	A new empty plan is created and opened.
Open	Opens an already available plan document. For this purpose, it is also possible to open plans, which are available in the programme-internal format (*.vwwcad) or in AutoCAD Format (*.dwg; *.dxf).
Import	Adds an already available AutoCad drawing document (*.dwg; *.dxf), .pdf or .vwwcad document to the currently opened plan.
Export	Exports the currently open plan as AutoCAD drawing document (*.dxf) and saves the file in the specified folder.
Save	Saves the current plan document in the programme-internal format (*.vwwcad).
Save as	Saves the current plan document in the programme-internal format (*.vwwcad). The file name as well as the storage location can be specified here.
Print	Opens the "Print..." dialogue and prints the plan.
Create PDF	The current plan can directly be saved as a PDF-File.
Orientation	Determines if the plan currently open is displayed in portrait or landscape.
Size	Specifies the format of the plan. For this purpose, a selection of different standard format sizes and the option to specify a user defined format is offered.
Frame and heading	A heading and a frame for the escape and rescue route plan can be selected and edited here.
Ratio	Defines the ratio to be used for the plan. All information has to be understood as metre unit. When using the ratio 1:1 and the

enlargement factor 100%, then 1 cm (1m) of displayed object length corresponds exactly to 1cm (1m) screen length. All scalable values such as positions, length and width of the drawn objects are - if not specified otherwise - to be also stated in metre unit.

If the preset ratio differs from the desired drawing ratio, then you can have it calculated by the application and scale the drawing content accordingly.

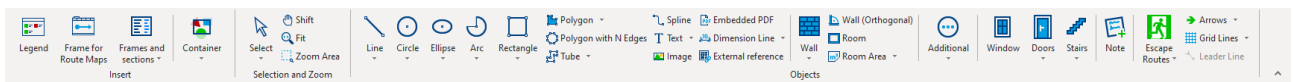
Set ratio by distance

First, click on the "Set ratio by distance" button. In the next step, you can set two different measuring points in the drawing area, each by mouse click. It is recommended to remeasure the line for which the actual distance is known e.g. door widths, wall thickness or wall length.

Clean Up Plan

Opens the cleanup wizard to optimise the plan. It analyses the plan and tries to remove unnecessary, duplicate and invalid elements.

5.2.2 INSERT



The following actions are available in the Insert command group.

Legend
A legend of the symbols used (symbol legend) e.g. for rescue routes, emergency exits or fire extinguishers is part of every escape and rescue route plan. "Escape Plan 2024" is able to generate a legend of all symbols contained in the plan, in so far as the symbols from the supplied symbol library which is integrated in the program were used.

Frame for Route Maps

Creates a frame for fire brigade routing maps

Frames and sections

Emergency Escape Map Label Field

Opens a dialogue box to insert DIN compliant title boxes for ground plans for fire brigade use

Building Section

Generate a schematic building section

Container

Make container

Containers can be created in order to limit drawing elements to areas for their representation. A container always includes one or several contained objects and the actual container object which limits the represented area of the contained objects. For example the use of a container is recommended if you want to only create an escape and rescue route for a part section of a complete floor plan. For this purpose create a rectangular object which is to be used as the limiter. Now highlight all elements of the floor plan, click on the "Move to container" button and finally select the rectangle.

Delete container

Remove the container by clicking on the button, this then again displays all objects in the container without limitation and the container object is removed.

Edit container

By clicking on the "Edit container content" button or by double click on a container, the "Escape Plan 2024" application is set to a mode in which only the container elements can be edited. Click on the "Close container edit mode" or press the [ESC] button in order to return to the normal editing mode.

Select	Allows selection of objects in the plan by mouse click with left mouse button. Further elements can be added to the selection by keeping the [SHIFT] button held down.
Shift	The plan can be moved within the drawing area and the focus can be changed to other positions.
Fit	The size of the view is changed in such a way that all objects of the plan are displayed as big as possible in the drawing area.
Zooms Area	The focus is changed to the selected area. The view of the plan is enlarged accordingly so that the entire selection area is displayed.

Using the object bar, the new drawing objects can be inserted into the plan. Click for this purpose on the relevant symbol and create then the associated object by inserting the relevant points (left click) and final double click. You can discard the current drawing object by clicking the [ESC] button.

The following objects can be inserted into the plan using the object list:

Line	Creates either a simple line or complex polyline.
Circle	Creates a circle.
Ellipse	Creates an ellipse object.
Arch	Creates an ellipse arch. First, define the ellipse and in a second step the start and the final angle of the arch.
Rectangle	Creates a simple rectangle.
Polygon	Creates a filled and enclosed area.
Polygon with n edges	Creates a closed polyline with n corners. An octagon is created by default. The number of corners for these objects can also be set in the properties bar.
Tube	Creates a tube-shaped traverse with defined width. The width of the tube can be specified in the properties bar.
Spline	Creates a Bezier curve. Please note: 2 auxiliary points are each inserted between 2 support points of the curve which define the curvature of the curve segment.
Text	Creates a text object.
Image	Inserts a graphic into the plan. The following picture formats are supported: *.BMP; *.JPG; *.JPEG and *.PNG.
Embedded PDF	Inserts a changeable PDF object into the plan

Dimension line

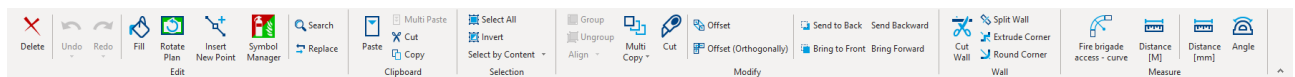
Creates a dimension line to determine the distance between 2 points. Create initially the two points between which the distance has to be measured, then use the mouse to determine the distance of the dimension line to the two measuring points. Close the creation of a dimension line with double click.

Dimension for line radius

Creates a dimension line to determine a radius. First determine the

	center point and then draw a circle. Then set the desired measurement legs. Finally you can place the label.
Wall	Creates a wall by inserting of two or several points. Keep the [CTRL] key held down to create walls which are orthogonal to each other. Close the creation of walls with double click. If enclosed wall contours are to be created, then position the last point of the wall exactly on the first point of the wall contour.
Wall (orthogonal)	Creates an orthogonal wall in reference to the selected wall
Room	Creates an enclosed room with 4 corner points.
Room Area	Click all corner points of a room one after the other. Then a room dimension object is created which determines the associated room area automatically.
Revision cloud	Mark errors or ambiguities in the plan with the revision cloud.
Window	Inserts a window into a wall.
Door	Inserts a door into a wall.
Stairs	Creates a stair object in the plan.
Chair/table	Creates a row of chairs or a seating plan of tables and chairs.
Fence	Creates a fence.
Rail	Creates a rail.
Bar Scale	Creates a bar scale object.
Note	Creates a new note in the plan
Escape routes	Displays specifically highlighted areas such as escape routes as an enclosed filled area. Escape route objects are moved back in the drawing order so that they do not cover other objects such as walls.
Arrows	Represents a directional arrow.
Grid Lines	Draw grid lines as a rectangle or polygon.
Leader Line	Adds an information line which displays the exact position of an object in the plan.

5.2.3 EDIT



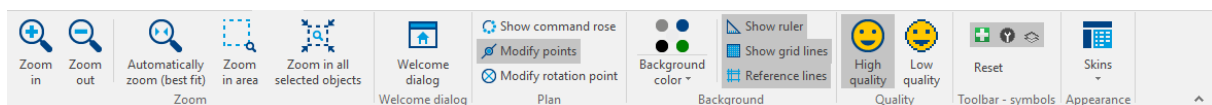
The "Edit" command group provides all essential actions for editing the drawing elements.

Delete	Deletes selected objects from the plan.
Undo	Click on the "Undo" button to undo the last change. The "Escape Plan 2024" programme manages always the last 20 completed actions by default. The maximum number of saved most recent actions can be configured in the dialogue box Options Extended document settings.
Repeat	Repeats the previously undone action.
Fill	Creates a polygon from limiting lines with the current fill colour and

	<p>the current line colour. Use this function, for example, if you want to provide the represented walls from imported AutoCAD documents with a filling.</p> <p>Please note that the "Fill" function is only applicable to closed corner points. Ellipses, circles and Bezier curves cannot be filled with this function.</p> <p>With this function, you can create correctly positioned segment plans for different building parts (e.g. north and south entry) using an existing floor plan.</p>
Rotate plan	
Insert new point	<p>Inserts a new point for the polyline, hose and directional arrow objects.</p>
Symbol manager	<p>The symbol manager lists all symbols in the plan. The symbols can be rotated, scaled, replaced, removed or repainted, individually or in total.</p>
Search	<p>Search for text content.</p>
Replace	<p>Search and replace text content.</p>
Paste	<p>Click on the "paste" button or press the key combination [CTRL] + [V] in order to insert drawing elements into the current plan from the clipboard.</p>
Multi paste	<p>Inserts the drawing elements multiple times from the clipboard. The number of repeats and movement of elements is defined in the intermediate dialogue.</p>
Cut	<p>Click on the "Cut" button or press the key combination [CTRL] + [X] in order to cut all highlighted drawing elements and add them to the clipboard.</p>
Copy	<p>Click on the "Copy" button or press the key combination [CTRL] + [C] in order to copy all highlighted drawing elements to the clipboard.</p>
Select all	<p>Click on the "All" button or press the key combination [CTRL] + [A] in order to select all visible and not locked drawing elements.</p>
Invert	<p>Click on the "Invert" button or press the key combination [CTRL] + [I] in order to invert the current selection. All previously selected drawing elements are deselected and all previously not selected drawing elements are selected.</p>
Select by content	<p>Here, you can specify a content type which has to be selected. There are different selection options such as e.g. the selection of an object type or symbols up to the entry of name, colour or content.</p>
Group objects	<p>Click on the "Group object" button or press the key combination [CTRL] + [G] in order to create a group with all selected objects. Grouping objects is a central action when editing and creating escape and rescue plans.</p> <p>Often, you want to edit several objects at the same time (move, rotate, scale). In this case, you choose the objects to be manipulated and create a group. The selected action can now be applied to the group and is automatically carried out for all objects contained in the group.</p>
Remove group	<p>Click on the "Remove group" button or press the key combination [CTRL] + [U] to remove a highlighted group. The drawing elements previously contained in the group can now be edited individually.</p>
Align	<p>Aligns all highlighted objects at the position of the reference object.</p>





	The reference object is the first selected object. The following options are available: Align left, align right, align at top, align at bottom, align vertically, align horizontally and align at centre.
Multi copy	Creates five copies of the currently selected drawing elements and aligns those linear or radial or creates a five times five large matrix of copies and inserts those into the plan. The position and orientation of the matrix is determined relative to the centre of the source object.
Offset	A copy of the selected drawing object is created and can be inserted by entering a certain distance to the original objects. The distance at which the copied object is to be inserted is determined by movement of the mouse on the drawing area.
Offset (orthogonal)	A copy of the selected drawing objects is created and inserted orthogonally (horizontally or vertically) to the original object.
Send the back	Moves the selected drawing element underneath existing elements. Use it to change the sequence if several objects are located completely or partially on top of each other.
Bring the front	Moves selected objects over existing objects. Use it to change the sequence if several objects are located completely or partially on top of each other.
Cut wall	Remove a part from a wall object by setting two intersections.
Split wall	Inserts an additional intersection into a wall object.
Extrude corner	Inserts an additional corner to an existing room corner.
Round corner	Rounds off a room corner.
Fire brigade access - curve	Determine minimum widths and minimum radii for curves for fire department access roads
Distance [M]	Measures the distance in plan units (scale dependent)
Distance [mm]	Measures the distance in millimeters (not scale dependent and according to the printed plan)
Angle	Measures the angle in degrees

5.2.4 VIEW

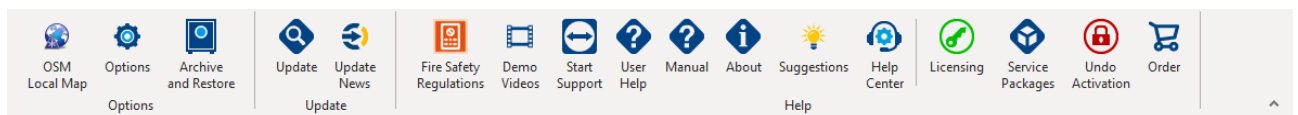


The "View" command group provides all essential actions to change the representation of visual elements.

Zoom in	Enlarges the visible plan section.
Zoom out	Reduces the visible plan section.
Automatically zoom (best fit)	Zoom factor is selected in such a way that all visible objects can be displayed in the plan section.
Zoom in area	Determine with the mouse the visible area by drawing a rectangle.
Zoom in all selected objects	Zoom factor is selected in such a way that all selected objects can be displayed in the plan section.
Welcome dialog	Shows the welcome dialog.

Show command rose	Show/hide command centre.
Modify points	"Modify points" mode on/off - this mode allows you to change all points of a drawing object.
Modify rotation point	"Modify rotation points" mode on/off - In this mode, the rotation point of an object can be moved or the object can be rotated around its rotation point.
Background color	Specifies the appearance of the plan background. The background will not be printed.
Show ruler	Display of ruler on/off.
Show grid lines	Display of grid lines on/off.
Reference lines	Display of reference lines on/off.
High quality	Displays the plan content in a colour depth of 32 bit. Edges of text objects are smoothed.
Low quality	Displays the plan content in a colour depth of 8 bit. Edges of text objects are not smoothed. Use this mode for an increased performance of large plans with many objects.
Reset	Restores the original state of the displayed toolbars.
	Display of the "symbol library" toolbar on/off.
	Display of the "properties" toolbar on/off.
	Display of the "layers" toolbar on/off.
	Components for fire protection plans
Skins	Specifies the global appearance of this application.

5.2.5 OPTIONS AND HELP



The extras command group provides additional actions e.g. for programme maintenance and help.

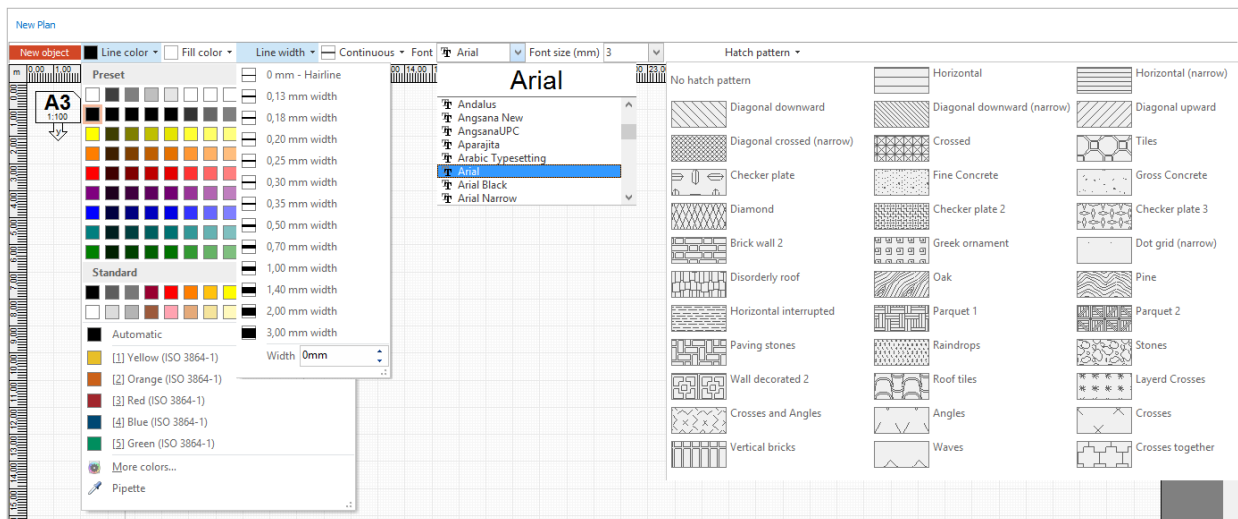
OSM local map	Opens the dialogue to create a map of the surrounding area for any address in AutoCAD format or in the programme-internal format. The created map can be opened (programme-internal format .vwwcad) or imported (AutoCad format .dxf) and then processed further.
Options	Display dialogue of the available programme options.
Archive and Restore	Opens the dialogue to archive and restore the symbol database and to import the symbol database from older versions.
Search update...	Updates the application free of charge with a newer version. An internet connection is required for this purpose.
Update News	Forwarding to our page with news for updates where all program

Demo videos	changes are always listed.
Start support	Forwarding to our page with demo videos for Escape Plan.
User help	Starts an instance of Teamviewer which allows remote maintenance and support by the manufacturer.
Manual	Shows the user help.
About	Displays the user handbook.
Suggestions	Displays information about the application version.
Help Center	Forwarding to our feedback website for your suggestions, wishes and ideas.
Licensing	Opens the help center
Service packages	Opens the window for entering licensing key and customer data.
Undo activation	Opens the dialogue to load service packages. Packages can only be requested by customers which have purchased additional service.
Order	Opens a dialogue for deactivation. This allows you to activate and use the programme on another computer.
	Opens an order form for "Escape Plan 2024" and other programmes by Weise Software GmbH .

5.3 PROPERTIES BARS

The "Escape Plan 2024 application provides two areas to adapt and specify essential properties of drawing elements and the plan:

1. The properties bar above the drawing area



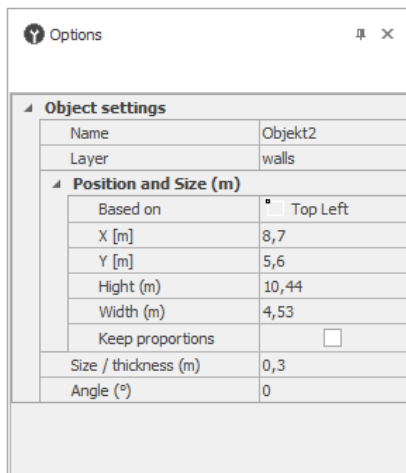
Generally, it is possible to set the properties for all currently highlighted drawing elements as well as for all future drawing elements. If one or several drawing elements are highlighted, then all properties relate to them. If no elements are highlighted in the plan, then the properties can be set for future elements.

For distinction as to which drawing element the properties refer to, you can find on the left in the properties bar either the text box "New object" or "Selection".

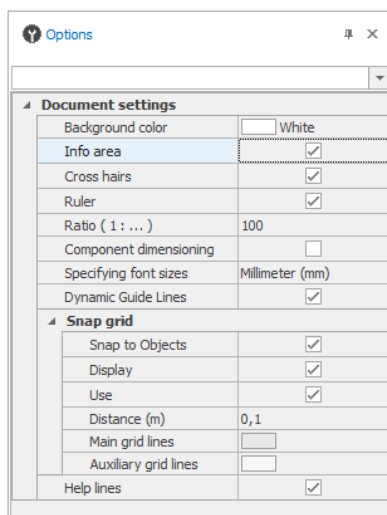
The properties bar includes the following properties:

Line colour	Defines the colour which is used to represent lines and boundaries as well as the representation of text.
Filling colour	Defines the colour which is used to represent filled areas.
Line thickness	Specifies the line thickness in millimetres. A line thickness of 0 (hair line) specifies the line with minimum available thickness.
Typeset	Defines the font for text objects.
Font size	Defines the font size for text objects. The font size is specified depending on the global settings either in millimetres or point.
Shading	Assigns predefined shading.

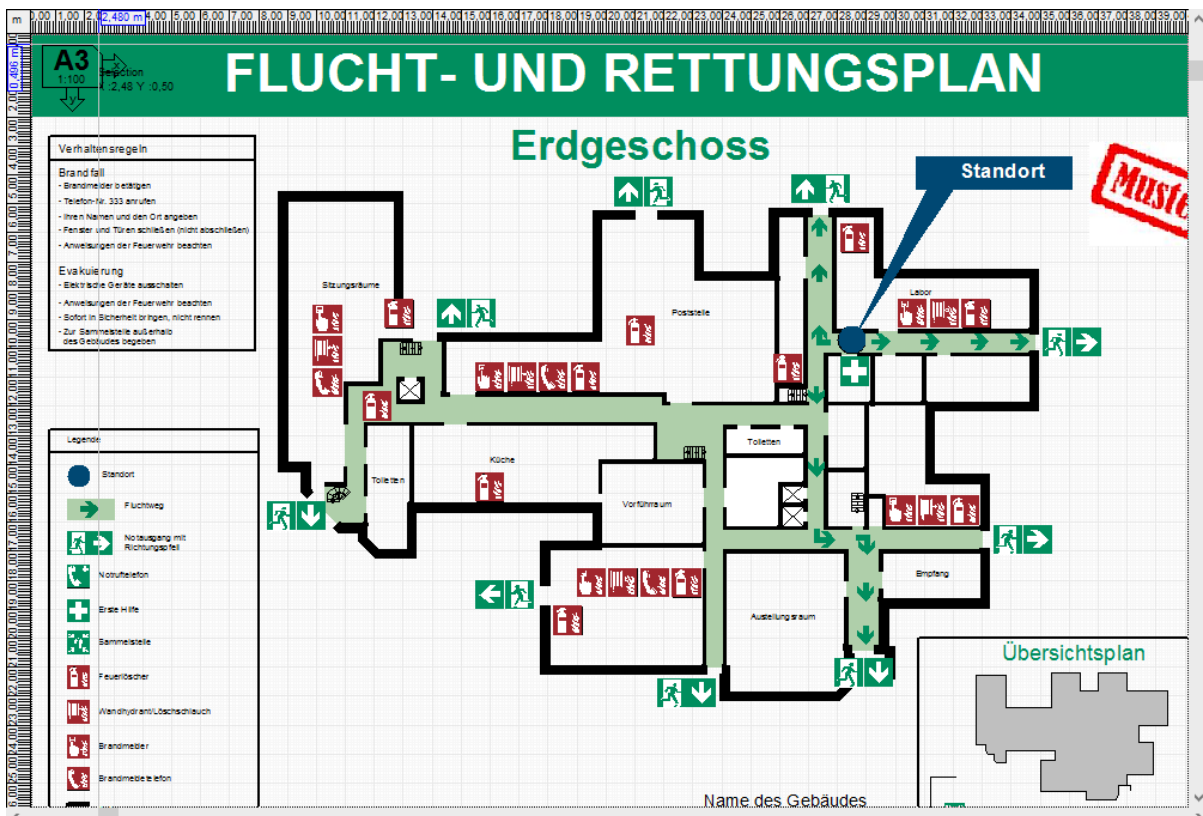
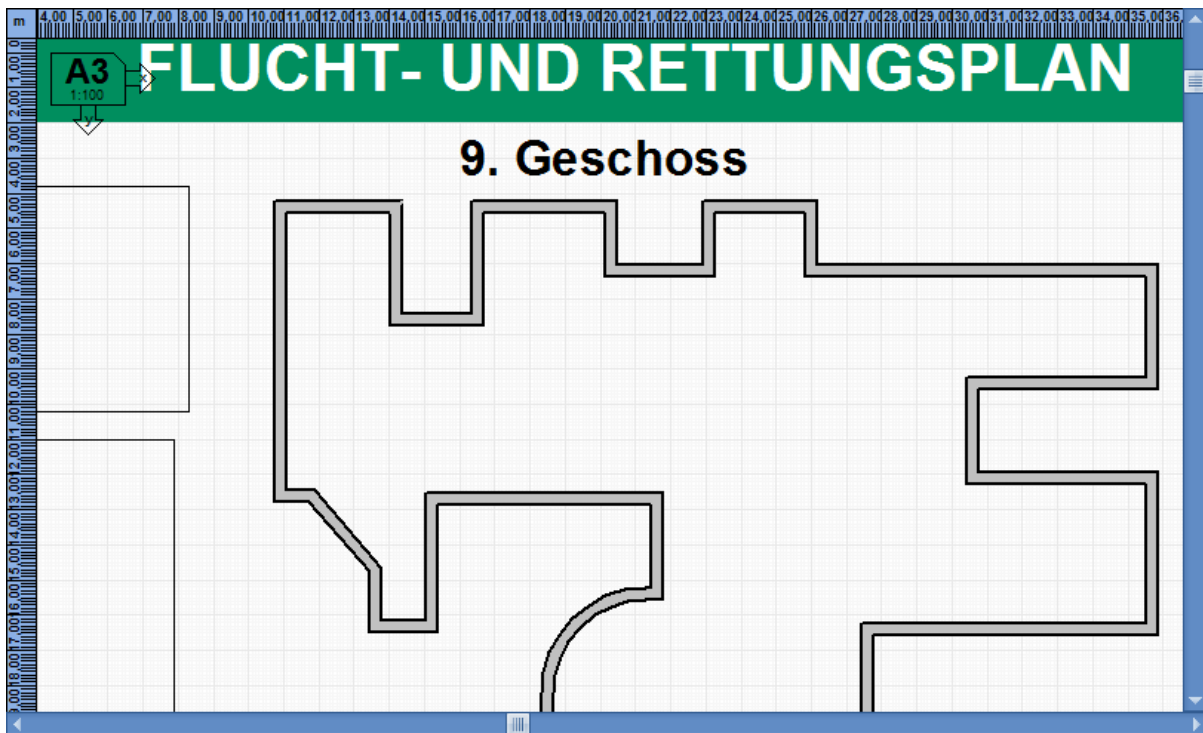
2. The properties bar on the right of the drawing area



If several objects are highlighted, then additional properties such as position, name, height and width can be specified for those (object properties). If no objects are highlighted, then global settings can be specified for the plan (document properties).



5.4 DRAWING AREA

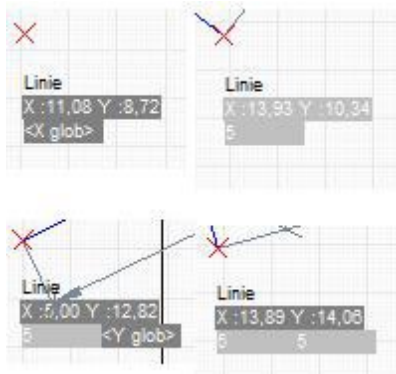


All drawing elements are displayed within the drawing area. The displayed plan section can be moved using the two scroll bars or by pressing the centre mouse button and moving the mouse. The displayed plan content can be enlarged or reduced using the mouse wheel.

5.4.1 CREATE OBJECTS

Select the relevant object in the object bar to create new objects. Then create (depending on the selected object type) one or several points within the drawing area using a left click. The relevant object is finally created by double click.

When creating objects, individual point coordination can also be specified by entering X and Y coordinates in addition to the mouse.



If it is possible to use the keyboard for the creation of the selected object type by entering the coordinates, then the "<X glob>" text entry field is displayed underneath the mouse cursor. Now enter the X-value of the position and then press [ENTER]. Then the "<Y glob>" text field is displayed. Now enter the Y-value of the position and press [ENTER]. This creates a point at the specified location for the object you want to create. You can specify other important points for the object in the same way.

5.4.2 SELECT AND DESELECT OBJECTS AND POINTS

Individual objects can be selected with left click of the mouse. Please keep in mind, that you have to click precisely on a line or a filled area of the object.

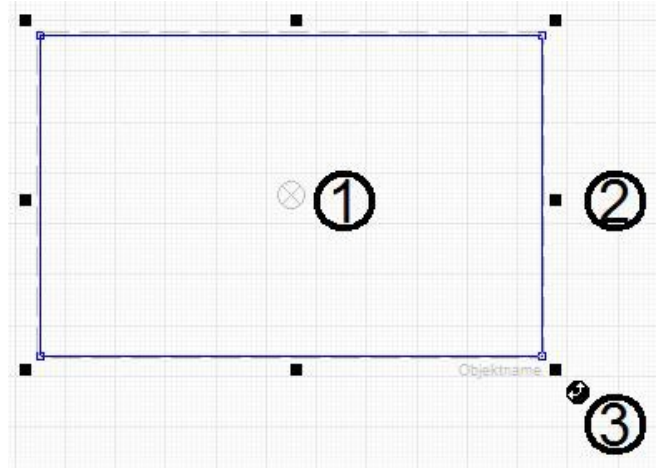
Please keep the [SHIFT] button pressed down to highlight several objects and click successively with the mouse on the objects you want to select. With the mouse, click on a free area of the plan and draw a selection rectangle while keeping the left mouse button held down; this allows you to select several objects within a rectangular area. All objects which are fully in this area will be selected once you release the mouse button. Using the "Select all" action or pressing the key combination [CTRL] + [A] selects all objects.

Information: If objects are allocated to a layer which is invisible or frozen, then they are not shown in the drawing area and can therefore not be selected or edited.

Left click on a free location in the plan allows you to discard the current selection, all objects are then deselected.

Using the "Selection - Invert" function ([CTRL] + [I]) allows you to invert the selection quantity.

Selected objects are displayed with a blue border line (as shown in the adjoining image). Furthermore, the object name, the rotation point (1), the scaling selections (2) and the rotation selection (3) are displayed in the right bottom corner.



Individual points of an object can either be selected with direct left click on a point or by drawing a selection rectangle with the [CTRL] key pressed down. The selection of individual points of an object is, however, not possible if "Modify points" is deactivated in the bottom status bar. Furthermore, it is also possible that the display of the rotation point is deactivated in the "Modify rotation point" status bar.

5.4.3 MOVE, ROTATE, SCALE AND MIRROR OBJECTS

Selected objects can be moved with the left mouse button held down. Objects can also be moved by specifying the position in the object's properties bar. All selected objects can be moved by pressing the keys [CTRL] + [arrow key] by a pixel each or by pressing the keys [SHIFT] + [arrow keys] by the snap grid value.

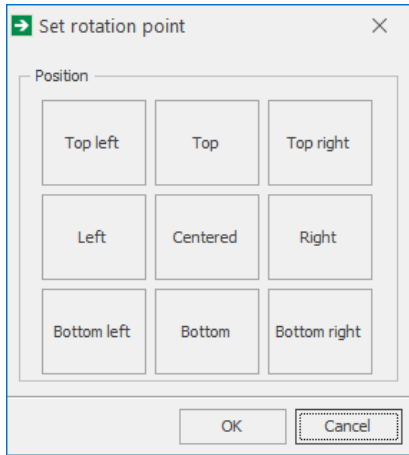
For some objects it is possible to manipulate the contained points of the object directly. For this purpose, click on a point and move it with the mouse.

To rotate objects, click on the rotation selection and move the mouse around the rotation point with the left mouse button held down. Alternatively, the rotation angle can also be entered directly in the properties bar. Please note that the rotation of an object always occurs around the rotation point. The display of the rotation point is controlled in the status bar via the circuit symbol "Modify rotation point" (⊗). The rotation point can either be moved directly with the mouse, in the "Set rotation point" dialogue" or in the properties window of the object.

The "Set rotation point" dialogue can be opened via the "Edit/rotation point..." context menu (click with the right mouse button on an object).

The settings of the rotation point are located in the properties bar under "Object properties". Please select "in reference to" rotation point under "position and size".

Selected objects can be rotated by 1° each by pressing the keys [CTRL] + [page up/page down] or by 45° by pressing the keys [SHIFT] + [page up/page down].



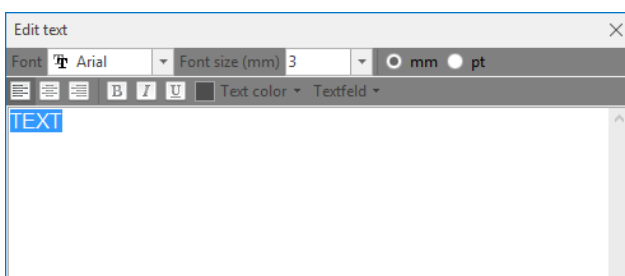
Click on one of the 8 scaling selections and move the mouse in order to scale objects. If you hold down the [CTRL] key then the object is scaled with a proportional aspect ratio.

Objects can be mirrored by selecting the command "Horizontal" or "Vertical" in the "Edit/mirror" context menu. Please note that this does not apply to text elements.

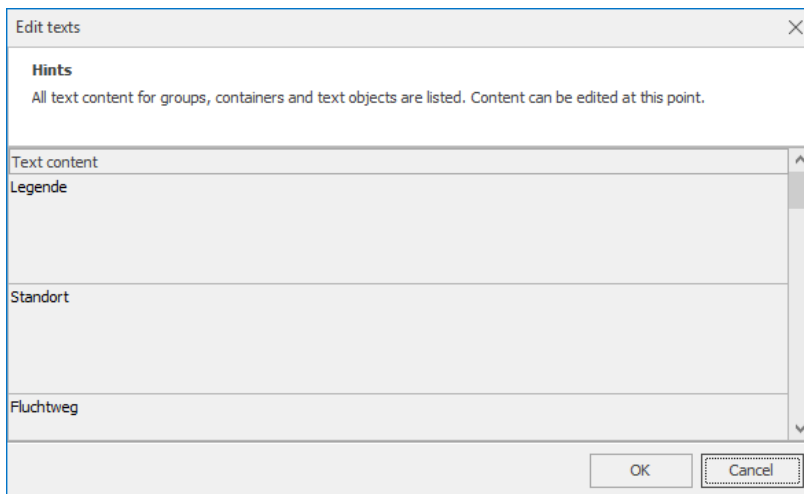
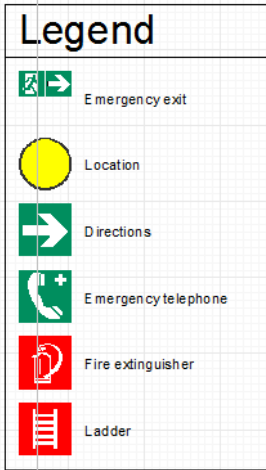
Dynamic groups are formed automatically when you select multiple objects and simplify the editing of drawing objects.

5.4.4 EDIT TEXT FIELDS

The content of text fields can be changed by double clicking with the left mouse button into the text box you want to edit. This opens an editing field with the current content of the text field. In addition to settings for font, font size, text alignment and others, it is also possible to change the text. If the font is displayed very large, then it is only possible to open the editing field if you double click a line within the text field. This allows you to select and edit objects behind the text field.



For easy handling of grouped text fields as they can be found e.g. in the "Behaviour tables, stamp field, overview plan" category in the symbol library, you can clearly change all text fields in the "Edit text content" dialogue without having to remove the grouping. Selected text fields and ungrouped text fields in containers can also be edited via this dialogue. You start the "Edit/text content" dialogue in the context menu (click with right mouse button on the group).

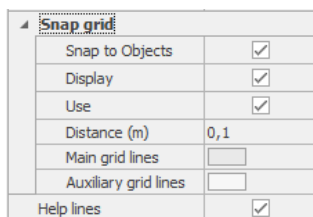


5.4.5 ALIGN OBJECTS, GRIDLINES AND AUXILIARY LINES

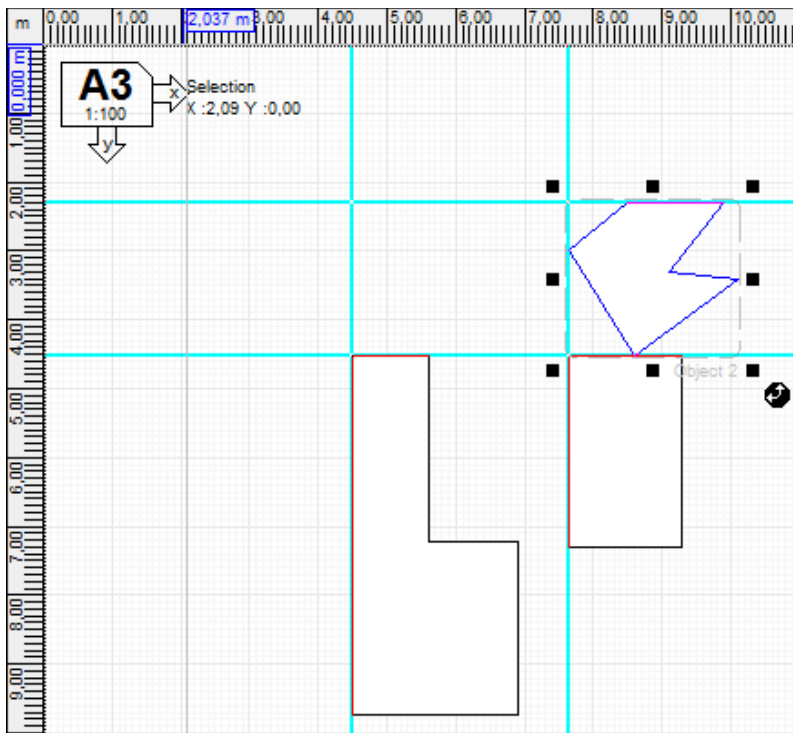
The position of created objects can be aligned in many different ways.

When moving objects with the mouse, it is often helpful to use a "magnetic" grid. You are able to activate or deactivate the "magnetic" snap grid by clicking on the "Grid" point in the document properties bar or by clicking on the "Grid" button in the status bar.

If the grid is activated, then all objects (when moved) are automatically aligned to the gridlines or corner points of other objects. The distance of gridlines to each other can be set via the "Distance" value in the document properties.



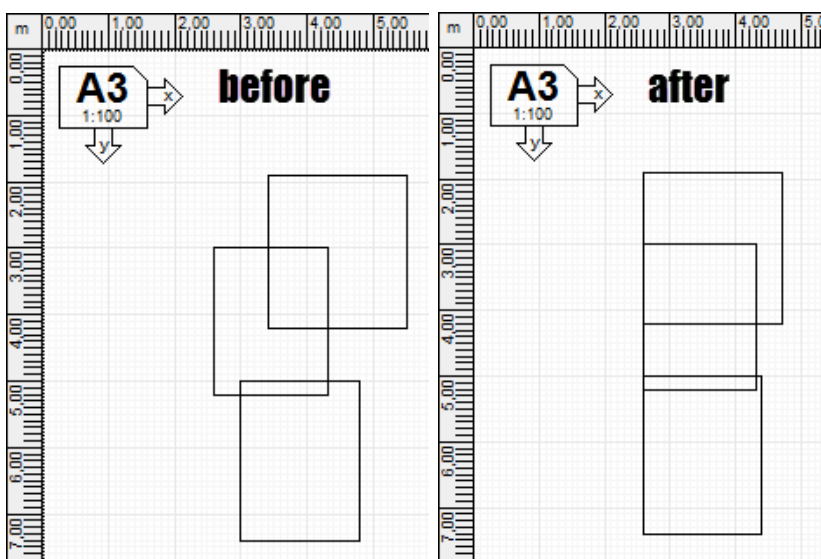
The "Escape Plan 2024" application also supports the use of auxiliary lines in addition to gridlines. The upper left corner of an object is aligned to the auxiliary lines when objects are moved. Auxiliary lines have a higher priority during positioning than gridlines.



Horizontal and vertical auxiliary lines can be created by clicking in the top or left ruler and moving the mouse with the left mouse button held down to the relevant position in the drawing area at which you want to place the auxiliary line.

Basically, auxiliary lines can be pulled with the mouse from the ruler. In order to remove auxiliary lines, simply move them back to the relevant ruler with the left mouse button pressed down.

The "Edit/align" command in the context menu offers another option to align objects to each other. The application aligns all highlighted objects at the position of the reference object. The reference object is the first selected object. The following options are available: Align left, align right, align at top, align at bottom, align vertically, align horizontally and align at centre.



The picture above shows an example of using the "Align left" action. All rectangles were aligned on the left edge of the first rectangle.

5.4.6 IMPORTANT KEY COMBINATIONS

Control key	Key / action	Effect
CTRL	+	Zooms in the plan
CTRL	-	Zooms out of the plan
CTRL	A	Select all.
CTRL	I	Invert selection.
CTRL	G	Creates a group from all selected objects.
CTRL	U	Removes the current group.
CTRL	C	Copies objects.
CTRL	V	Inserts objects.
CTRL	X	Cuts objects.
F2		Welcome dialogue.
CTRL	Arrow key	Moves the selected objects by a pixel.
SHIFT	Arrow key	Moves the selected objects by the snap grid value.
CTRL	Page up/page down	Rotates the selected objects by 1°.
SHIFT	Page up/page down	Rotates the selected objects by 45°.
SHIFT	Left click	Adds object to selection.
CTRL	Scale	Scales the object proportionally.
CTRL	Selection frame	Selects all points within the selection frame.
SPACE		Shows the Quick Access Menu.
CTRL	Create object	Creates points which are orthogonal to each other.

5.4.7 COMMAND CENTRE

Clicking the [SPACE] key or clicking on the "show quick access menu" symbol in the status bar opens the quick access menu at the current mouse cursor position. With this, the most common menu functions can be accessed quickly.

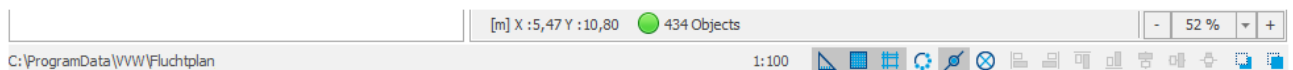
The command centre has been developed for experienced users of the programme and allows efficient control of the application. With its help, it is possible to e.g. create new objects or a new legend not depending on the ribbon menu.



If the mouse pointer has been positioned at a certain position in the plan, the menu can also be run through by pressing the appropriate letters.

5.5 STATUS BAR

The status bar of the "Escape Plan 2024" application is split into two areas.



The upper bar displays the current mouse position, the total number of objects it contains and the zoom factor. The zoom factor can be increased by clicking on the button (+) or decreased by clicking on the button (-).

The bottom status bar shows the programme directory in use. In this directory the "Escape Plan 2024" application saves both the temporary files and settings data. Please make sure that the writing and reading access to this directory is possible. Furthermore, the current plan also shows the scale used and a series of programme actions, display options and alignment options.

The following actions and options can also be carried out or set within the status bar (from left to right).

Ruler	Display of ruler on/off.
Grid lines	Display of grid lines on/off.
Auxiliary lines	Display of auxiliary lines on/off.
Quick Access Menu	Shows the Quick Access Menu.
Modify points	Individual points of objects can be selected and moved if the mode is activated.
Modify rotation point	The rotation point can be moved if the mode is activated. If the mode is deactivated, the rotation point is hidden for selected objects.

Align left	Selected objects are aligned at the left edge of the reference object.
Align right	Selected objects are aligned at the right edge of the reference object.
Align to top	Selected objects are aligned at the top edge of the reference object.
Align on bottom	Selected objects are aligned at the bottom edge of the reference object.
Align horizontally	Selected objects are aligned horizontally.
Align vertically	Selected objects are aligned vertically.
Align at the centre	Selected objects are aligned at the centre of the reference object.
Move to the back	Moves selected objects under existing objects. Use it to change the sequence if several objects are located completely or partially on top of each other.
Move to front	Moves selected objects over existing objects. Use it to change the sequence if several objects are located completely or partially on top of each other.
Repeat last action	Repeats the last action

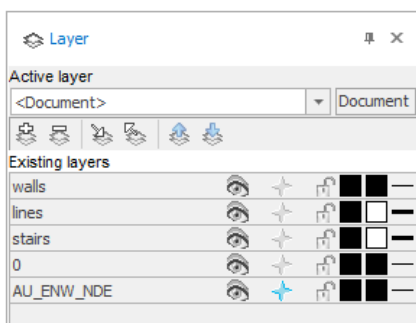
5.6 LAYER LIST

Layers are used to divide a complex drawing into several logical layers for better management and structuring. Individual or several objects can be allocated to a layer in "Escape Plan 2024", however, this is not a must.




Layers are useful insofar as they allow to hide or lock parts of the plan in order to safeguard them against inadvertent changes. It is also possible to specify properties such as line colour, fill colour or line thickness for all objects of the layer. Each element of the layer determines its own appearance as long as no line colour, fill colour or line thickness of the layer has been allocated.

The sequence of layers has no effect on the sequence in which the individual elements are drawn. Simply click on the name of the layer and change the title in order to rename a layer.

All layers existing in the plan drawing are shown in the "Available layers" table; here you can directly edit the properties of a layer.



A layer has the following properties:

	Name	Name of layer.
	Visible	If the layer is invisible then all layer elements are hidden.
	Frozen/De-frozen	If the layer is frozen then all layer elements are hidden.
	Locked	If a layer is locked, then the elements of the layer can no longer be changed, but are still visible. New elements can be added to the layer.
	Line colour	The line colour of all layer elements.
	Filling colour	The fill colour of all layer elements.
	Line thickness	The line thickness of all layer elements.

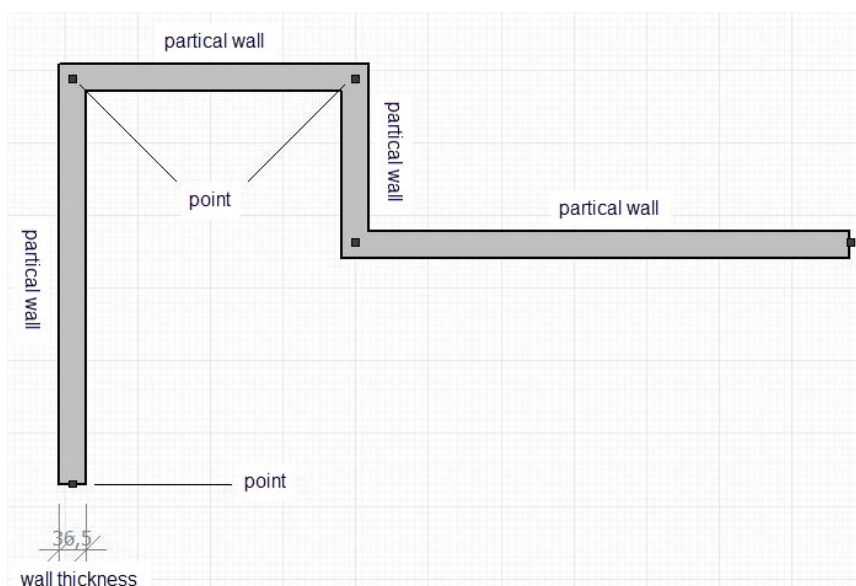
A level can be set as active layer by selecting the layer in the "Active layer" field. All newly created objects are then automatically part of the active layer. Please make sure that the active layer is visible.

The following actions are available in the layer list:

Add layer	Creates a new layer.
Delete layer (objects are kept)	Deletes the active layer. The objects of the layer are not deleted and are therefore not assigned to a layer anymore.
Allocate selected objects to layer	Inserts all selected objects to the active layer.
Remove layer allocation to the selected objects	Removes the layer allocation for all selected objects.

6. WALLS

Walls are a central object to represent a floor plan in escape and rescue plans. A wall contour consists of one or several partial walls with the same wall thickness, which is defined by 2 different points each. Walls can be open or enclosed in themselves. Objects such as doors and windows can only be placed and shown on an existing wall.



6.1 CREATING WALLS / ROOMS

Wall mode (fixed wall thickness)

Click in the object bar on "wall" and enter in the wall thickness field the desired wall thickness in centimetre, then first define the starting point and then the additional corners of the wall. A double click closes the wall creation. If you keep [CTRL] pressed down while creating a wall, then all walls will stand orthogonally to each other.

Object settings	
Name	Objekt2
Layer	walls
Position and Size (m)	
Based on	<input checked="" type="checkbox"/> Top Left
X [m]	8,7
Y [m]	5,6
Hight (m)	10,44
Width (m)	4,53
Keep proportions	<input type="checkbox"/>
Size / thickness (m)	0,3
Angle (°)	0

Wall mode (variable wall thickness)

Initially define the starting point as well as the corner points of the wall. Now double click to set the wall thickness by moving the mouse. Finally double click to create the wall object. Use this mode if you want to insert walls into an existing drawing which already shows the outer edges of the walls.


Room mode


Please click in the object bar on the "room" item in order to create an enclosed room with 4 corners. You then define the start as well as the end point of the room. The predefined wall thickness is used for this purpose.

Walls (magic wand)


Click within two parallel lines in order to create a partial wall in between.


Exterior walls


 Exterior wall
Wall thickness = 36,5 cm

 Exterior wall
Wall thickness = 30,5 cm


Internal walls

 Internal wall
Wall thickness = 24 cm

 Internal wall
Wall thickness = 17,5 cm

 Internal wall
Wall thickness = 11,5 cm

Variable wall thickness

 Wall
First define the points of the wall edge and then the wall thickness

Generate walls automatically

 Walls (magic wand)
It tries to create walls between 2 parallel lines.

The wall thickness can be changed subsequently in any case using the object properties.

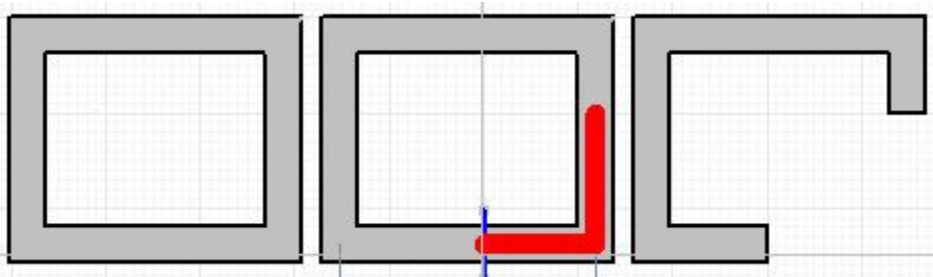
6.2. EDITING WALLS

Wall objects can be edited like any other object by moving, scaling, rotating and mirroring.

It is also possible to move individual points of a wall by clicking and keeping the left mouse button held down. Several corner points of a wall can be selected by holding down the [CTRL] key and drawing a selection area and also be moved with the mouse at the same time.

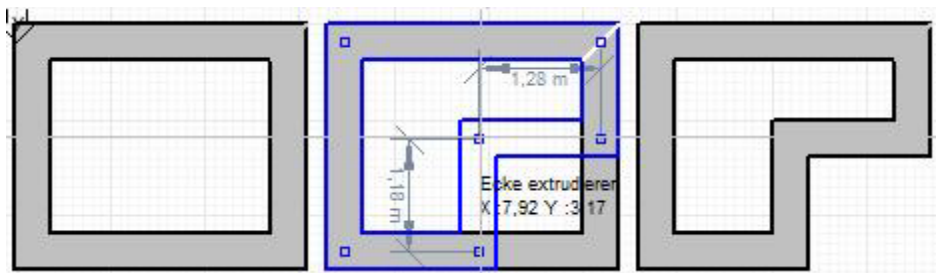
Beyond this, there are a wide range of editing options for walls. The "wall" command group in the "Edit" menu ribbon provides the following actions:

Cut segment



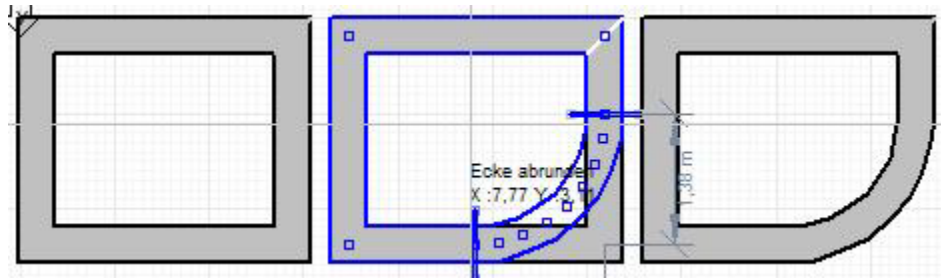
Cuts a segment from an existing wall. Select a start point and end point of a partial wall where you want to make a cut.

Extrude corners



Inserts an additional corner to an existing wall contour. Select initially the corner of a room and then pull or push the newly created corner into or out of the room.

Round off corners

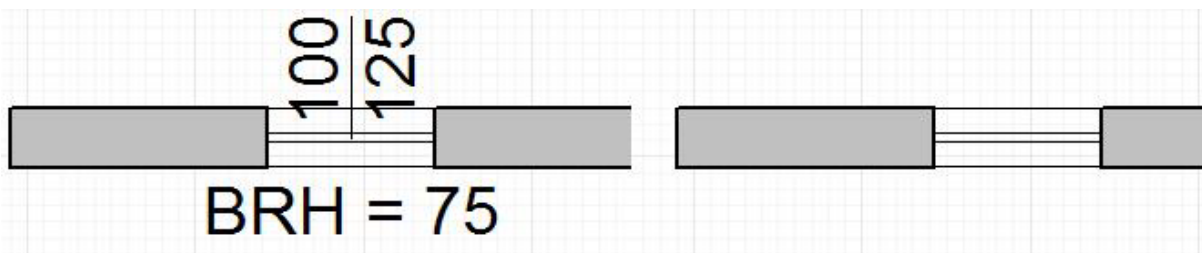


Rounds off an existing corner. Select initially the corner and then decide on the rounding radius by moving the mouse.

7. WINDOWS, DOORS AND STAIRS

"Escape Plan 2024" provides its own objects for windows, doors and stairs. They can be adapted in a variety of ways. Windows and doors have to always be placed in an existing wall. For windows, doors and stairs, it is possible to set in the document properties in the section "Component dimension" if the component has to be displayed with or without dimensioning lines. Please note, that it is not standard to display dimensioning of components in escape and rescue plans.

7.1 WINDOWS

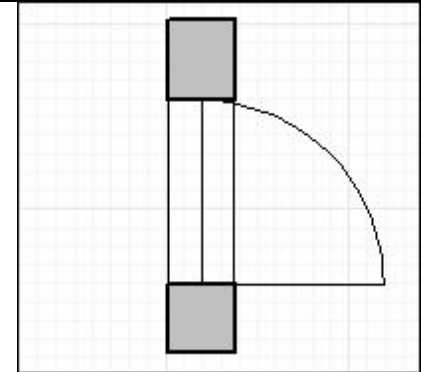
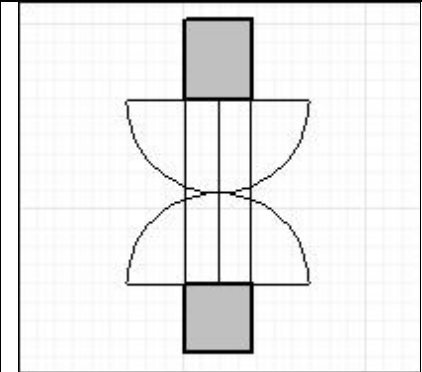
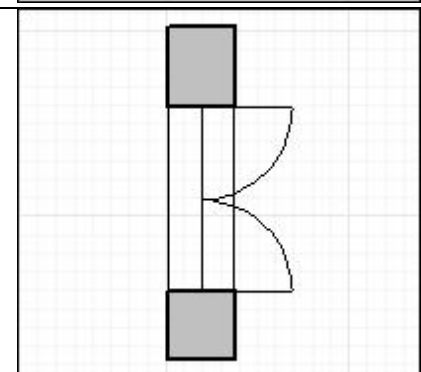
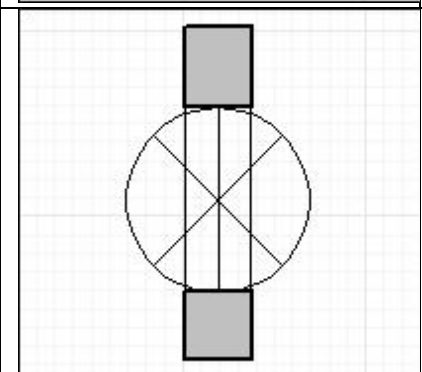
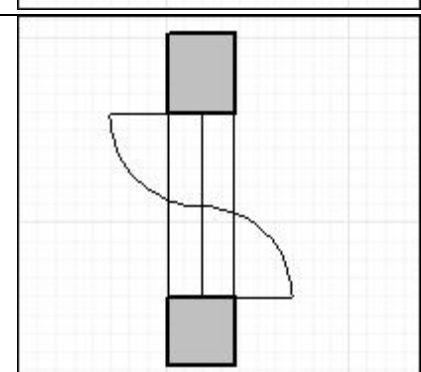
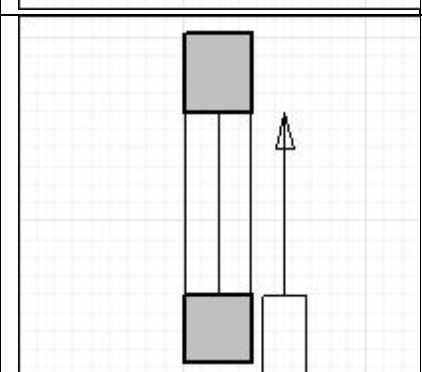
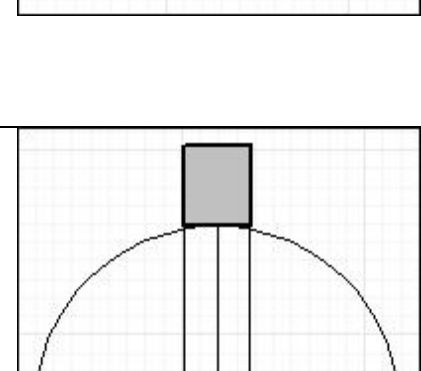
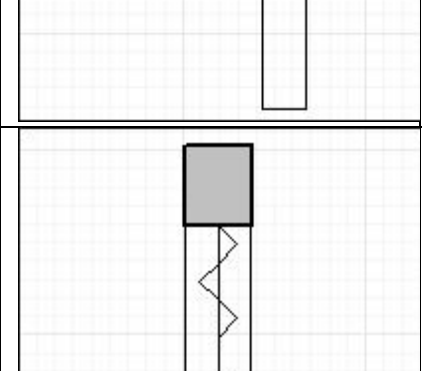


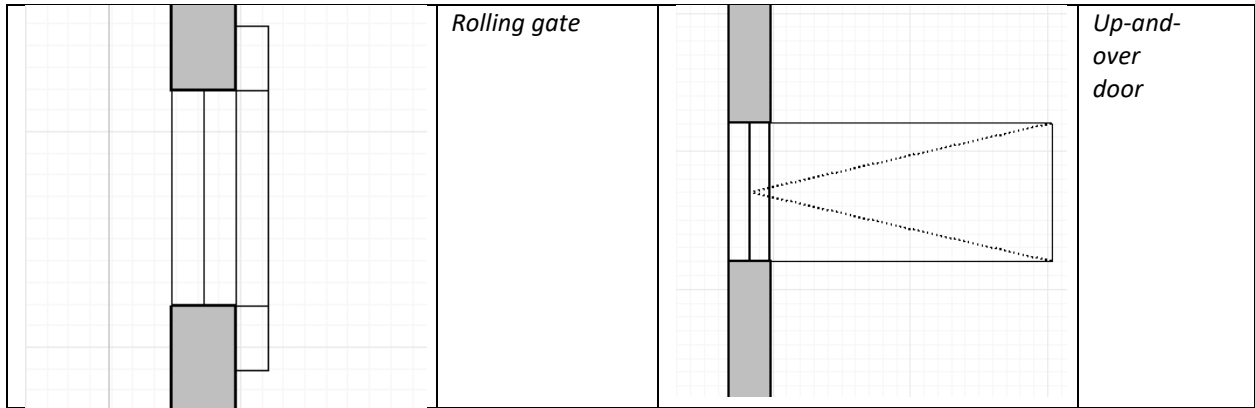
In addition to width, height and parapet height of windows, it is also possible to set the window frame width and position (outside, inside, centred, user defined) of the window frame. Windows can be moved along a wall using the mouse. The right side in direction of the creation is predefined as the inner side of the wall. All windows have to be mirrored to reverse this effect.

As soon as a window has been selected 4 selection points appear around the window. Click on one of the 4 selection points to mirror the window in the direction of the chosen selection point parallel to the the wall axis. Alternatively, windows can also be mirrored using the object properties.

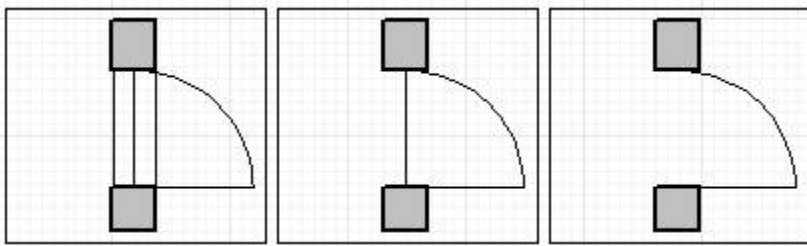
7.2 DOORS

"Escape Plan 2024" supports the representation of the following types of doors:

	<p><i>Swinging panel - single panel</i></p>		<p><i>Swing door - double panel</i></p>
	<p><i>Swinging panel - double panel</i></p>		<p><i>Swing door</i></p>
	<p><i>Swinging panel Knocking against each other</i></p>		<p><i>Sliding door</i></p>
	<p><i>Swing door - single panel</i></p>		<p><i>Folding door</i></p>



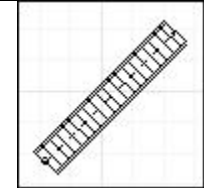
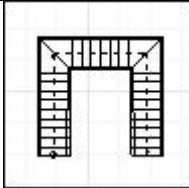
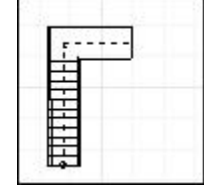
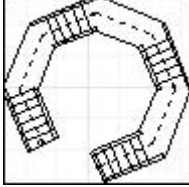
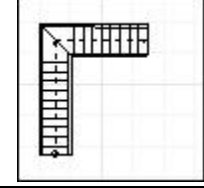
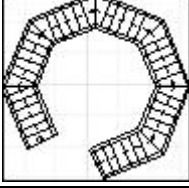
For every door, you can set the door hinge orientation (right/left) in addition to height and width as well as the representation of the door including lintel and threshold. The following image demonstrates the various representations with lintel and threshold (1), with threshold (2) and without lintel or threshold (3) from left to right.

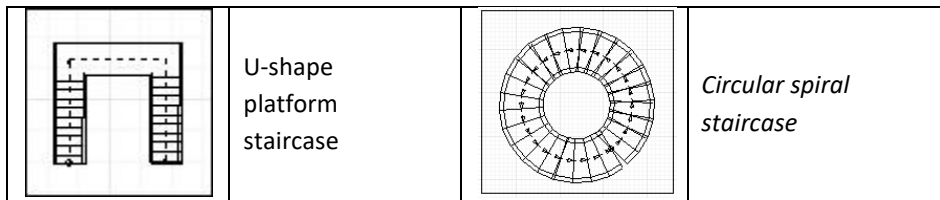


Doors can be moved on a wall by keeping the left mouse button held down and moving the mouse along the wall axis. As soon as a door has been selected 4 selection points appear around the door. Click on one of the 4 selection points to move the door in the direction of the chosen selection point parallel to the wall axis and to specify the door hinge orientation.

7.3 STAIRS

"Escape Plan 2024" supports the creation and representation of the following types of stairs:

	Simple stairs		U-shape spiral staircase
	L-shape platform staircase		Stair contour (platform staircase)
	L-shape spiral staircase		Stair contour (spiral staircase)



You can set for every staircase the tread length and rise of the steps in addition to step width. Stairs can also be broken down into partial elements. Furthermore, you can switch the display of banisters on and off.

8. SYMBOL LIBRARY



The symbol library can be shown and hidden in the menu ribbon under "View/toolbars". The symbol library is shown by default. Within several categories, it shows the symbols and drawing elements for the creation of escape and rescue plans. The following categories are already included in "Escape Plan 2024": "Fire protection symbols (DIN 14034-6)", "Building signage", "North pointer", "Rescue and Fire Safety Symbols (DIN 4844-2)", "Symbols (DIN ISO 23601)", "Behaviour tables, stamp field, overview plan", "Traffic signs", "Warning signs", "Mandatory signs" and „Fire Service Cards (DIN 14675)“. The symbol library can be expanded at any time with your own drawing objects. All available symbols of the category are shown once you've selected the relevant category in the left column. Select a symbol and draw it with the mouse to the location in the plan at which you want to enter the symbol. When you let go of the left mouse button, the symbol will be inserted at the relevant location.

If you want to add a specific symbol into the plan, then you have the option to use the search function in the "Escape Plan 2024" version. Select the magnifying glass symbol and type the name of the relevant symbol.

Click with the right mouse button on an existing object of the drawing area and select the "Add to symbol library..." item in order to include your own objects into the symbol library.

You can also import images into the symbol library. For this purpose, simply save the images to the symbol library using drag & drop.

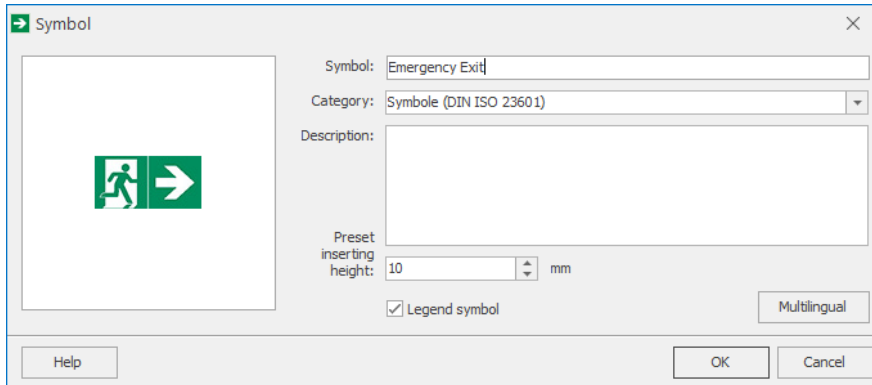
You can also export symbols as individual images by right clicking on the relevant symbol and selecting the "Export" menu item.

The symbol library can be expanded by your own categories by clicking on the "Add..." button. Enter the name of the new category and click on OK. Click on the "Delete" button to delete existing categories including all

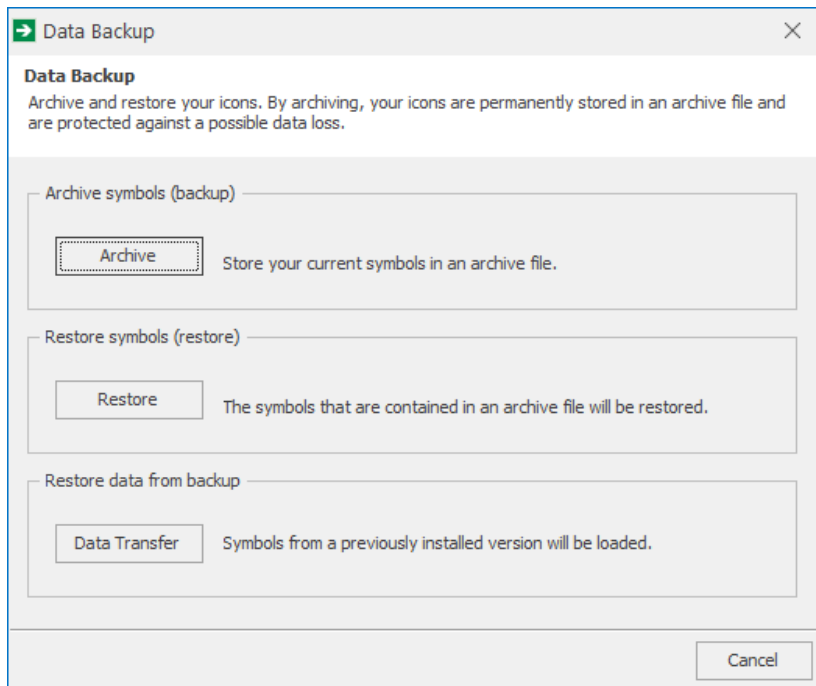
the containing symbols.

With the right mouse button click on a symbol and select the "Edit" item from the displayed context menu in order to edit the properties of a symbol in the symbol library. You can specify the symbol name, a description and the insertion height in millimetres in the following dialogue. Select the legend symbol item when you want the symbol to be part of the symbol legend. You can enter the title in "Multilingual" in additional predefined languages which can be displayed in the generated legend.

Information: Changes to the symbol properties have no effect on already available symbols in the escape and rescue plan.



The complete symbol library can be archived by opening the "Data backup" dialogue via the "Archive Retrieve" button in the "Extras" menu ribbon and clicking "Archiving" with the left mouse button. The "Data backup" dialogue can also be accessed via the "Symbol database/data backup" in the application menu. Finally, select the storage path and name of the backup file. The file name has to end with ".af1" in order to ensure that the backup is done in the Escape Plan archive format. Confirm your settings by clicking "Create". You will then see a display with the backup progress. After backup is completed, return with "Close" to the "Escape Plan 2024".



9. LEGEND

A legend of the symbols used (symbol legend) e.g. for rescue routes, emergency exits or fire extinguishers is part of every escape and rescue route plan. "Escape Plan 2024" is able to generate a legend of all symbols contained in the plan, so far as the symbols from the supplied and integrated symbol library were used and declared as legend symbols.

The "symbol legend" dialogue field opens by clicking on the "Legend..." button in the "Insert" menu ribbon:

Symbol legend

Hints
The legend is part of the escape and route plan. At this point, you can automatically insert a legend in the plan. Below all the icons are listed, which are part of the legend.





Description:
Legend

Multilingual symbol name
1. Language: English 2. Language: (none)

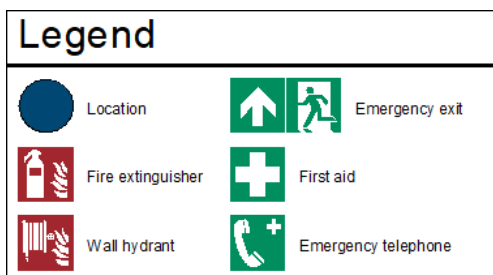
Symbols

Show in legend	Symbol	Name in Legend	English
<input checked="" type="checkbox"/>	Location	Location	Location
<input checked="" type="checkbox"/>	Emergency exit	Emergency exit	Emergency exit
<input checked="" type="checkbox"/>	Directions	Directions	Directions
<input checked="" type="checkbox"/>	First aid	First aid	First aid
<input checked="" type="checkbox"/>	Emergency telephone	Emergency telephone	Emergency telephone
<input checked="" type="checkbox"/>	Defibrillator	Defibrillator	Defibrillator
<input checked="" type="checkbox"/>	Assembly point	Assembly point	Assembly point

Help Cancel Next >

Listed are all symbols included in the current plan, which are declared as legend symbols. You can change the labelling of the legend and add one or two foreign languages. The foreign languages can also be applied to the labelling of the legend by clicking with the left mouse button on "...". Clicking within the "Show legend" column determines whether the relevant symbol will be included in the legend to be created. You can edit the relevant symbol text within the "Names in the legend" column or the columns with foreign languages. The arrangement of symbols within the legend can be changed via the buttons , ,  and  for the current row. Click on "Next>" and specify in the following window the arrangement (vertical or horizontal), the number of columns and the insert position of the legend.

Clicking on the "Create" button, the legend is then finally created and inserted as a group object at the desired location in the plan.



10. SPECIFY SCALE BY DISTANCE

If the preset scale differs from the desired drawing scale, then you can have the application calculate it and scale the drawing content accordingly.

First, click on the "Set ratio by distance" button in the "Plan" menu ribbon. In the next step, you can set two different measuring points in the drawing area, each by mouse click. It is recommended to remeasure the line for which the actual distance is known e.g. door widths, wall thickness or wall length.

You can now add the actual distance to the measured distance in the following dialogue. Clicking on the OK button, allows the application to scale all included drawing elements again and to fit them to the scale. If the "Keep scale" checkbox is activated, then the drawing elements are scaled to fit the actual distance and the scale is maintained.

Define ratio and scaling by distance

Hint

Measure a known distance in the plan and specify this.
The drawing will be scaled to fit the specified distance and it will correct the ratio.

Measured distance: 2,75 m

Actual distance: 5 m

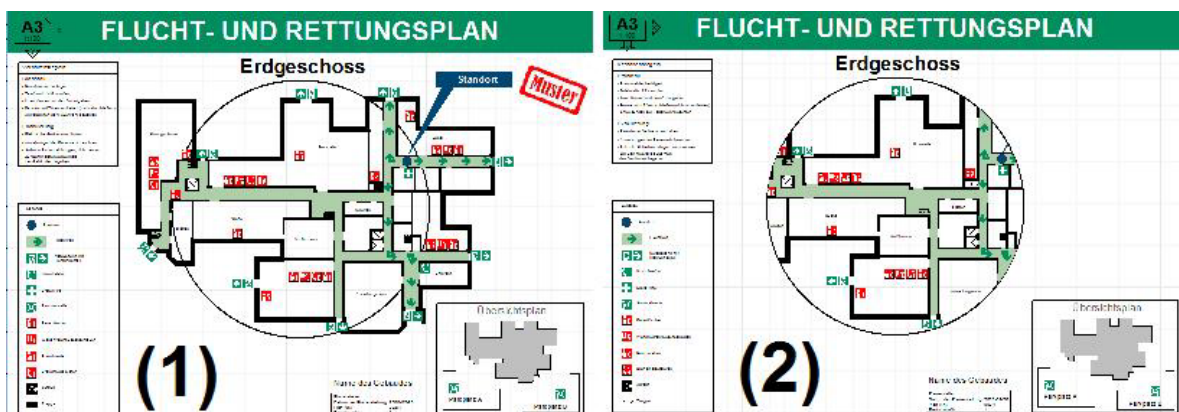
Keep ratio

Help OK Cancel

11. CONTAINER

Containers can be created in order to limit drawing elements to areas for their representation. A container always includes one or several contained objects and the actual container object which defines the represented area of the contained objects.

For example the use of a container is recommended if you want to only create an escape and rescue route for a part section of a complete floor plan. For this purpose create a rectangular object which is to be used as the limiter. Instead of a rectangle, you can also use other drawing objects as a container such as circle or polygon. Now highlight all elements of the floor plan, click on the "Move to container" button in the "Insert" menu ribbon and finally select the rectangle.



The upper image shows an example on how to use containers. The individual elements of the escape plan and a circular object (1) created a container (2), which limits the representation of the escape plan within the circular shape.

Active containers are removed by clicking on the "Remove container" button. Then all container objects are shown again.

Containers cannot be moved into other containers.

12. SHORTCUTS

Important programme shortcuts:

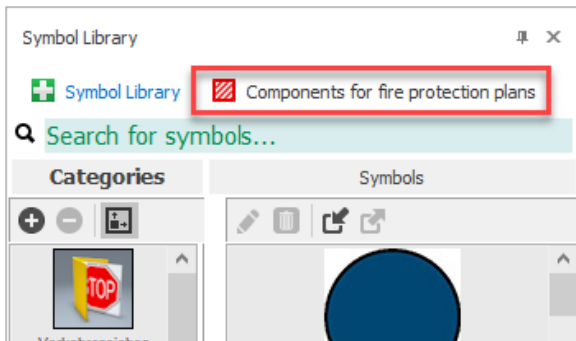
Help	F1
Welcome dialogue	F2
Create new plan	CTRL + N
Save plan	CTRL + S
Print plan	CTRL + P
if the plan is open	
Radial menu	Spacebar
Cut	CTRL + X
Copy	CTRL + C
Insert	CTRL + V
Select all objects	CTRL + A
Invert selection	CTRL + I
Undo action	CTRL + Z
Repeat action	CTRL + T
Zoom in	CTRL + "+"
Zoom out	CTRL + "-"
when creating objects	
Orthogonal mode	CTRL
Switch off automatic snapped point function	Shift
Cancel object creation	Esc
Create object	Enter
when inserting copied objects	
Insert object repeatedly	Old
selected objects	
Delete objects	DEL
Group objects	CTRL + G
Remove group	CTRL + U
Move objects by one pixel	CTRL + arrow key
Move objects by snap grid distance	Shift + arrow key

Rotate objects by 1° CTRL + page up/page
down
Rotate objects by 45° Shift + page up/page
down

13. FIRE PROTECTION PLANS

The optional Fire Protection Plans module allows you to create fire protection visualization plans (LP 1 to LP 4), fire protection implementation plans (LP 5) and fire protection documentation plans (LP 9) according to the specifications of the VDI guideline VDI 3819 (draft). Numerous symbols are available for components and fire protection-relevant systems and equipment.

You open the Fire protection plans module in the symbol library.



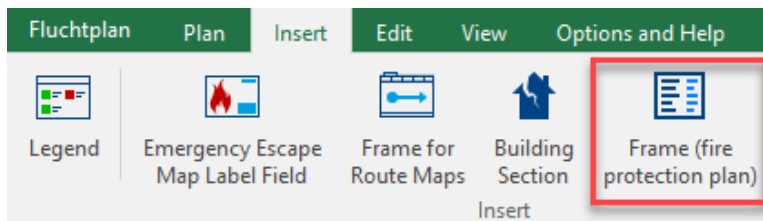
The object inspector can be used to assign the fire protection-relevant construction type to existing objects such as doors, windows, wall pulls and partial walls (4).

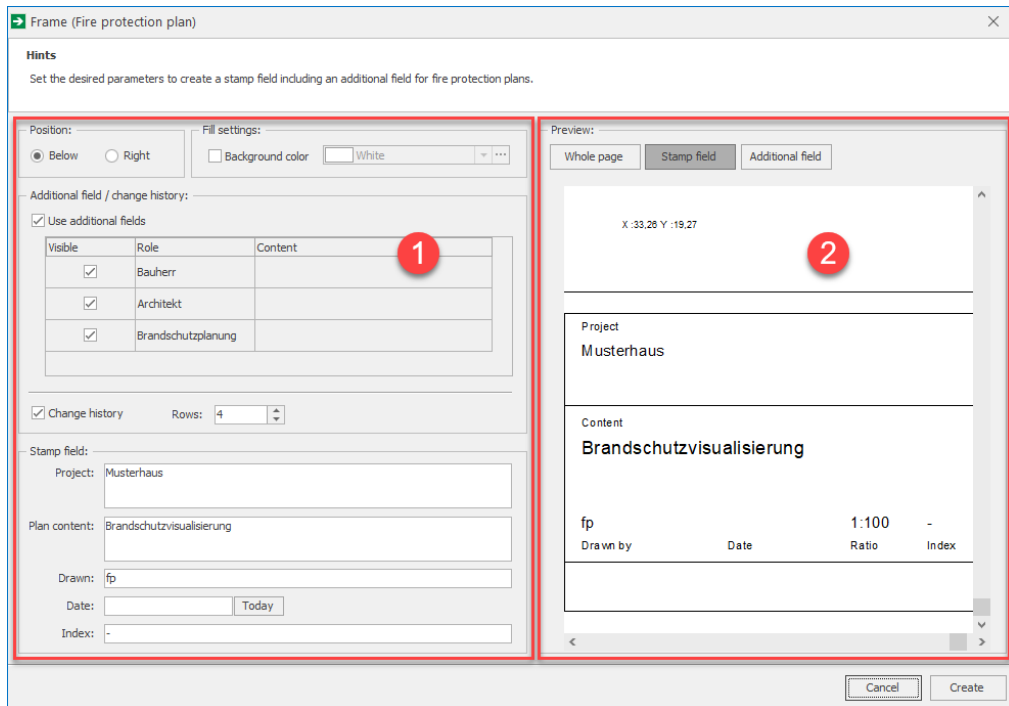
Preview	Caption	Create			
	REI 90-M-A1/A2-s1,s0 (Brandwand)				
	REI 90 (F90 Bauteil)				
	Bauart REI 90-M-A1/A2-s1, d0 (Bauart Brandwand)				
	REI 90 - A1/A2-s1, d0 (F90-A Bauteil)				
	REI 90 wesentliche Teile A1/A2-s1, d0 (F90-AB Bauteil)				
	REI 60 (F60 Bauteil)				
	Bauart REI 60-M				
	REI 60 - A1/A2-s1, d0 (F60-A Bauteil)				
	REI 60 wesentliche Teile A1/A2-s1, d0 (F60-AB Bauteil)				
	REI 60 K2 60 (F60-BA Bauteil)				

You can create a rectangle (1), polygon (2) or wall (3) via the respective icon.

The legend can then be created as usual and will automatically position itself in the designated area of the frame.

You create the stamp field including the additional field for fire protection plans via the menu bar "Insert".





Make all necessary settings on the left side (1). The preview on the right side (2) updates automatically. automatically. Click "Create" to finish the process.

14. LEGAL NOTICE

You can reach us Monday - Friday from 8:00 – 16:00 on:

Address:

Weise Software GmbH Bamberger Str. 4-6 01187 Dresden Germany

The software hotline is also staffed from 8:00 to 12:00 and 14:00 to 16:00.

Software hotline: 03 51 / 87 32 15 10

15. LICENSE AGREEMENT

IMPORTANT - PLEASE READ CAREFULLY!

The following regulations include the conditions for the use of the software. The installation of the software includes the declaration of consent to be bound by these rules. If there is no such consent then the software must not be installed or used in any way.

[Licensing conditions](#)

for the provision of software by
Weise Software GmbH (- Manufacturer -)
and their customers (- user)

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- b) Loading the software computer programme in the computer memory and executing it in accordance with § 4.

3. The user is not entitled, neither partially or temporarily, irrespective of the kind of usage and the means employed to additional use of the software, particularly to change, translate, reproduce, reverse engineer, decompile, de-assembly or port it to a different operating system.

4. The user keeps the software ensuring that unauthorised persons do not have access.

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1. The user may transfer a single functional copy of the original disk to a mass storage device (installation).

2. If the installed copy and the contents of the original disk match, then original disk will remain as a backup copy. Creating an additional backup copy is then prohibited. If the installed copy and the content of the original DVD do not match, then the user is allowed to make one single backup copy from the original data carrier.

3. If one of the copies approved for the user is damaged or destroyed, then he can make a replacement copy.

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The user may download the computer programme software to a memory and use it, access it, execute it and interact in other ways with it (execute). The simultaneous multiple use of the computer programme software is not permitted, unless the computer programme is a client-server version for which the user has purchased appropriate licenses.

§ 5 Programme maintenance, updates, interoperability

1. Updates and maintenance services are not subject to this agreement. This agreement gives the user no claims on troubleshooting, improvements, modifications, changes, additions or functional enhancements of the software. These services are not subject to this contract, but require a separate contractual agreement which may be entered into only with the purchase of a corresponding service package.
2. Improved or expanded versions of the software (updates) are offered to the user. A separate fee may be required for updates in so far as the license fee levied on the software is a one-off.
3. Other services, such as adapting the software to specific needs of the user, the creation of additional interfaces or other programming services are only made against a separate payment and require a separate contract.

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1. The user may only transfer the software unaltered, as far as it was licensed to him for permanent use, i.e. the original disk with simultaneous transfer of the user license, whilst his own user license ceases at the same time. The transfer requires that the transferee agrees with the terms and conditions of this agreement. In the case of temporary transfer of the user the software, however, it must not be passed on definitively or temporarily nor otherwise made accessible to third parties - not including the employees of the user.
2. A transfer of the programme by copying in any form is not permissible.
3. In case of transfer, all copies that are held by the user have to be made permanently and irreversibly unusable.
4. The user shall immediately notify the manufacturer about the transferee.
5. The user must not sell or loan the software or parts thereof to third parties against payment. Employees of the user are not considered as third parties in the sense of the preceding.

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1. Warranty is granted that the provided software meets the functions described in the documentation. The warranty, however, only applies under the condition that the software is used in its relevant applicable, unchanged original state as well as according to the intended use laid out in the user documentation and that no programmes or data used by the user are the reason for the functional fault.
2. A quality is only deemed agreed if it is specified in written form.
3. The user can request additional delivery if the software is defect. The user has no claim for the removal of the defect.
4. The user has to notify the manufacturer about an obvious defect within four weeks after delivery. By omission of that deadline, the warranty claim is no longer possible for the relevant defect.
5. In addition, warranty claims by the user expire within a period of one year after delivery provided there was no wilful misconduct. Were defects reported during this period, then the warranty period is extended by the time required by the manufacturer to possibly remedy the situation.

§8 Liability

1. The manufacturer is liable in accordance with statutory provisions for gross negligence or intent.

2. In the case of simple negligence, liability is excluded as long as no major contract obligation was hurt or life or limb was lost.

In the case of simple negligence, where an essential contractual obligation was violated or where a situation of default is present, then the liability for damages which do not relate to injury of life, body or health, is limited to 50% of the contractual sum and to typical, foreseeable damage.

3. The user is aware of the fact that within the framework of its duty to reduce damage, he must, in particular, ensure that his data is saved regularly and in the event of a suspected software error, that he must also take all reasonable additional safeguarding measures.

For the recovery of data the manufacturer shall only be liable if and as long as the data can be reproduced at reasonable expense in the sense of proper data processing from databases, which are available in machine-readable format.

§ 9 Third party rights

1. The manufacturer releases the user from all claims by third parties against him with regards the copyright infringement in licensed programmes in their respectively valid version, as long as the user has notified the manufacturer of such claims in writing without delay.

2. The manufacturer is entitled to change the software due to copyright claims by third parties at his own expense or to exchange it. If this is not possible or if obtaining user rights is not possible at reasonable cost, then the manufacture can cancel the agreement for the relevant programme without notice. In this case, he shall only be liable to the user for any damage caused by cancellation to a total of maximum the one-off fee for the software which is the subject of the claim. Proof of no or only little damage remains reserved.

§ 10 Termination and obligation to return

1. The manufacturer has the right to terminate without notice if the user manufactures pirated, unauthorised copies of the software, does not prevent unauthorised access, decompiles without authorisation or despite warning by the software manufacturer continues to use the software contrary to the agreement.

2. In the event of an immediate cancellation, in accordance with foregoing provision no. 1., the user is obliged to pay damages due to the cancellation of the agreement. Possible liability for damages in the context of other legal infringement remain unaffected.

3. If the contract ends due to a cancellation or expiration of the contractual period, then the user has to fully delete the software on the IT-plant, irreversibly render all copies unusable as well as to send back immediately all provided data carriers to the manufacturer.