Pre-cover sheet of

User Guide

Fluchtplan 2026 / Rescue Plan 2026

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Fluchtplan 2026

User Manual

Weise Software GmbH

CONTENTS

I. FLUCHTPLAN 2026

1. WELCOME

Thank you for choosing one of our products.

The present software, "Fluchtplan 2026", was developed by Weise Software GmbH and is a tool for creating escape and rescue route plans in accordance with DIN ISO 23601 (formerly DIN 4844-3) and DGUV 9. By using the software, you can create escape and rescue route plans from scratch or easily and conveniently generate escape and rescue route plans from existing digitised plans. The programme's internal management and display of parameterisable components, such as walls, doors or windows, as well as the use of standardised symbols, guarantee simple and convenient creation of escape and rescue route plans. When developing the programme, we took particular care to ensure that working with our software is straightforward, efficient and easy to learn. No special knowledge is required; basic knowledge of Windows is advantageous. This documentation is intended to provide you with some basic knowledge and help you get started with "Fluchtplan 2026". It contains instructions for installing the programme and explains the function and operation of controls and procedures.

2. SYSTEM REQUIREMENTS AND INSTALLATION

2.1 SYSTEM REQUIREMENTS /LICENCE MODELS

System requirements

- Windows 7, Windows 8, Windows 10, Windows 11
- 800 MB free hard disk space
- At least 4 GB free main memory
- Processor: 2 GHz

Licence models

Single-user licence

The single-user licence entitles the licensee to install the software on a single machine. If a licensee wishes to install the software on a laptop or home PC as well, they can purchase additional licences at a reduced purchase price.

Network licence (floating licence)

Your advantages:

- Simultaneous access to a project from multiple PCs
- Shared data storage
- Better project overview and transparency
- Optimal interaction of all components in the network
- No different versions on different computers

What is a floating licence?

With a floating licence, it is no longer the number of installations that is decisive when installing clients, but the number of users who work with the programme **at the same time** (floating licence).

This means you can install the clients on **any number of computers** within a company. The number of client licences required depends on how many users are working with the software at the same time.

2.2 INSTALLATION

Install the software using the EXE file provided by us. This can also be done in parallel with any previous versions that may be present.

The installation wizard will guide you through the installation process. If you require further installation assistance, you will find an installation manual
- in your customer area
- on the individual download pages or

3. ACTIVATION, PRODUCT ACTIVATION AND PROGRAMME START

3.1 ACTIVATION

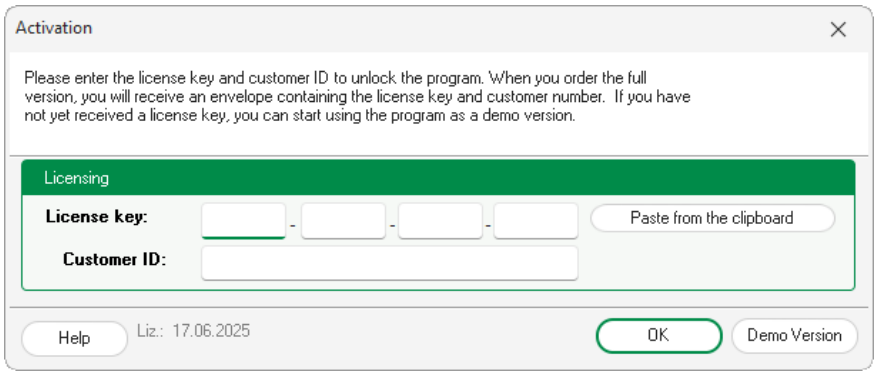
"Fluchtplan 2026" is started by double-clicking on the Start menu entry or the corresponding icon on the desktop.

To be able to use the programme in full, you must first activate it. If you do not yet have an activation number, you can start the programme by clicking on the "Demo version" button and test it for an unlimited period of time. In the demo version, all escape and rescue route plans are printed with the note "DEMO VERSION".

Enter the 4-digit activation number and your customer number.

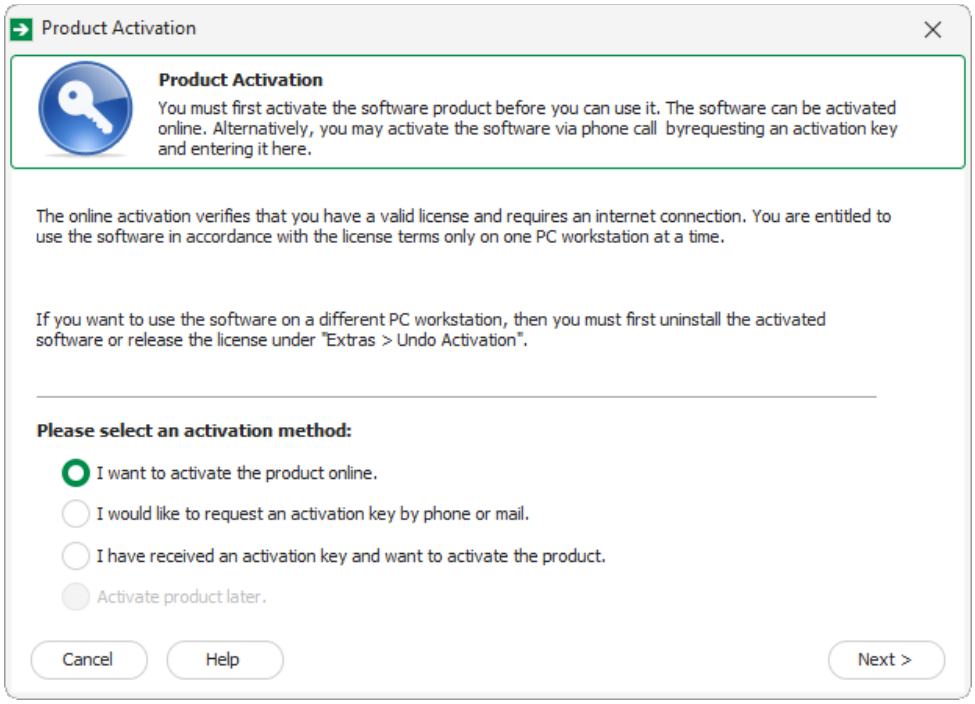
Note:
All necessary download links, including activation data, can be found in your received emails.

After entering the correct information and pressing the 'OK' button, "Fluchtplan 2026" will be activated and started.



3.2 PRODUCT ACTIVATION

After activation, you must activate the programme. The fastest option is online activation. Alternatively, you can also activate the product by telephone or email during our business hours.



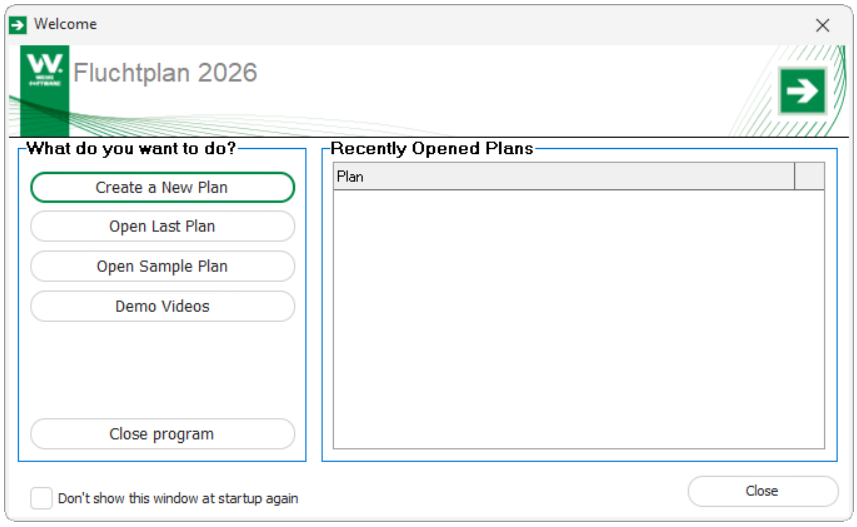
Select the desired activation method and press the 'Next' button.
Note: Apart from the hardware code, the serial number of our programme, your customer number and the computer name, no further information will be transmitted.

Returning the activation
If you are forced to reinstall the software (e.g. due to purchasing a new computer or a system-related reinstallation), you must cancel the activation via the menu item "Extras/Cancel activation". You can then reinstall the software and reactivate it.

3.3 PROGRAMME START

When the programme starts, the welcome dialogue box is displayed by default. This includes the option to create a new empty plan, open the last plan opened, or open a sample plan. All recently opened plans are listed on the right-hand side of the welcome dialogue box. Clicking on an entry opens the corresponding plan.

By selecting the checkbox "Don‘t show this window at startup again ", the welcome dialogue box will no longer be displayed each time the programme is started. The welcome dialogue box can be displayed at any time in the programme by pressing the F2 key or by clicking on the "Welcome dialogue box" button in the "View" menu.

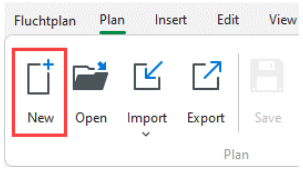


4. GUIDE TO CREATING ESCAPE AND RESCUE PLANS

The following guide will take you through the eight steps involved in creating escape and rescue plans using the "Fluchtplan 2026" application.

Step	Creating a new plan

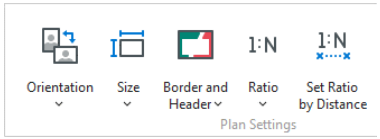
First, create a new empty plan by clicking on "New" in the "Plan" menu bar and in the "Plan" command group. An empty plan with the default settings will be created and displayed.



Step 2	Define the layout of the plan

Once a blank plan has been created, plan settings such as format, scale and title are defined. Before actually creating the floor plan, we recommend that you define the plan format and set up the title bar. This will save you having to align and adjust the drawing content to a changed sheet format later on.

In the "Plan" ribbon, within the "Plan settings" command group, click on the "Orientation", "Size", "Border and Header" and "Ratio" buttons to set up the final layout of the plan according to your requirements and the characteristics of the object to be depicted.



Step 3	Create floor plan

Before you start creating the floor plan, we recommend that you first get an idea of which additional elements, such as symbol legends, overview plans, behaviour tables and stamp fields, should be inserted into the plan and which area of the plan they will later be needed in. Please keep this space free when creating the floor plan.

There are essentially three options for creating the floor plan:

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

In this case, click on "Wall" or "Room" in the object bar and create the desired floor plan in the drawing area with the mouse. With a single mouse click, you can change the direction; a double click ends the drawing process. To create walls that are orthogonal to each other, hold down the [CTRL] key. To create self-contained rooms, place the last point of a wall exactly on the starting point. Parameters such as wall thickness can be set in the properties bar. For simplicity, the respective wall length in metres is displayed in the drawing area when creating the walls.

You can create a floor plan based on an existing image file:

Starting from an existing image file that represents the floor plan, walls and parts of the floor plan are "drawn" over the image. First, create a new layer in the layer list and double-click on it. The newly created layer has been assigned as the active layer. All newly created objects are automatically part of the active layer.

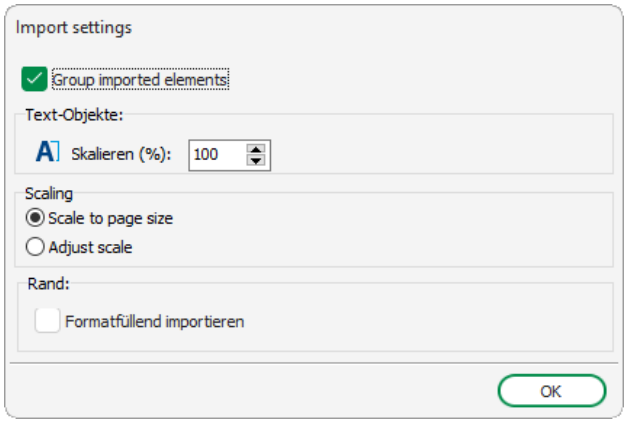
Now click on "Image" in the object bar and select the appropriate image file. Move and scale the image until it is in the desired position in the plan and has the desired size. Holding down the [CTRL] key forces proportional scaling.

Next, click on the "Disable layer" icon ( ) in the layer list to prevent the image from being moved or changed unintentionally and to lock the layer.

Now set the value "<Document>" in the "Active layer:" selection field in the layer list so that objects created subsequently are not automatically assigned to a layer. Now create the floor plan. Use the image underneath as a guide and aid. By clicking on the "Show elements" icon ( ), the layer containing the image can be hidden.

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

Click on the "Import" button in the Plan command group to import an existing AUTOCAD file (dxf/dwg). The content of the imported drawing is combined as a group object by default. This means that all drawing objects from the imported file are treated uniformly. Move and scale the imported group until it is in the desired position 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, a desired scale can also be specified. Floor plans often contain more objects and elements than are necessary for an escape and rescue plan. Please delete hidden or frozen layers by right-clicking on the corresponding layer in the layer list and selecting "Delete Layer and All Objects" from the context menu.



Depending on the desired level of detail, the imported floor plan can be expanded to include walls, rooms or other drawing objects.

Step 4	Add windows, doors and stairs

If the existing floor plan does not yet contain any components such as windows, doors or stairs, please click on either "Window", "Door" or "Stairs" and drag and drop the corresponding object into an existing wall.

Step 5	Add escape routes

Once the floor plan has been completed, please add escape routes. To do this, click on the "Escape routes" item in the object list and select the sub-item "Escape area" or "Escape route". Now use the mouse to create the desired escape routes in the plan.

Step 6	Add symbols

Open the integrated symbol library by clicking on the "Symbol library" tab. Then select the appropriate symbol category. You can also use the search function to search for a specific symbol by entering text.
Note: Symbols for escape and rescue plans in accordance with DIN ISO 23601 can be found in the "Symbols (DIN ISO 23601)" category, and symbols for escape and rescue plans in accordance with DIN 4844-3 can be found in the "Rescue and fire protection. (DIN 4844-2)" category.
You can now insert the corresponding symbol into the plan using drag & drop.

Step 7	Symbol legend, behaviour charts and stamp field

To complete the escape and rescue plan, add a symbol legend, behaviour charts, stamp field and, if necessary, an overview plan.
To create a legend from the available symbols, please click on "Legend" in the "Insert" menu bar. The wizard that appears will generate a symbol legend that matches the content. Place it in the desired location.

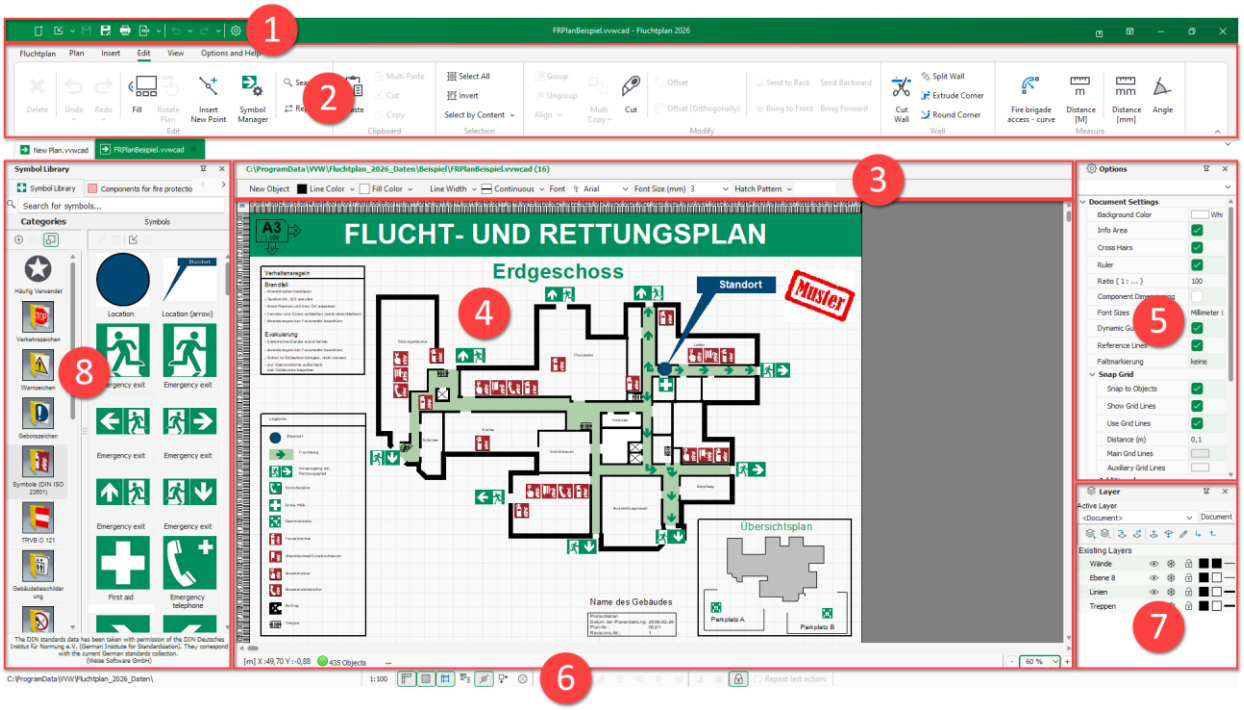
Further elements of the escape and rescue plan can be found in the symbol library in the "Behaviour boards, stamp field, overview plan" category. Please note that the objects contained therein are to be understood as templates and require further adaptation to the actual circumstances.

Step 8	Printing the escape and rescue plan

The escape and rescue plan can then be saved and printed. To do this, click on the "Print" button in the "Plan" menu. For an optimal print image, please adjust the print format to the selected plan format.

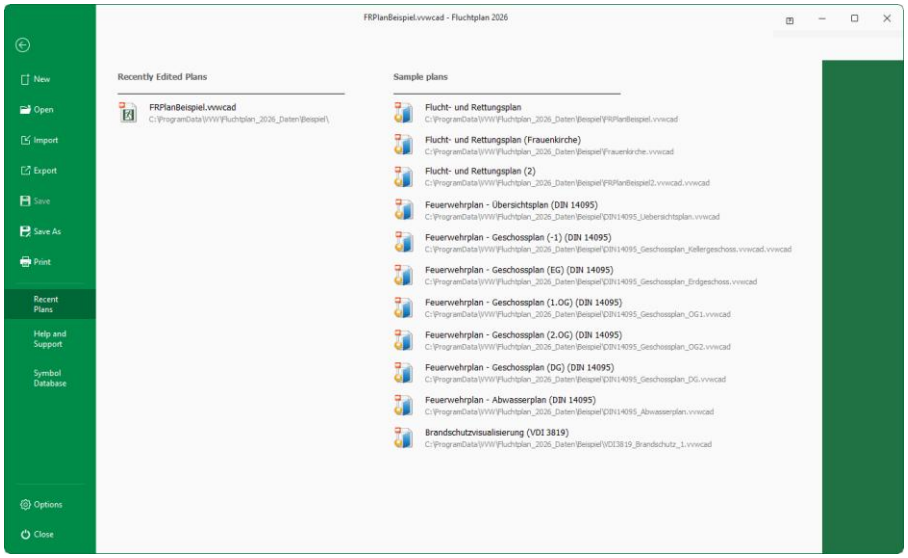
5. PROGRAMME INTERFACE

The interface of the "Fluchtplan 2026" application consists of the application menu (1), the ribbon (2), hereinafter also referred to as the menu, the property bars (3) and (6), the drawing area (4), the status bar (6), the layer list (7) and the symbol library (8). The object list can only be accessed via the "Insert" menu.



5.1 APPLICATION MENU

The application menu allows you to access the most important programme actions. The application menu can be opened by clicking on the "Fluchtplan 2026" programme icon in the top left-hand corner.



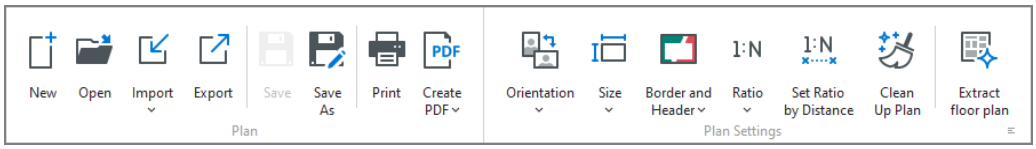
The following actions are available:

New	A new empty plan is created and opened.
Open	Opens an existing plan document. Plans in the program's internal format (*.vvwcad) or in AutoCAD format (*.dwg; *.dxf) can be opened.
Import	Adds an existing AutoCAD drawing document (*.dwg;*.dxf) to the currently open plan.
Export	Exports the currently open plan as an AutoCAD drawing document (*.dxf) and saves the file in the specified folder.
Save	Saves the current plan document in the programme's internal format (*.vvwcad).
Save As	Saves the current plan document in the program's internal format (*.vvwcad). The file name and storage location can be specified.
Print	Opens the "Print..." dialogue box and prints the plan.
Recent plans	The right-hand section of the application menu contains a list of recently opened plans. Sample plans are displayed in a second column. Clicking on an entry opens the corresponding plan.
Help and support	The right-hand section of the application menu contains help topics and contact details for support.
Symbol Database	Displays information about the current symbol database and allows you to archive and restore the database and import the symbol database from older versions.
Options	Displays a dialogue box with the available programme options and default settings for plans and documents.
Close	Closes and exits the application.

5.2 RIBBON

The "Fluchtplan 2026" uses ribbon technology. Unlike conventional menus, the content of the ribbon adapts to the current resolution and window size. Individual actions are structured in task-related tabs, which in turn are contained in the command groups Plan, Insert, Edit, View and Tools. Double-clicking on a command group minimises or maximises the entire ribbon.

5.2.1 PLAN

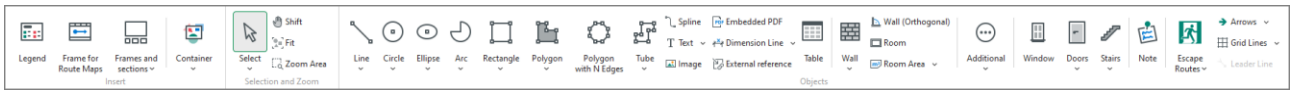


The following actions are available in the Plan command group.

New	A new empty plan is created and opened.
Open	Opens an existing plan document. Plans that are available in the programme's internal format (*vvwcad) or in AutoCAD format (*.dwg; *.dxf) can be opened.
Import	Adds an existing AutoCAD drawing document (*.dwg;*.dxf) or PDF document or .vvwcad document to the currently open plan.
Export	Exports the currently open plan as an AutoCAD drawing document (*.dxf) and saves the file in the specified folder.
Save	Saves the current plan document in the programme's internal format (*.vvwcad).
Save As	Saves the current plan document in the program's internal format (*.vvwcad). The file name and storage location can be specified.
Print	Opens the "Print..." dialogue box and prints the plan.
Create PDF	The plan can be output directly as a PDF file.
Orientation	Specifies whether the currently open plan is displayed in portrait or landscape format.
Size	Defines the format of the plan. A selection of different standard format sizes is available, as well as the option to define a user-defined format.
Border and Header	Here you can select and edit a title and frame for the escape and rescue route plan.
Ratio	Defines the scale to be used for the plan. All specifications are in metres. When using a scale of 1:1 and a magnification factor of 100%, 1 cm (1 m) of object length displayed corresponds exactly to 1 cm (1 m) of screen length. All scalar values such as positions, length and width of the drawing objects must also be specified in metres, unless otherwise stated ( ).
Set Ratio by distance	If the set scale differs from the desired drawing scale, you can calculate it using the application and scale the drawing content accordingly. First, click on the "Set scale by distance" button. In the next step, you can set two different measuring points in the drawing area by clicking with the mouse. It is advisable to measure a distance for which the actual distance is known, e.g. door width, wall thickness or wall length.

Clean up plan	Opens the Clean-up Wizard to optimise the plan – this analyses the plan and attempts to remove unnecessary, duplicate and invalid elements.
Extract floor plan	Opens a selection dialogue for plans in *.BMP, *.JPG or *.PNG format, which are then automatically captured, vectorised and transferred to the escape plan using AI.

5.2.2 INSERT



The following actions are available in the Insert command group.

Legend	Every escape and rescue route plan includes a legend of the symbols used (symbol legend), for example for rescue routes, emergency exits or fire extinguishers. "Fluchtplan 2026" is able to create a legend from all the symbols contained in the plan, provided that the symbols from the supplied symbol library integrated in the programme have been used.
Frame for route maps	Creates a frame for fire brigade route maps
Frames and sections	**Emergency Escape Map Label Field** Opens a dialogue box for inserting DIN-compliant title blocks for fire brigade plans **Building section** Generates a schematic building section (In some cases, especially with more complex buildings, displaying the building section and marking the fire brigade's routes can help them reach the scene and the reporting group more quickly)
Container	**Make container** Containers can be created to limit the display of drawing elements to specific areas. A container always contains one or more objects and the actual container object, which limits the area of the contained objects to be displayed. For example, it is advisable to use a container if you want to create an escape and rescue route plan for only a section of a complete floor plan. To do this, create a rectangle object to serve as a boundary. Now select all elements of the floor plan, click on the "Make container" button and finally select the rectangle . **Delete container** By clicking on the "Delete container" button, all objects contained in the container are displayed again without an enclosing boundary and the container object is removed. **Edit container** Clicking on the "Edit container" button or double-clicking on a container puts the "Fluchtplan 2026" application into a mode in which only the elements of the container can be edited. Click on the "Exit Edit-Container Mode" button or press the [ESC] key to return to normal editing mode.
Select	Allows you to select objects in the plan by clicking the left mouse button. Hold down the [SHIFT] key to add further elements to the selection.
Shift	The plan can be moved within the drawing area to change the focus to other positions.
Fit	The size of the view is changed so that all objects in the plan are displayed

	as large as possible in the drawing area.
Zoom area	The focus is changed to the area to be selected. The view of the plan is enlarged accordingly so that the entire selection area is displayed.

New drawing objects can be inserted into the plan using the object bar. To do this, click on the corresponding icon and then create the corresponding object by inserting the appropriate points (left-click) and finally double-clicking. You can discard the current drawing object by pressing the [ESC] key.

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

Line	Creates either a simple line or a complex line.
Circle	Creates a circle.
Ellipse	Creates an ellipse object.
Arc	Creates an elliptical arc. First define the ellipse and then the start and end angles of the arc.
Rectangle	Creates a simple rectangle.
Polygon	Creates a filled and closed area.
Polygon with N edges	Creates a closed line segment with n corners. By default, an octagon is created. The number of corners for these objects can be specified in the properties bar.
Tube	Creates a tube-shaped polygon with a defined width. The width of the tube can be specified in the properties bar.
Spline	Creates a Bézier curve. Please note: Between each two control points of the curve, two auxiliary points are inserted which define the curvature of the curve segment.
Text	Creates text objects.
Image	Inserts a graphic into the plan. The following image formats are supported : *.BMP; *.JPG; *.JPEG and *.PNG.
Embedded PDF	Inserts a non-editable PDF object into the plan.
Dimension line	**Dimension line** Creates a measurement line to determine the distance between two points. First, create the two points between which the distance is to be measured, then use the mouse to determine the distance of the measurement line from the two measuring points. Finish creating a measurement line with a double-click. **Dimension line for radius** Creates a dimension line to determine a radius. First, define the centre point and then draw a circle. Then set the desired dimension legs. Finally, you can place the label.
External reference	Creates an external reference to another plan.
Table	Creates a table.
Wall	Creates a wall by inserting two or more points. To create walls that are orthogonal to each other, hold down the [CTRL] key. Finish creating walls with a double click. If you want to create closed wall lines, place the last point of the wall exactly on the first point of the wall line.
Wall (orthogonal)	Creates an orthogonal wall in relation to the selected wall.
Room	Creates a closed room with 4 corners.

Room area	Click on all the corners of a room one after the other. A room dimension object is then created, which automatically determines the corresponding room area.
Additional > Revision cloud	Mark errors or ambiguities in the plan with the revision cloud
Additional > Chairs/tables	Creates a row of chairs or a seating arrangement consisting of tables and chairs.
Additional > Railroad	Creates a track.
Additional > Bar scale	Inserts a scale bar into the plan.
Additional > Fence	Creates a fence.
Additional > QR-code	Creates a QR code.
Window	Inserts a window into a wall.
Doors	Inserts a door into a wall.
Stairs	Creates a staircase object in the plan.
Note	Creates a note on the plan.
Escape routes	Displays specially marked areas, such as escape routes, as closed filled areas. Escape route objects are placed at the back of the drawing order so that they do not cover other objects, such as walls.
Arrows	Displays a direction arrow.
Grid lines	Creates a plan grid as a rectangle or polygon.
Leader line	Inserts a guide line that shows the exact location of an object in the plan.

5.2.3 EDIT

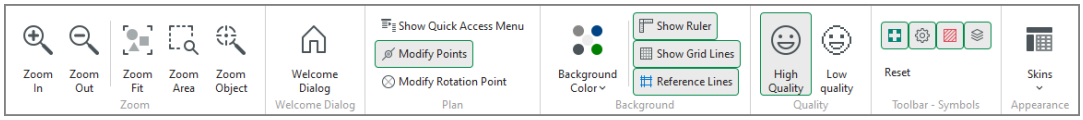
The "Edit" command group provides all the essential actions for editing the drawing elements.

Delete	Deletes the selected objects from the plan.
Undo	Click on the "Undo" button to undo the last change. By default, the "Fluchtplan 2026" programme always manages the last 20 actions performed. The maximum number of last actions stored can be set in the Options | Advanced Document Settings dialogue box.
Redo	Repeats the previously undone action.
Fill	Creates a polygon from the boundary lines using the current fill colour and line colour. Use this function, for example, if you want to fill walls displayed from imported AutoCAD documents. Please note that the "Fill Polygon" function only applies to closed polylines. Ellipses, circles and Bezier curves cannot be filled with this function.
Rotate plan	You can use this function to create correctly positioned partial plans for different parts of a building (e.g. north and south entrances) based on an existing floor plan.
Insert new point	Inserts a new point for the objects line, hose and direction arrow.
Symbol Manager	All symbols available in the plan are listed in the Symbol Manager. Here,

	the symbols can be rotated, scaled, replaced, removed or recoloured individually or as a whole.
Search	Search for text in the plan
Replace	Search for and replace text in the plan
Paste	Click the Insert button or press the [CTRL] + [V] key combination to insert drawing elements from the clipboard into the current plan.
Multi Paste	Inserts the drawing elements from the clipboard multiple times. The number of repetitions and the movement of the elements are defined in the intermediate dialogue.
Cut	Click on the "Cut" button or press the key combination [CTRL] + [X] to cut all selected drawing elements and paste them into the clipboard.
Copy	Click the "Copy" button or press the key combination [CTRL]+[C] to copy all selected drawing elements to the clipboard.
Select All	Click the "Select All" button or press the key combination [CTRL]+[A] to select all visible and unlocked drawing elements.
Invert	Click the "Invert" button or press the key combination [CTRL]+[I] to invert the current selection. All previously selected drawing elements are deselected and all previously unselected drawing elements are selected.
Select by content	Here you can specify a content type to be selected. There are various selection options, such as selecting an object type or symbols, or entering a name, colour or content.
Group	Click on the "Group " button or press the key combination [CTRL]+[G] to create a group from all selected objects. When editing and creating escape and rescue plans, grouping objects is a key action. Often, you want to edit several objects at the same time (move, rotate, scale). To do this, select the objects you want to manipulate and create a group from them. The desired action can now be applied to the group and will be performed automatically on all objects contained in the group.
Ungroup symbol	Click on the "Ungroup symbol" button or press the key combination [CTRL]+[U] to dissolve a selected group. The drawing elements contained in the group can now be edited individually again.
Align	Aligns all selected objects to the position of the reference object. The reference object is the first selected object. The following options are available: Align Left, Align Right, Align Top, Align Bottom, Align Horizontally, Align Vertically and Align Centre.
Multi copy	Creates five copies of the currently selected drawing elements and arranges them linearly or radially, or creates a five-by-five matrix of copies and inserts it into the plan. The position and orientation of the matrix is determined relative to the centre point of the original object.
Cut	This function can be used to split objects (basic elements).
Offset	A copy of the selected drawing objects is created and can be inserted at a specified distance from the original objects. The direction in which the copied objects are inserted is determined by moving the mouse on the drawing area.
Offset (orthogonally)	A copy of the selected drawing objects is created and inserted orthogonally (horizontally or vertically) to the original object.
Send to back	Moves selected drawing elements below existing elements. Use this to

	change the order when several objects are completely or partially overlapping.
Bring to front	Moves selected objects above existing objects. Use this to change the order when several objects are completely or partially overlapping.
Send backward	Step by step change of the order to the back
Bring forward	Step by step change of the order forwards
Cut wall	Remove a section from a wall object by setting two intersection points.
Split wall	Inserts another intersection point into a wall object.
Extrude corner	Insert another corner into 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 brigade access roads ( ).
Distance [M]	Measures the distance in plane units (scale-dependent)
Distance [mm]	Measures the distance in millimetres (scale-independent on the printed plan)
Angle	Measures the angle in degrees

5.2.4 VIEW

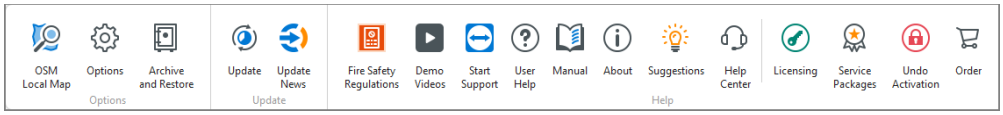


The "View" command group provides all the essential actions for changing the display of visual elements.

Zoom in	Enlarges the visible section of the plan.
Zoom out	Reduces the visible section of the plan.
Zoom fit	The zoom factor is selected so that all visible objects are displayed in the plan section.
Zoom area	Use the mouse to define the visible area by drawing a rectangle.
Zoom object	The zoom factor is selected so that all selected objects are displayed in the plan section.
Welcome dialog	Displays the welcome dialogue.
Show quick access menu	Show/hide quick access menu
Modify points	Modify points mode on/off – In this mode, all points of a drawing object can be modified
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	Defines the appearance of the plan background. The background is not printed.
Show ruler	Display the ruler on/off.
Show grid lines	Turns the grid display on/off.
Reference lines	Display of guides on/off.
High quality	Displays the plan content in a colour depth of 32 bits. Edges of text objects are smoothed.

Low quality	Displays the plan content in 8-bit colour depth. Edges of text objects are not smoothed. Use this mode for 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 the "Properties" toolbar on/off.
	Display the "Layers" toolbar on/off.
	Components for fire safety plans
Skins	Defines the overall appearance of this application.

5.2.5 OPTIONS AND HELP



The Options and Help command group provides additional actions, such as programme maintenance and help.

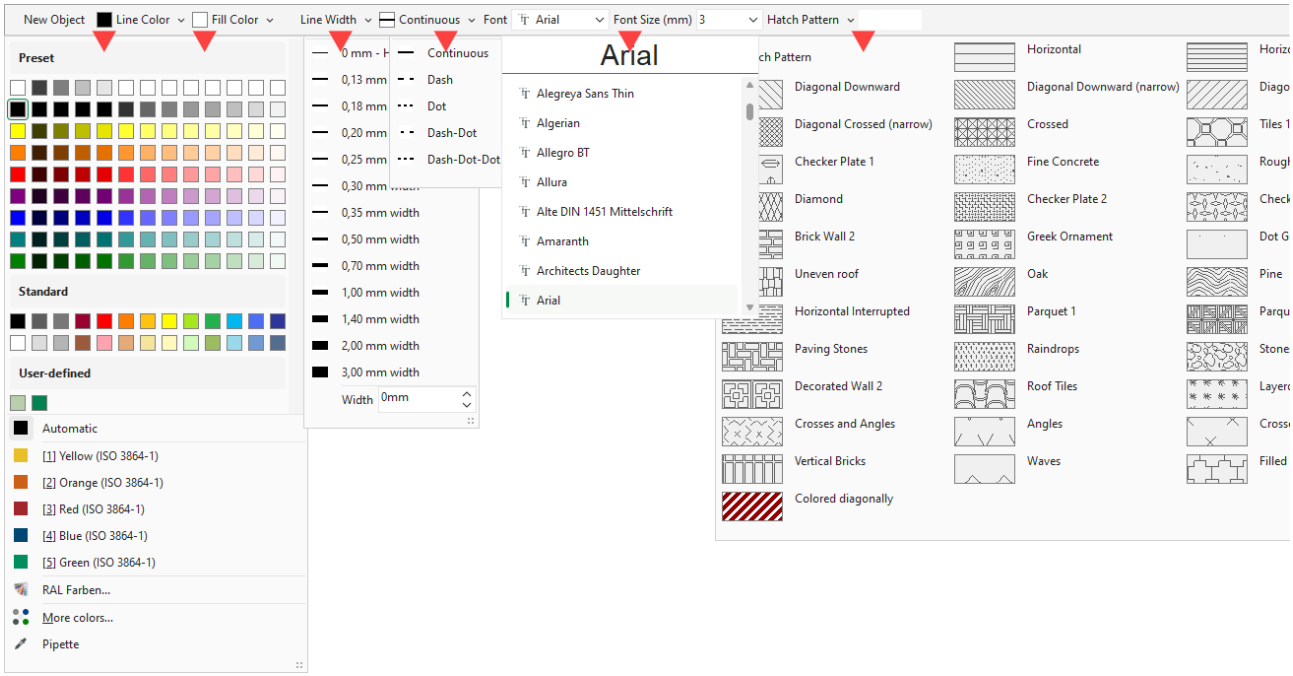
OSM Local Map	Opens a dialogue box for creating a map of the surroundings of any address in AutoCAD format or in the programme's internal format. The created map can be opened (programme internal format .vvwcad) or imported (AutoCAD format .dxf) and further processed.
Options	Display the dialogue box with the available programme options.
Archive and restore	Opens the dialogue box for archiving and restoring the symbol database and for importing the symbol database from older versions
Update	Updates the application to a newer version free of charge. An internet connection is required for this.
Update news	Redirects you to the update news website, where all programme changes are always listed.
Fire safety regulations	The "Fire safety regulations" programme from Weise Software GmbH is opened. If the programme is not installed, you can find out more about it here.
Demo videos	Redirect to the page with demo videos for the escape plan.
Start support	Starts an instance of Teamviewer, which enables remote maintenance and assistance by the manufacturer.
User help	Displays the user help.
Manual	Displays the user manual.
About	Displays information about the application version.
Suggestions	Redirects you to our feedback website for your suggestions, requests and ideas.
Help Center	Opens the help centre
Licensing	Opens the window for activating the programme.
Service packages	Opens the dialogue for loading software maintenance packages. Packages can only be requested by customers who have booked additional services.

Undo activation	Opens a dialogue box for deactivation. This allows the programme to be activated and used on another computer.
Order	Opens a form for ordering "Escape Plan 2026" and other programmes.

5.3 PROPERTY BARS

The "Fluchtplan 2026" application provides two areas for customising and defining the essential properties of the drawing elements and the plan:

1. The properties bar above the drawing area



Basically, properties for all currently selected drawing elements and for all newly created drawing elements can be set here. If one or more drawing elements are selected, the properties refer to these. If no elements are selected in the plan, the properties for newly created elements can be set.

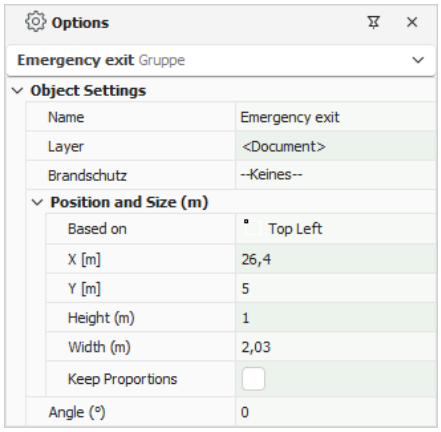
To distinguish which drawing elements the properties refer to, either the "New object" or "Selection" text field is displayed on the left side of the properties bar.

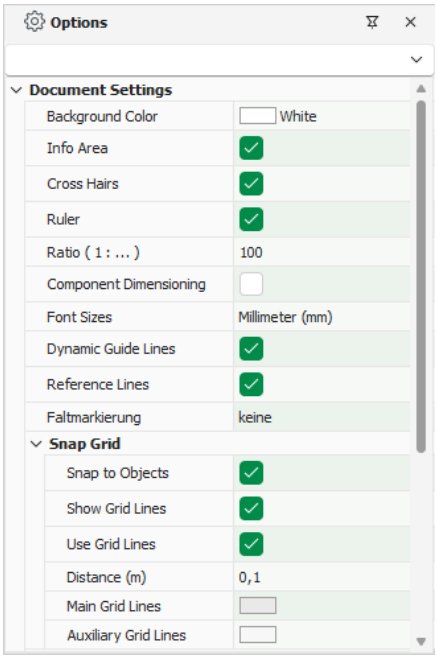
The properties bar contains the following properties:

Line color	Defines the colour used to display lines and borders, as well as for displaying text.
Fill color	Defines the colour used to display filled areas.
Line width	Specifies the line thickness in millimetres. A line thickness of 0 (hairline) represents the line with the minimum available thickness.
Line type	Defines the type of line.
Font	Defines the font for text objects.
Font size	Defines the font size for text objects. The font size is specified in

	millimetres or points, depending on the global settings.
Hatch pattern	Assigns a predefined hatch pattern.

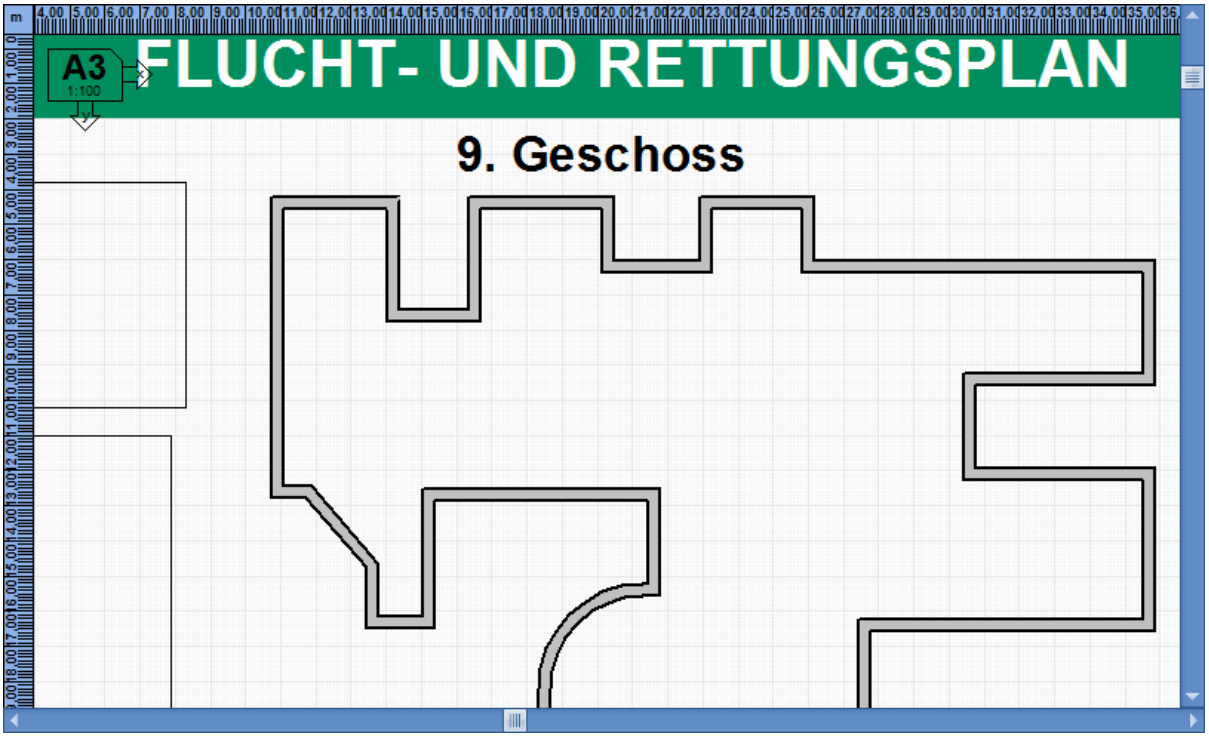
2. The properties bar to the right of the drawing area





If several objects are selected, additional properties such as position, name, height and width can be defined for them (object properties). If no objects are selected, global settings can be defined for the plan (document properties).

5.4 DRAWING AREA

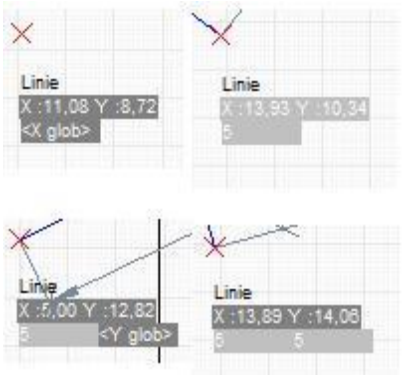


All drawing elements are displayed within the drawing area. The displayed plan section can be moved using the two scroll bars or by pressing the middle mouse button and moving the mouse. The mouse wheel can be used to zoom in or out on the displayed plan content.

5.4.1 CREATING OBJECTS

To create new objects, select the corresponding object in the object bar. Then create one or more points (depending on the selected object type) by left-clicking within the drawing area. Double-clicking finally creates the respective object.

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



If it is possible to specify the coordinates for the selected object type using the keyboard, the text input field "<X glob>" appears below the mouse cursor. Now enter the X value of the position and then press [ENTER]. The text field "<Y glob>" will then appear. Enter the Y value of the position and press [ENTER]. A point for the object to be created will then be created at the entered position. Further important points for the object can be defined in the same way.

5.4.2 SELECTING AND DESELECTING OBJECTS AND POINTS

Individual objects can be selected by left-clicking with the mouse. Please note that you must click precisely on a line or a filled area of the object.

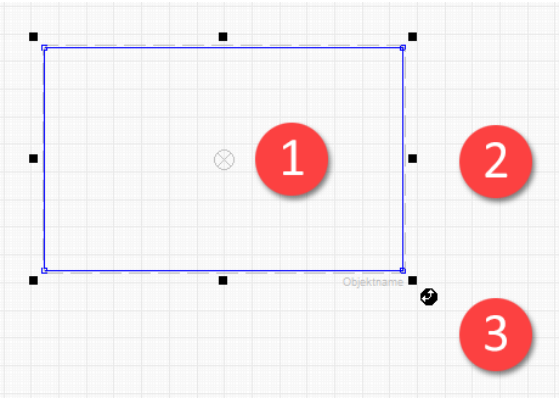
To select multiple objects, hold down the [SHIFT] key and click on the objects to be selected one after the other with the mouse. To select multiple objects within a rectangular area, click on a free area of the plan with the mouse and drag a selection rectangle while holding down the left mouse button. All objects that are completely within this area will be selected when you release the mouse button. You can select all objects by using the "Select All" action or by pressing the [CTRL]+[A] key combination.

Note: If objects are assigned to a layer that is invisible or frozen, they will not be displayed in the drawing area and therefore cannot be selected or edited.

Left-clicking on a free space in the plan discards the current selection, deselecting all objects.

You can invert the selection by using the "Select – Invert" function ([CTRL]+[I]).

Selected objects are
(as shown in the adjacent image) by a blue border line. Furthermore, the object name, the rotation point (1), the scaling marks (2) and the rotation mark (3) are displayed in the lower right corner.



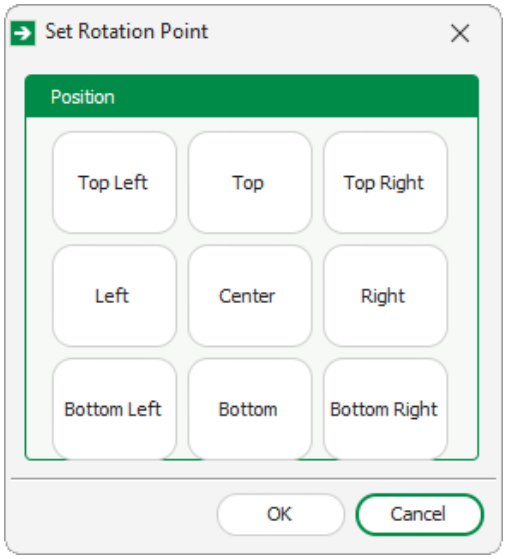
Individual points of an object can be selected either by left-clicking directly on a point or by dragging a selection rectangle while holding down the [CTRL] key. However, it is not possible to select individual points of an object if "Modify points" is deactivated in the lower status bar. Similarly, the display of the rotation point in the status bar may be deactivated by selecting "Modify rotation point".

5.4.3 MOVING, ROTATING, SCALING AND MIRRORING OBJECTS

Selected objects can be moved by holding down the left mouse button. Objects can also be moved by specifying the position in the object's property bar. All selected objects can also be moved by pressing the [CTRL] + [arrow key] keys to move one pixel at a time or by pressing the [SHIFT] + [arrow keys] keys to move the snap grid value.
For some objects, the points contained in the object can be manipulated directly. To do this, click on a point and move it with the mouse.

To rotate objects, click on the rotation marker and move the mouse around the rotation point while holding down the left mouse button. Alternatively, the rotation angle can also be entered directly in the property bar. Please note that an object is always rotated around the rotation point. The display of the rotation point is controlled in the status bar via the "Modify rotation point" button (⊗). The rotation point can either be moved directly with the mouse, set in the "Set rotation point" dialogue box or in the object's properties window.

The "Set rotation point" dialogue box can be opened via the context menu (right-click on an object) "Edit/Rotation point...".
The rotation point settings can be found under "Object Properties" in the properties list. Under "Position and Size", select "Relative to" rotation point.
Selected objects can be rotated by 1° at a time by pressing the [CTRL]+[Page Up/Page Down] keys or by 45° at a time by pressing the [SHIFT]+[Page Up/Page Down] keys.



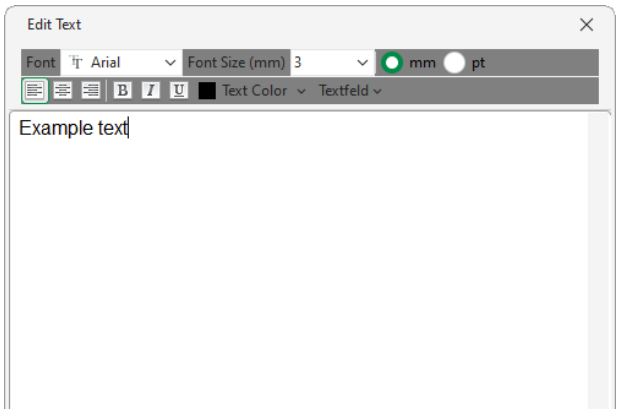
To scale objects, click on one of the 8 scaling markers and move the mouse. If you hold down the [CTRL] key, the object will be scaled with a proportional aspect ratio.

Objects can be mirrored by selecting the "Horizontal" or "Vertical" command in the "Edit/Mirror" context menu. Please note that text elements are excluded from this.

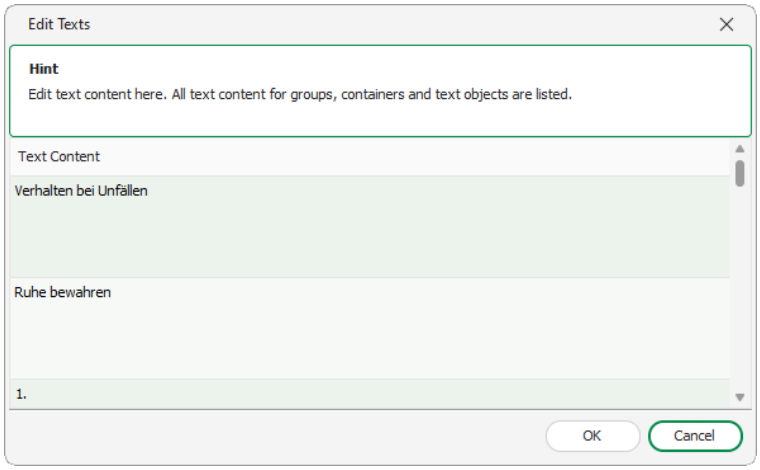
Dynamic groups are automatically created when multiple objects are selected and simplify the editing of character objects.

5.4.4 EDITING TEXT FIELDS

The content of text fields can be changed by double-clicking the text field to be edited with the left mouse button. This opens an edit field with the current content of the text box. In addition to settings for font, font size, text alignment and others, the text can also be changed. If the font is displayed very large, the edit field can only be opened by double-clicking a line within the text field. This makes it possible to select and edit objects behind the text field.



For easy handling of grouped text fields, such as those found in the "Behaviour boards, stamp field, overview plan" category of the symbol library, you can clearly change all text fields in the "Edit text content" dialogue without ungrouping them. Selected text fields and ungrouped text fields in containers can also be edited using this dialogue box. You can open the dialogue box by selecting "Edit/Text Contents..." from the context menu (right-click on the group).

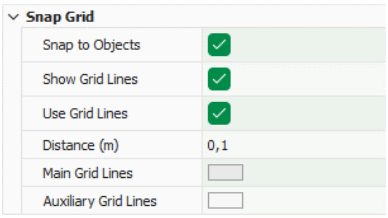


5.4.5 ALIGNING OBJECTS, GRID AND GUIDES

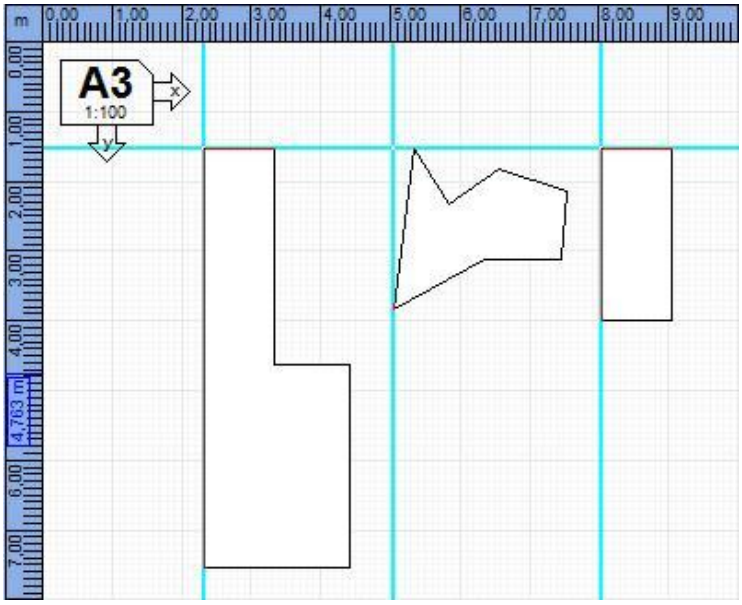
The position of created objects can be aligned with each other in a variety of ways.

When moving objects with the mouse, it is often helpful to use a "magnetic" grid. The "magnetic" snap grid can be activated or deactivated by clicking on the "Grid" item in the document properties bar or by clicking on the "Grid" button in the status bar.

When the grid is activated, all objects are automatically aligned with the grid lines or the corner points of other objects when moved. The distance between the grid lines can be set using the "Distance" value in the document properties.



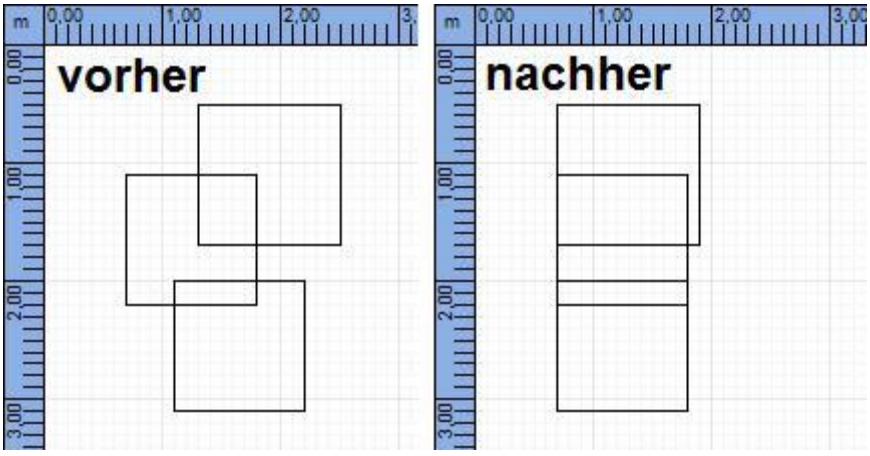
In addition to the grid, the "Fluchtplan 2026" application supports the use of guides. The upper left corner of an object is aligned with the guides when moving objects. Guides have a higher priority than grid lines when determining position.



Horizontal and vertical guides can be created by clicking on the top or left ruler and, while holding down the left mouse button, moving the mouse to the position where you want to place the guide.

Guides can be dragged out of the ruler with the mouse. To remove guides, drag them back into the corresponding ruler with the left mouse button pressed.

Another way to align objects with each other is to use the "Edit/Align" command in the context menu. The application aligns all selected objects to the position of the reference object. The reference object is the first object selected. The following options are available: Align Left, Align Right, Align Top, Align Bottom, Align Horizontally, Align Vertically and Align Centre.



The image above shows an example of how to use the "Align Left" action. All rectangles have been aligned to the left edge of the first rectangle.

5.4.6 IMPORTANT KEYBOARD SHORTCUTS

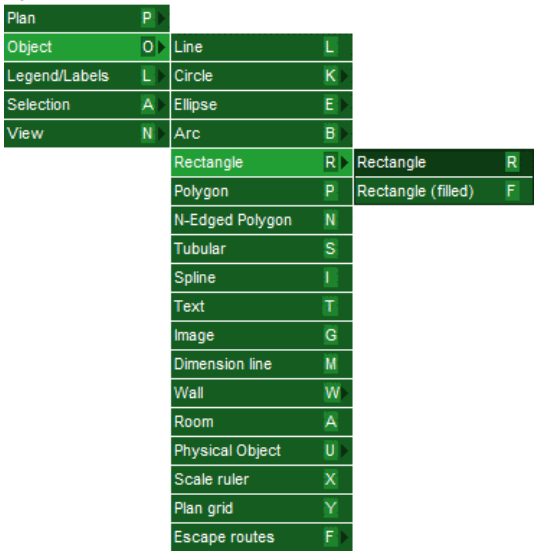
Control key	Key / Action	Effect
CTRL	+	Zooms in on the plan content
CTRL	-	Reduces the map content
CTRL	A	Select all.
CTRL	I	Invert selection.
CTRL	G	Creates a group from all selected objects.
CTRL	U	Dissolves the current group.
CTRL	C	Copies objects.
CTRL	V	Paste objects.
CTRL	X	Cut objects.
F2		Welcome dialogue.
CTRL	Arrow key	Moves the selected objects by one 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	Image up / Image down	Rotates the selected objects by 45°.
SHIFT	Left click	Adds the object to the selection.
CTRL	Scale	Scales the object proportionally.
CTRL	Selection frame	Selects all points within the selection frame.
ALT	Selection frame	Prevents accidental movement of objects.
SPACE		Quick selection menu.
CTRL	Create object	Creates points that are orthogonal to each other.

5.4.7 QUICK ACCESS MENU

Pressing the [SPACE] key or clicking on the "Quick Access Menu" icon in the status bar opens the quick selection menu at the current mouse cursor position. This allows you to quickly access the most common menu functions.

The quick access menu was developed for experienced users of the programme and enables efficient control of the application. With its help, it is possible to work independently of the menu bar at the top of the screen and, for example, quickly create new objects or a legend.

Quick Access Menu



Once the mouse pointer has been positioned at a specific point in the plan, the menu can then be navigated by pressing the corresponding letters. The following functions can be called up or objects created:

P	Plan	**I**	Import		
		S	Save		
		D	Print		
		A	Orientation	**Q**	Landscape
				H	Portrait

O	Object	**L**	Line		
		K	Circle	**1**	Circle - 1 point
				2	Circle - 2 points
				3	Circle - 3 points
				F	Circle (filled)
		E	Ellipse	**E**	Ellipse
				F	Ellipse (filled)
		B	Arc	**B**	Arc
				F	Arc (filled)
		R	Rectangle	**R**	Rectangle
				F	Rectangle (filled)
		P	Polygon		
		N	N-Edged Polygon		
		S	Tubular		
		I	Spline		
		T	Text		
		G	Image		
		M	Dimension line		
		W	Wall	**1**	Wall 36.5 cm
				2	Wall 30.5 cm
				3	Wall 24 cm
				4	Wall 17.5 cm
				5	Wall 11.5 cm
				V	Variable Width
				Z	Magic Wand
				O	Orthogonal
		A	Room		
		U	Physical Object	**F**	Window
				T	Door
				R	Stair
				Z	Fence
		X	Scale ruler		
		Y	Plan grid		
		F	Escape routes	**F**	Escape routes
						F	Escape area
						P	Escape area polygon
				B	Drivable areas	**B**	Drivable area
						P	Drivable area polygon
				N	Non drivable area	**N**	Non drivable area

		P	Non drivable area polygon
G	Special hazards	G	Special hazards
		P	Special hazards polygon
L	Water for fire fighting	L	Water for fire fighting
		P	Water for fire fighting polygon
W	Escape route with arrow	F	Escape route with arrow
		H	Escape route with arrow semi-circular

L	Legend/Labels	L	Legend
		F	Fireservice plan labels
		F	Route map Frame

A	Selection	A	All
		I	Invert

N	View	E	Zoom In
		A	Zoom Out
		F	Best Fit

5.5 STATUS BAR

The status bar of the "Fluchtplan 2026" application is divided into two areas.

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

The lower status bar displays the programme data directory used. The "Fluchtplan 2026" application stores both temporary files and settings data in this directory. Please ensure that you have read and write access to this directory. The scale used in the current plan is also displayed, along with a range of programme actions, display options and alignment options.

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

Show Ruler	Display ruler on/off.
Show Grid Lines	Display grid on/off.
Reference Lines	Display guides on/off.
Show Quick access menu	Opens the quick selection menu.
Modify points	When this mode is activated, individual points of objects can be selected and moved.
Only move objects while holding down the CTRL key	Prevents unwanted movement of objects when selecting them with the mouse.
Modify rotation point	When this mode is activated, the rotation point can be moved. When this mode is deactivated, the rotation point is hidden for selected objects.
Align Left	Selected objects are aligned to the left edge of the reference object.
Align Right	Selected objects are aligned to the right edge of the reference

	object.
Align Top	Selected objects are aligned to the top edge of the reference object.
Align Bottom	Selected objects are aligned to the bottom edge of the reference object.
Center horizontally	Selected objects are aligned horizontally.
Center vertically	Selected objects are aligned vertically.
Center objects	Selected objects are aligned at the centre point of the reference object.
Equal distance	Opens a dialogue menu where you can select a fixed or automatic spacing.
Send to back	Moves the selected object below existing objects. Use this to change the order when several objects are completely or partially overlapping.
Bring to front	Moves the selected object above existing objects. Use this to change the order when several objects are completely or partially overlapping.
Do not break up symbols in groups	Icons in groups - Active/Inactive
Repeat last action	Repeats the last action performed

5.6 LAYER LIST

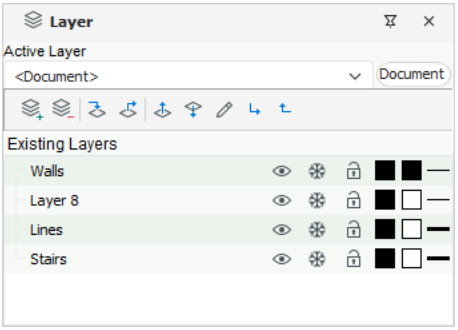
Layers are used to divide a complex drawing into several logical layers for better management and structuring. Individual or multiple objects can be assigned to a layer in "Fluchtplan 2026", but this is not mandatory.

Layers are helpful in that they allow parts of the plan to be hidden or locked to protect them from accidental changes. It is also possible to define properties such as line colour, fill colour or line thickness for all objects in the layer. As long as no line colour, fill colour or line thickness has been assigned to the layer, each element of the layer defines its own appearance.

The order of the layers has no effect on the order in which the individual elements are drawn.

To rename a layer, simply click on the name of the layer and change the title.

All layers existing in the plan drawing are displayed in the "Existing Layers" table, where the properties of a layer can be edited directly.



A layer has the following properties:

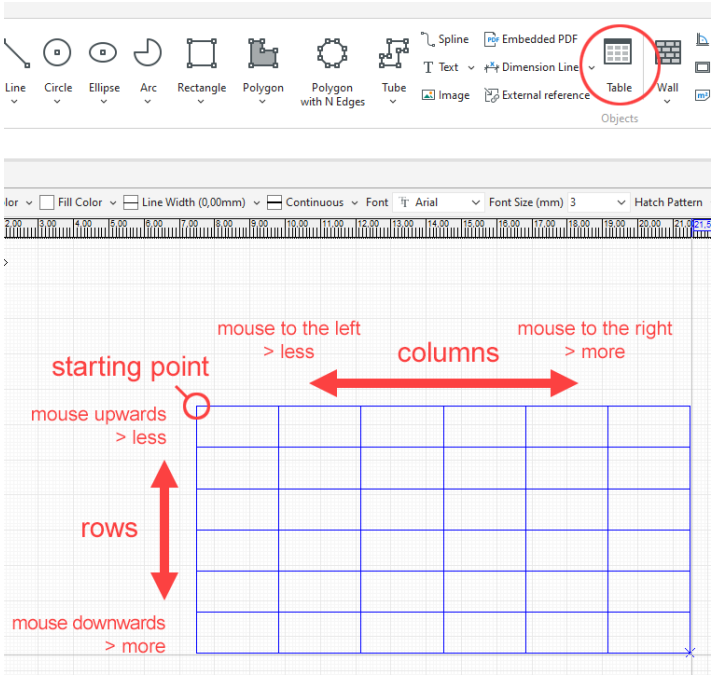
	Name	The name of the layer.
	Show/hide elements	If the layer is invisible, all elements of the layer are hidden.
	Frozen/Thawed	If the layer is frozen, all elements of the layer are hidden.
	Editing disabled/enabled	If the layer is locked, the elements of the layer can no longer be changed, but they remain visible. New elements can be added to the layer.
	Line colour	The line colour of all elements on the layer.
	Fill colour	The fill colour of all elements on the layer.
	Line thickness	The line thickness of all elements on the layer.

By selecting a layer in the "Active layer" field, a layer can be set as the active layer. 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:

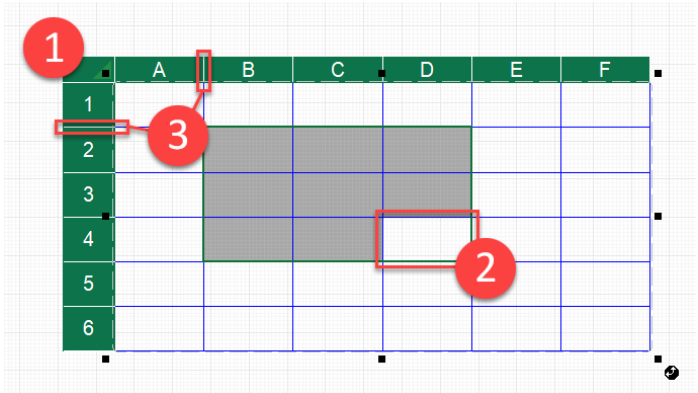
	Add layer	Creates a new layer.
	Delete layer (keeps objects)	Deletes the active layer. The objects in the layer are not deleted and are not assigned to any layer.
	Assign object(s) to active layer	Adds all selected objects to the active layer.
	Suspend layer assignment	Removes the layer assignment for all selected objects.
	Shift layer up	Moves the layer up one position in the list.
	Shift layer down	Moves the layer down one position in the list.
	Rename layer	Activates edit mode for the layer name.
	Move layer(s) down	Assigns the layer to a layer above it.
	Move layer(s) up	Gradually removes a layer assignment.

5.7 TABLES

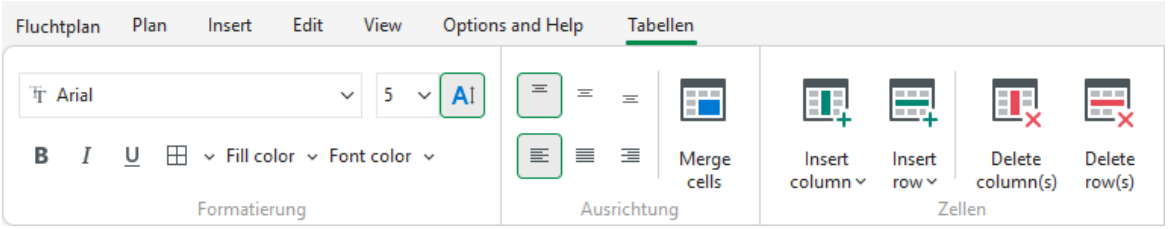
The table tool allows you to create an object structured into columns and rows, making it easier to create elements such as stamp fields or plan headers. To do this, click on the table tool icon in the "Insert" ribbon and then left-click on the drawing area to set the starting point for your table. You can use the mouse to specify the initial number of cells your table should contain. Moving the mouse horizontally increases or decreases the number of columns, while moving it vertically increases or decreases the number of rows. Confirm the table size with a final left click.



Your new table remains as an active object on the artboard, recognisable by the transformation handles and the table origin (1) with column and row headings. The "Tables" ribbon appears and the upper property bar changes to an input field, in front of which you will find the coordinates of the active cell (2).
Selected cells are enclosed by a green frame. If you select multiple cells, they are coloured grey, except for the active cell (2). Click on the table origin (1) to select all cells.



Entries made in the cell input field appear in the active cell (2). Alternatively, you can make entries directly in the active cell. Formatting is done later using the tools in the "Table" ribbon.
You can change the size of the entire table using the black transformation handles. The scaling is applied proportionally to all cells. Column widths and row heights can be adjusted manually. To do this, navigate with the mouse in the green origin area between two columns or rows (3). The mouse pointer changes to a move icon. Drag the column or row to the desired size with the left mouse button pressed.

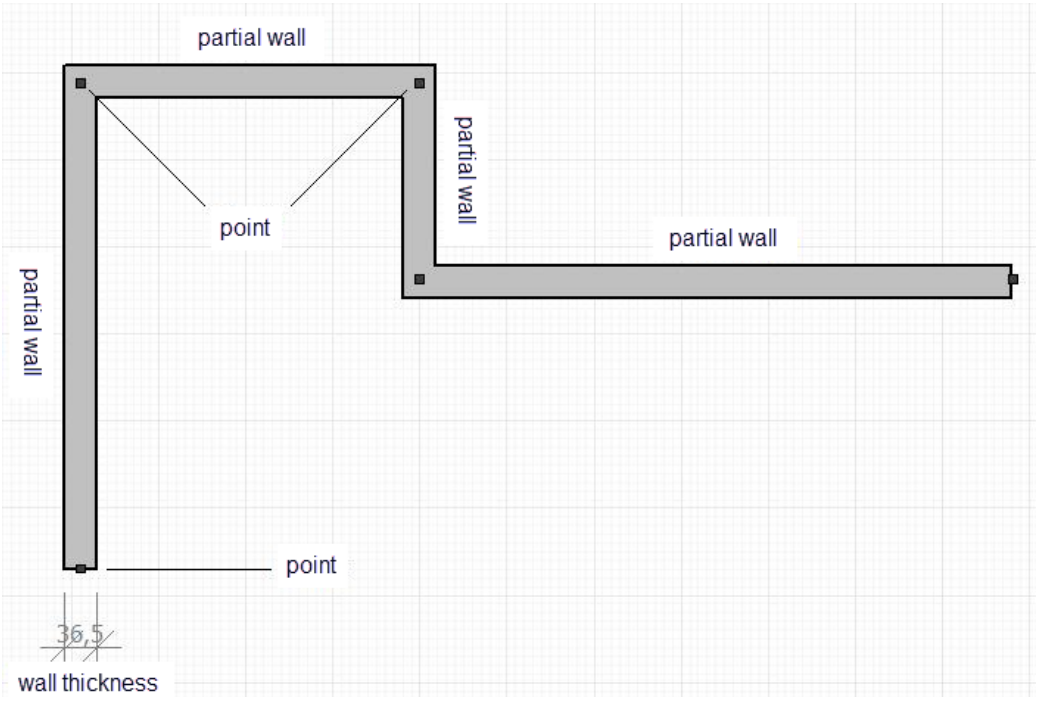


Below is an overview of the functions of the table tools. The area is divided into three categories: **formatting** (text and cells), **alignment** of text within cells, and **cells**, where you can add or remove columns and rows.

Formatting	
Font	Selection of fonts installed on your system
Font size (in mm)	Select the font size from a list or enter it manually
Automatically adjust text	Adjusts the text content to the existing cell height or width
Font formatting	Bold, Italic, Underlined
Cell borders	Various options for displaying the cell border
Fill colour	Selection of the background colour for all selected cells
Font colour	Select the font colour for all selected cells
Alignment	
Vertical alignment	Sets the vertical text alignment within the cell
Horizontal alignment	Sets the horizontal text alignment (Left-aligned, Centred, Right-aligned)
Merge cells / Unmerge	Allows you to merge cells or unmerge cells that are already merged
Cells	
Insert column	Inserts a new column before the selected column
Insert row	Inserts a new row before the selected row
Delete column	Deletes the column containing the active cell
Delete row	Deletes the row containing the active cell

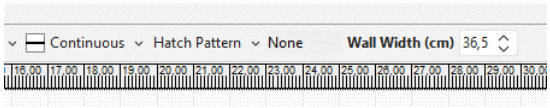
6. WALLS

Walls are a central object for displaying a floor plan in escape and rescue route plans. A wall line consists of one or more partial walls with the same wall thickness, each of which is defined by two different points. Walls can be open or closed. Objects such as doors and windows can only be placed and displayed on an existing wall.



6.1 CREATING WALLS/ROOMS

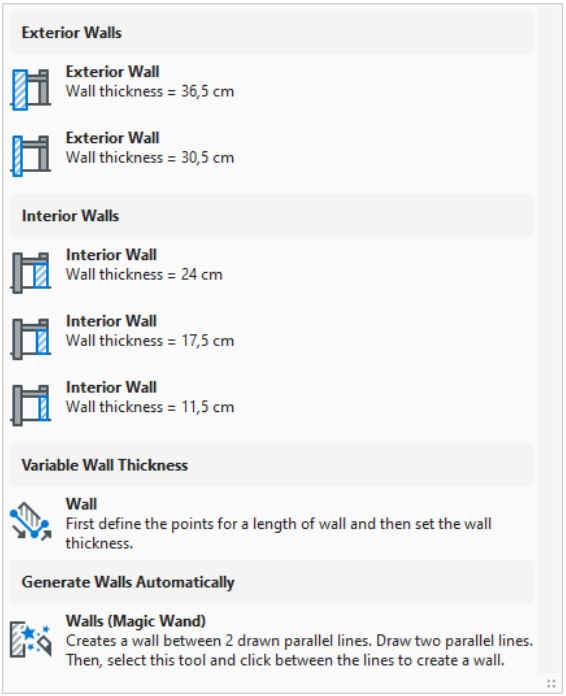
Wall mode (fixed wall thickness)
Click on "Wall" in the object bar and enter the desired wall thickness in centimetres in the Wall thickness field, then define the starting point and the other corner points of the wall. Double-click to finish creating a wall. If you hold down the [CTRL] key while creating a wall, only walls that are orthogonal to each other will be created.



Wall mode (variable wall thickness)
First, determine the starting point and 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 that already shows the outer edges of the walls.

Room mode
To create a closed room with four corners, click on the "Room" item in the object bar. Then determine the start and end points of the room. The currently set wall thickness will be used.

Walls (magic wand)
Click between two parallel lines to create a partial wall between them.



The wall thickness can always be changed later via the object properties.

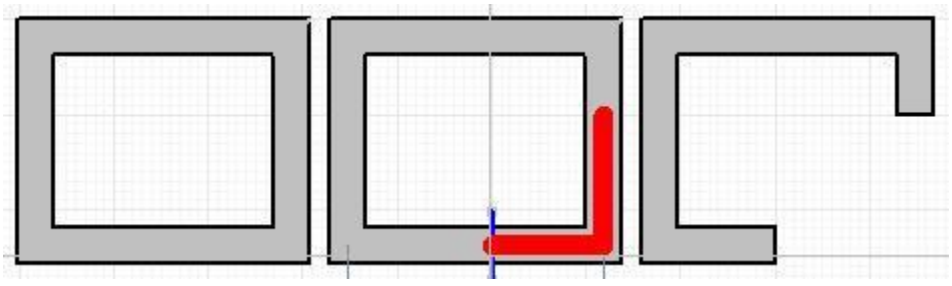
6.2. EDITING WALLS

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

Individual points on a wall can also be moved by clicking and holding the left mouse button. Several corner points of a wall can be selected by holding down the [CTRL] key and dragging a selection area, and then moved simultaneously with the mouse.

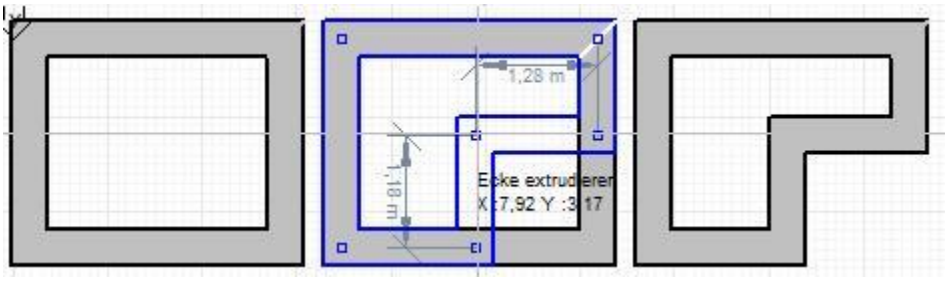
Walls can also be edited further. The "Wall" command group in the "Edit" ribbon provides the following actions:

Cut segment



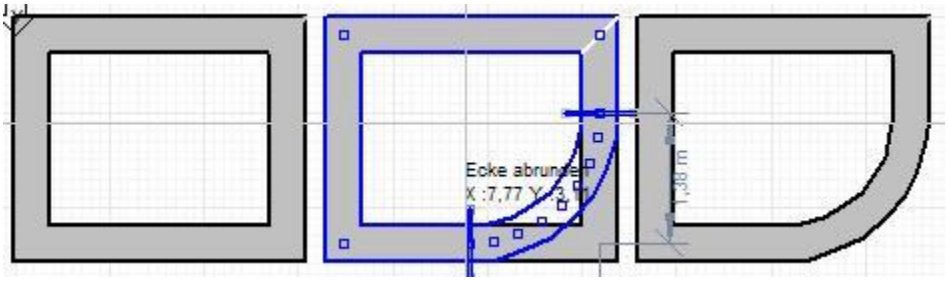
Cuts out a section from an existing wall. To do this, select the start point and end point of the section of the wall that you want to cut out.

Extrude corner



Inserts an additional corner into an existing wall. First select the corner of a room and then drag the newly created corner into or out of the room.

Round corner

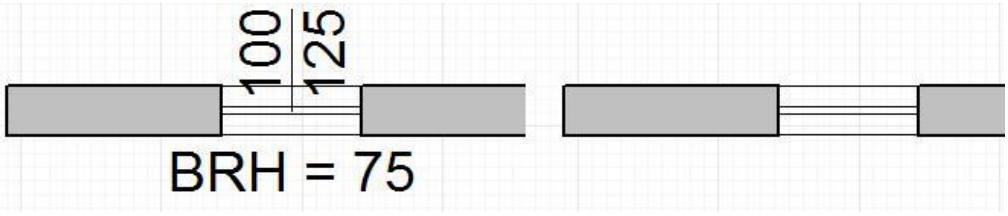


Rounds off an existing corner. First select the corner and then select the rounding radius by moving the mouse.

7. WINDOWS, DOORS AND STAIRS

The "Fluchtplan 2026" application provides separate objects for windows, doors and stairs. These can be customised in a variety of ways. Windows and doors must always be placed on an existing wall. For windows, doors and stairs, you can specify in the document properties under "Component dimensioning" whether the components should be displayed with or without dimension lines. Please note that escape and rescue plans do not usually show component dimensions.

7.1 WINDOWS

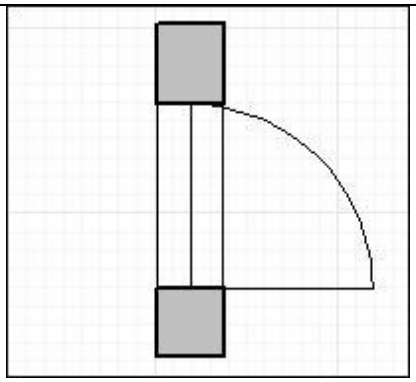
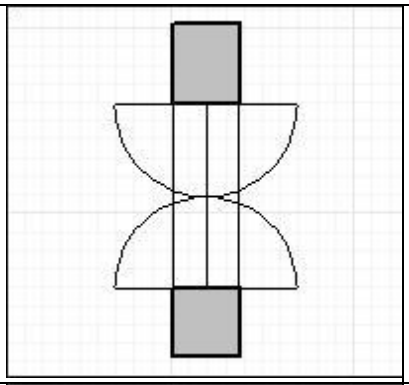
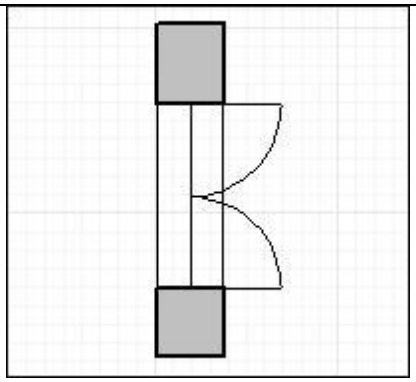
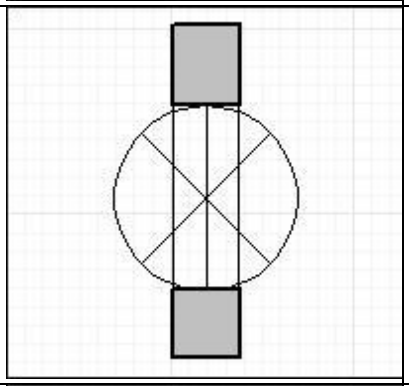
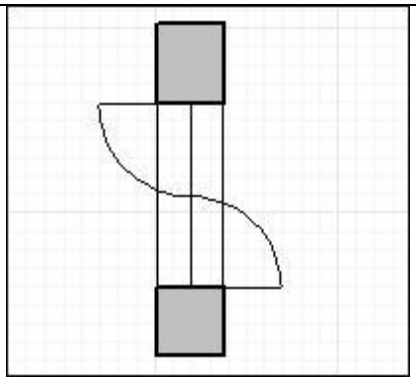
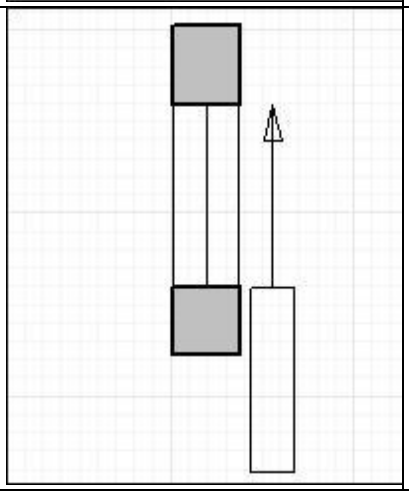


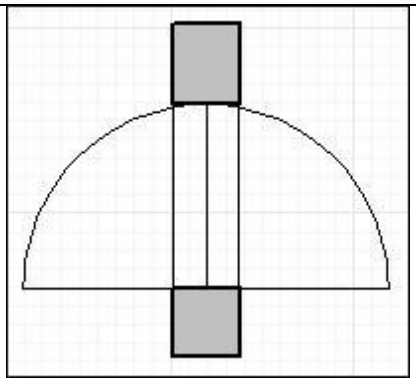
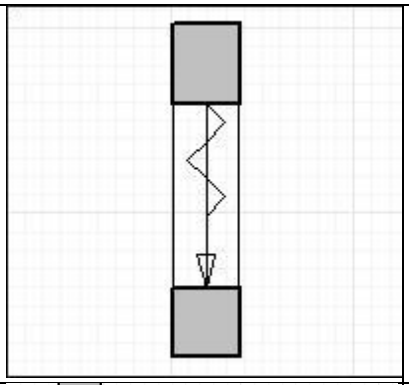
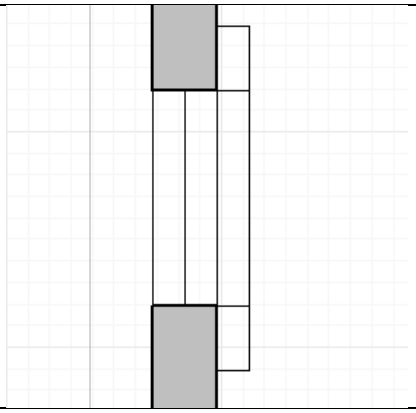
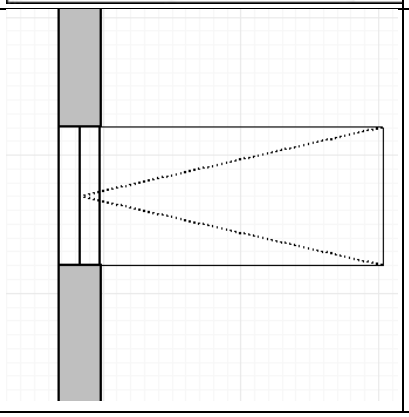
In addition to the width, height and parapet height of windows, you can also set the window frame width and position (outside, inside, centre, user-defined) of the window frame. Windows can be moved along a wall with the mouse. The right-hand side in the direction of creation is predefined as the inside of the wall. To reverse this effect, windows must be mirrored.

Once a window has been selected, four marker points appear around the window. Click on one of the four marker points to mirror the window in the direction of the selected marker point parallel to the wall axis. Alternatively, windows can be mirrored using the object properties.

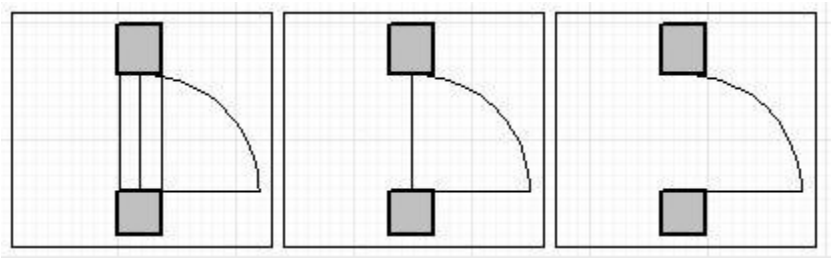
7.2 DOORS

"Fluchtplan 2026" supports the display of the following types of doors:

	*Single-leaf swing door*		*Double-leaf swing door*
	*Double-leaf swing doors*		*Revolving door*
	*Swing door Opposite-opening*		*Sliding door*

	*Swing door, single-leaf*		*Folding door*
	*Roller door*		*Up-and-over door*

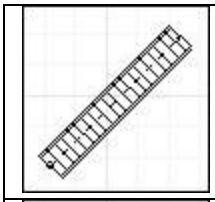
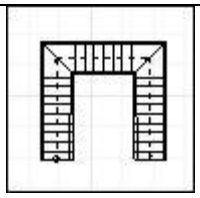
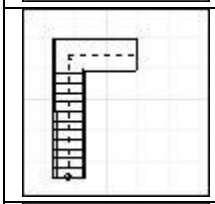
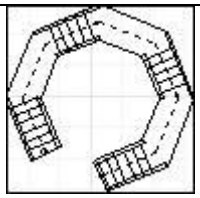
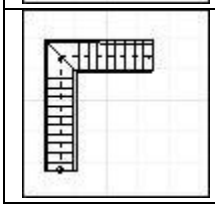
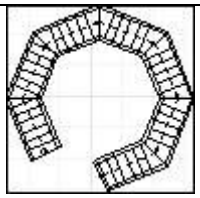
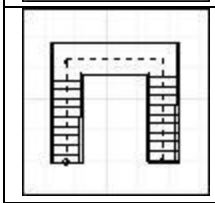
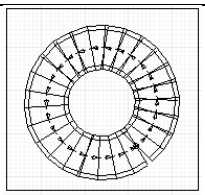
For each door, you can set the height and width, the opening direction (right/left), and whether the door should be displayed including the lintel and threshold.
The following image demonstrates the different representations, each with lintel and threshold (1), with threshold (2) and without lintel and without threshold (3) (from left to right).



Doors can be moved on a wall by holding down the left mouse button and moving the mouse along the wall axis. Once a door has been selected, four marking points appear around the door. Click on one of the four marking points to mirror the door in the direction of the selected marking point parallel to the wall axis and to determine the opening direction.

7.3 STAIRS

"Fluchtplan 2026" supports the creation and display of the following types of stairs:

	Simple staircase		U-shaped spiral staircase
	L-shaped landing staircase		Staircase (landing staircase)
	L-shaped spiral staircase		Staircase (spiral staircase)
	U-shaped landing staircase		*Circular spiral staircase*

For each staircase, you can adjust the stair width, tread length and riser height of the steps. Staircases can also be broken down into individual elements.
Furthermore, the display of railings can be switched on and off.

8. SYMBOL LIBRARY

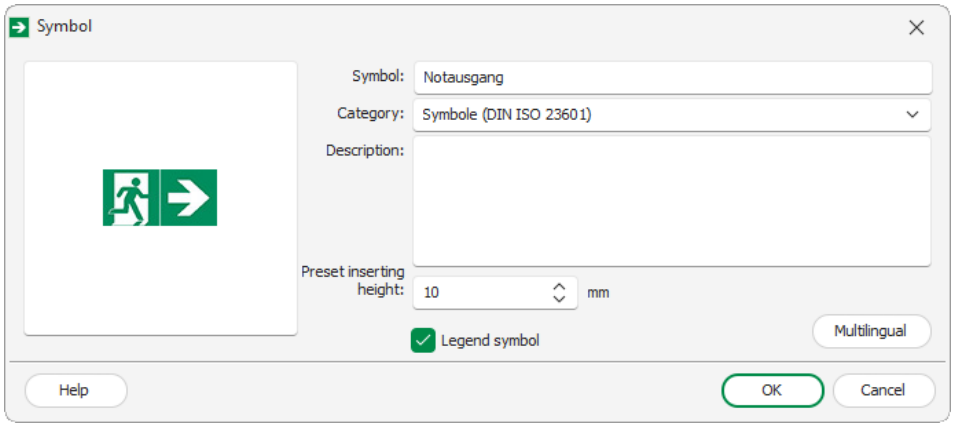
The symbol library can be shown or hidden in the ribbon under "View/Toolbars" (Shift+F2). The symbol library is shown by default. It contains symbols and drawing elements for creating escape and rescue plans, organised into various categories. The following categories are already included in "Fluchtplan 2026": "Fire protection symbols (DIN 14034-6)", "Building signage", "North arrows", "Rescue and fire protection signs (DIN 4844-2)", "Symbols (DIN ISO 23601)", "Behaviour signs, stamp field, overview plan", "Traffic signs", "Warning signs", "Mandatory signs" and "Fire brigade route maps (DIN 14675)". The symbol library can be expanded with your own drawing objects at any time.
After you have selected a category in the left-hand column, all existing symbols in that category are listed. Select a symbol and drag it with the mouse to the place in the plan where you want to insert it. When you release the left mouse button, the symbol is inserted into the plan at the corresponding location.
If you want to insert a specific symbol into the plan, you can use the search function in the "Fluchtplan 2026" version. To do this, select the magnifying glass symbol and type in the name of the desired symbol.
To add objects you have created yourself to the symbol library, right-click on an existing object in the drawing area and select "Add to symbol library...".

You can also import images into the symbol library. To do this, simply drag and drop the images into the symbol library. You can export symbols as individual images by right-clicking on the corresponding symbol and selecting the "Export" menu item.

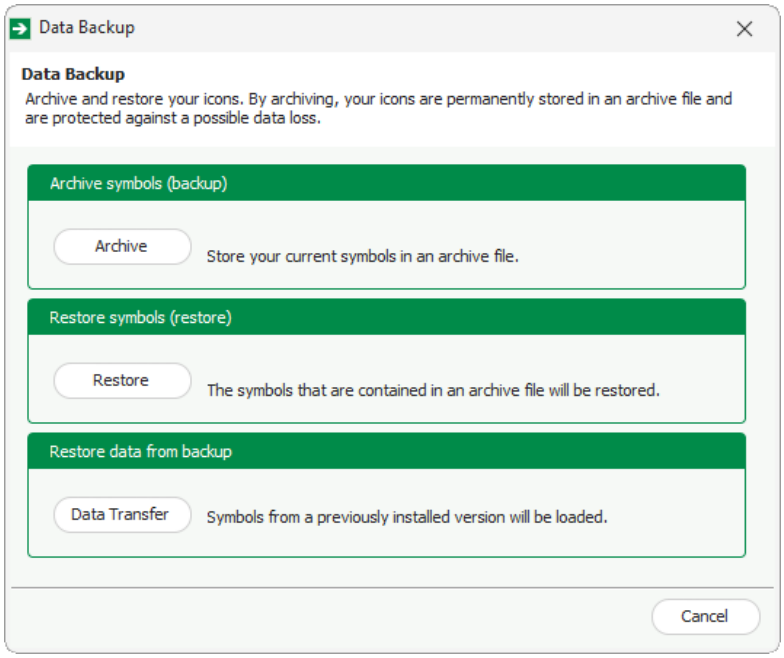
You can add your own categories to the symbol library by clicking on the "Add..." button. Then enter the name of the new category and click OK. To delete existing categories, including all the symbols they contain, please click on the "Delete" button.

To edit the properties of a symbol in the symbol library, right-click on a symbol and select "Edit..." from the context menu that appears. In the following "Symbol" dialogue box, you can specify the symbol name, a description and the insertion height in millimetres. Select the Legend symbol option if the symbol is to be part of the symbol legend. Under "Multilingual", you can specify titles in other predefined languages that can be displayed in the generated legend.

Note: Changes to the symbol properties do not affect existing symbols in the escape and rescue plan.



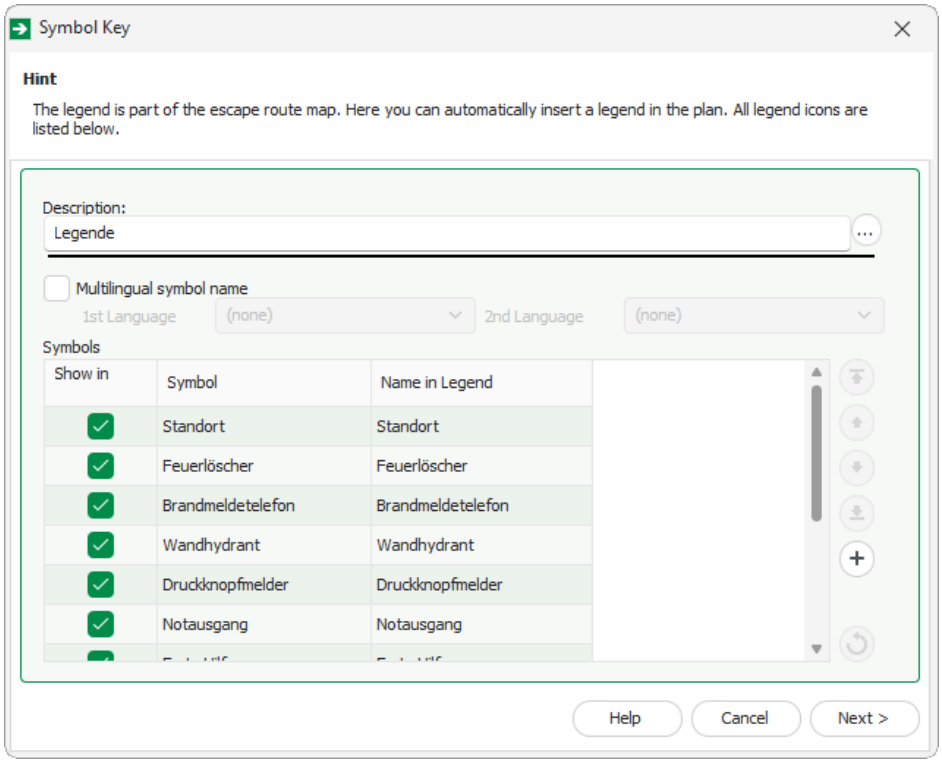
The entire symbol library can be archived by opening the "Data backup" dialogue box using the "Archive/Dearchive" button in the "Tools" menu bar and clicking "Archive" with the left mouse button. The "Data backup" dialogue box can also be opened via "Symbol database/Data backup" in the application menu. Then select the storage path and the name of the backup file. The file name must end with ".af1" to ensure that the backup is in Fluchtplan archive format. Confirm your settings by clicking on "Create". The progress of the backup is then displayed. Once the backup is complete, click on "Exit" to return to the "Fluchtplan 2026" programme.



9. LEGEND

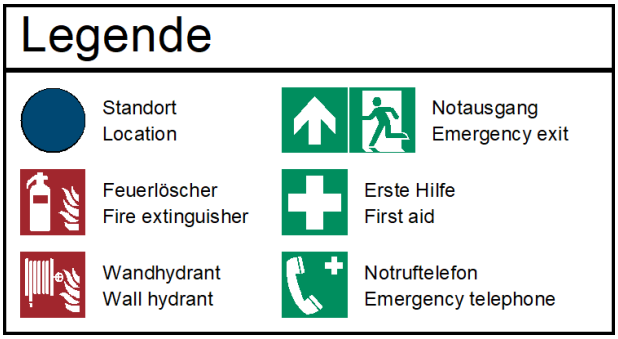
Every escape and rescue route plan includes a legend of the symbols used (symbol legend), for example for rescue routes, emergency exits or fire extinguishers. "Fluchtplan 2026" is able to create a legend from all symbols contained in the plan, provided that the symbols were used from the symbol library supplied and integrated in the programme and are declared as legend symbols.

Clicking on the "Legend" button in the "Insert" ribbon opens the "Symbol Key" dialogue box:



All symbols contained in the current plan that are declared as legend symbols are listed. You can change the legend label and add one or two foreign languages. The foreign languages can also be added to the legend label by clicking on "..." with the left mouse button. By clicking within the "Show in legend" column, you can specify whether the corresponding symbol should be included in the legend to be created or not. Within the "Name in legend" column or the columns with foreign languages, you can edit the corresponding symbol text. The arrangement of the symbols within the legend can be changed for the current row using the buttons , , and . Click on "Next" and specify the arrangement (vertical or horizontal), the number of columns and the insertion position of the legend in the following window.

By clicking on the "Create" button, the legend is finally generated and inserted into the plan as a group object at the desired location.

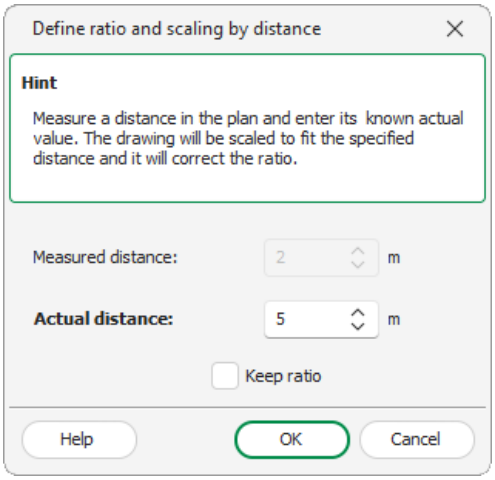


10. SET SCALE BY DISTANCE

If the set scale differs from the desired drawing scale, 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" ribbon. In the next step, you can set two different measuring points in the drawing area by clicking with the mouse. It is advisable to measure a distance for which the actual distance is known, e.g. door width, wall thickness or wall length.

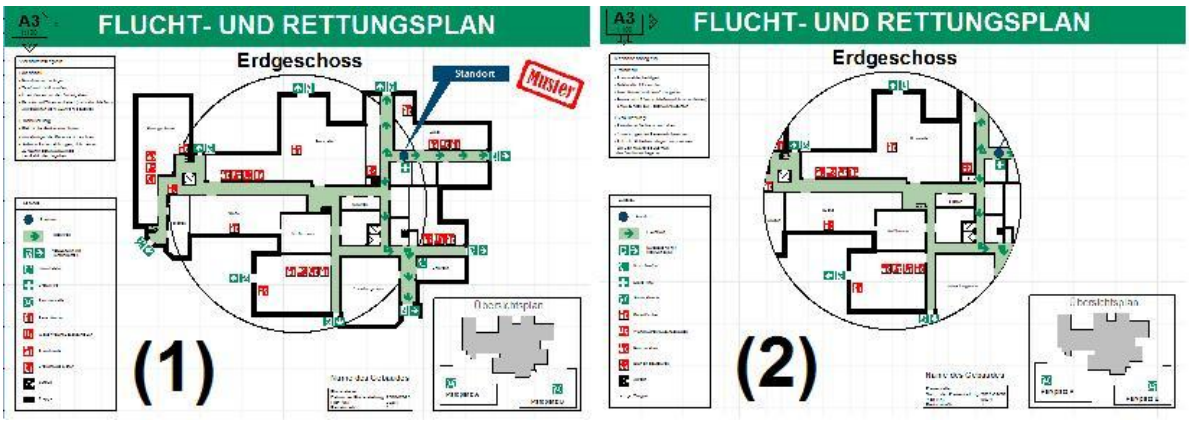
In the following dialogue box, you can now enter the actual distance for the measured distance. By clicking on the OK button, the application rescales all drawing elements and adjusts the scale accordingly. If the "Keep ratio" checkbox is activated, the drawing elements are scaled to match the actual distance and the scale is maintained.



11. CONTAINERS

Containers can be created to limit drawing elements in your display to specific areas. A container always contains one or more objects and the actual container object, which defines the area of the contained objects to be displayed.

For example, it is advisable to use a container if you want to create an escape and rescue route plan for only a section of a complete floor plan. To do this, create a rectangle object to serve as a boundary. Instead of a rectangle, other drawing objects such as circles or polygons can also be used as containers. Now select all elements of the floor plan, click on the "Make Container" button in the "Insert" ribbon and finally select the rectangle.



The image above illustrates the use of containers. A container (2) was created from the individual elements of the escape plan and a circle object (1), which limits the display of the escape plan to a circle.

Active containers are dissolved by clicking on the "Delete container" button. This causes all objects in the container to be displayed freely again.

Containers cannot be moved into other containers.

12. SHORTCUTS

Important shortcuts within the programme:

Help	F1
Welcome dialogue	F2
Create new plan	Ctrl + N
Save plan	Ctrl + S
Print plan	Ctrl + P

with plan open

Radial menu	Space
Cut	Ctrl + X
Copy	Ctrl + C
Paste	Ctrl + V
Select all objects	Ctrl + A
Invert selection	Ctrl + I
Undo action	Ctrl + Z
Repeat action	Ctrl + T
Zoom in on map content	Ctrl + "+"
Reduce map content	Ctrl + "-"

When creating objects

Orthogonal mode	Ctrl
Turn off automatic snap	Shift
Cancel object creation	Esc
Create object	Enter

When inserting copied objects

Paste object repeatedly	Alt

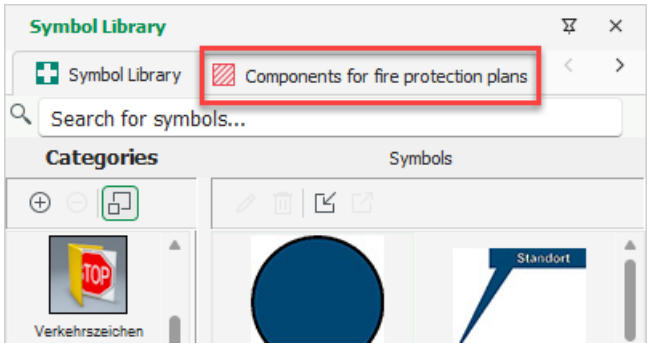
Selected objects

Delete objects	Del
Group objects	Ctrl + G
Ungroup	Ctrl + U
Move objects by one pixel	Ctrl + arrow keys
Move objects by snap grid distance	Shift + arrow keys
Rotate objects by 1	Ctrl + Page Up/Page Down
Rotate objects by 45	Shift + Page Up/Page Down

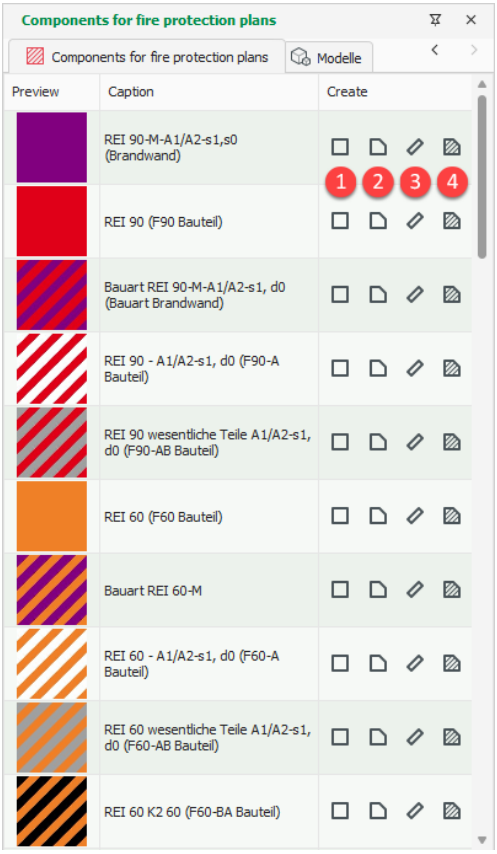
13. FIRE PROTECTION PLANS

The optional Fire Protection Plans module enables you to create fire protection visualisation plans (LP 1 to LP 4), fire protection implementation plans (LP 5) and fire protection documentation plans (LP 9) in accordance with the specifications of VDI Guideline VDI 3819 (draft). Numerous symbols are available for components and fire protection-related systems and equipment.

You can open the Fire Protection Plans module in the symbol library.



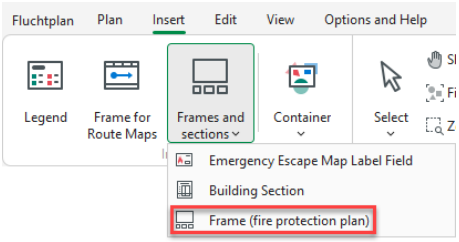
The object inspector can be used to assign the fire protection-relevant design to existing objects such as doors, windows, wall sections and partition walls (4).

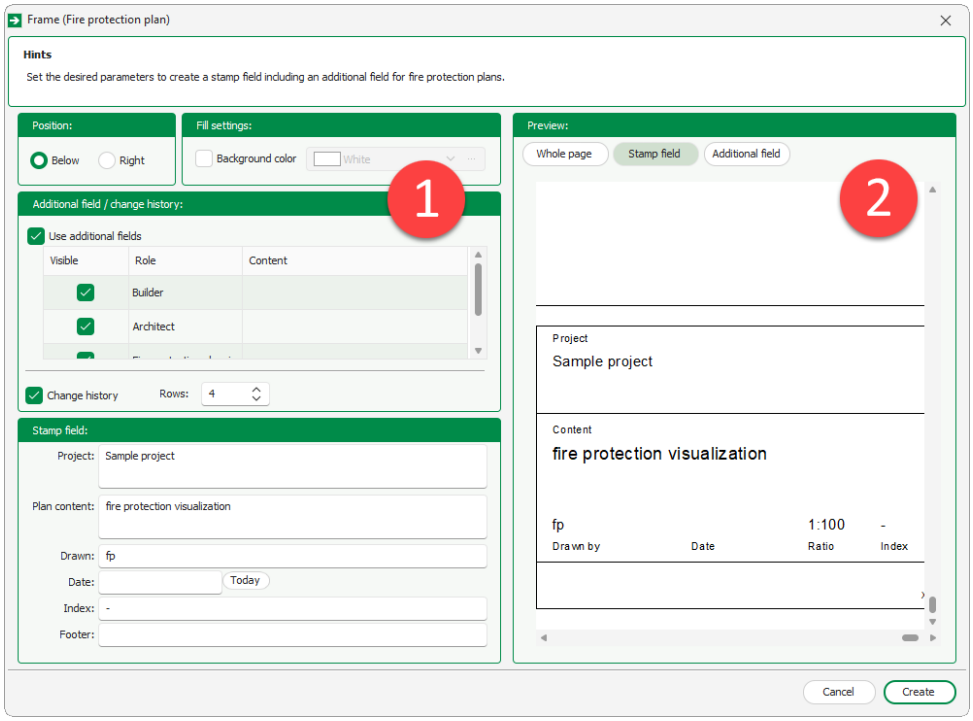


You can create a rectangle (1), polygon (2) or wall (3) using the respective icon.

The legend can then be created as usual and is automatically positioned in the designated area of the frame.

You can create the stamp field, including an additional field for fire safety plans, using the "Insert" menu bar.





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

II. IMPRINT

You can reach us Monday to Friday from 8 a.m. to 4 p.m. at:

Postal address:
Weise Software GmbH
Bamberger Str. 4-6
01187 Dresden

The software hotline is also available from 8 a.m. to 12 p.m. and 2 p.m. to 4 p.m. Software hotline:03 51 / 87 32 15 10

III. LICENCE AGREEMENTS

IMPORTANT – PLEASE READ CAREFULLY!
The following provisions contain the terms and conditions for using the software. Installation of the software constitutes agreement to be bound by these provisions. If you do not agree to these terms and conditions, you may not install or otherwise use the software.
Licence terms

for the provision of software by
Weise Software GmbH (manufacturer)
to its customers (users)

§ 1 Scope of application

1. The following terms and conditions apply to the use of the software provided to the user by the manufacturer.

2. The subject matter of the contract is the granting of a limited licence in accordance with the following provisions

licence for use. All rights not expressly granted, in particular property rights and copyrights, are reserved and remain with the manufacturer. The copyright notices installed in the software must always be retained unchanged.

§ 2 Scope of the user's right of use

1. The manufacturer grants the user a simple, permanent, transferable right of use for the individual use of the software within the scope of its intended use in a software environment that corresponds to the operating systems specified in the documentation.

2. Intended use includes the following permissible acts of use:
a) installing the programme and making a backup copy in accordance with § 3;
b) loading the computer program of the software into the working memory and executing it in accordance with § 4.

3. The user is not entitled to any further use of the software, in particular for modification, translation, reproduction, reverse engineering, decompilation, disassembly or porting to another operating system, either in whole or in part, temporarily or permanently, regardless of the type and means used.

4. The user shall store the software in such a way that unauthorised persons do not have access to it.

5. The user undertakes to comply with the provisions of the data protection laws in their currently valid version and to impose a corresponding obligation on their employees and other persons who come into contact with the software.

§ 3 Installation and backup copy

1. The user may transfer a single functional copy from the original data carrier to a mass storage device (installation).

2. If the installed copy and the contents of the original data carrier match, the original data carrier shall remain as a backup copy. The creation of an additional backup copy is then prohibited. If the installed copy and the contents of the original DVD do not match, the user may make a single additional backup copy from the original data carrier.

3. If one of the copies authorised for the user is damaged or destroyed, the user may make a replacement copy.

§ 4 Loading and executing the programme

The user may load the computer program of the software into a working memory and use it, access it, execute it and interact with it in other ways (execute). Simultaneous multiple use of the computer program of the software is not permitted, unless the computer program is a client-server version for which the user has acquired the appropriate licences.

§ 5 Programme maintenance, updates, interoperability

1. Updates and maintenance services are not covered by this contract. This contract therefore does not entitle the user to any claims for bug fixes, improvements, modifications, additions or functional enhancements to the software. These services are not covered by this contract, but require a separate contractual agreement, which can only be concluded in conjunction with the purchase of a corresponding service package.

2. Improved or extended versions of the software (updates) are offered to the user. A separate fee may be charged for updates, insofar as the licence fee charged for the software is a one-off fee.

3. Other services, such as adapting the software to the user's specific needs, creating additional interfaces or other programming services, shall only be provided in return for separate remuneration and require the conclusion of a separate contract.

§ 6 Transfer of the software

1. The user may only transfer the software, insofar as it has been transferred to them for permanent use, in the form in which it was handed over to them, i.e. the original data carrier with simultaneous transfer of the right of use, whereby the user's own right of use expires at the same time. A prerequisite for the transfer is that the transferee agrees to the terms of the contract.
In the case of a temporary transfer to the user, however, the software may not be transferred permanently or temporarily, nor may it be made available to third parties – which does not include the user's employees – in any other way.

2. Transfer of the programme by copying in any form is not permitted.

3. In the event of transfer, all copies must be rendered completely and irreversibly unusable by the user.

4. The user must immediately notify the manufacturer of the transferee.

5. The user may not temporarily pass on the software or parts thereof to third parties for a fee or in the form of a loan for business purposes. In this respect, too, the user's employees are not considered third parties in the above sense.

§ 7 Warranty

1. A warranty is provided that the software provided fulfils the functions described in the documentation. However, the warranty is subject to the condition that the software has been used in accordance with the contract in its current, unmodified original version and under the conditions of use specified in the user documentation, and that programmes or data used by the user are not to be regarded as the cause of the malfunction.

2. A quality shall only be deemed to have been agreed upon if it has been specified in writing.

3. In the event of a defect in the software, the user may demand a replacement delivery. There is no entitlement to have the defect remedied.

4. The user must notify the manufacturer in writing of any obvious defect within four weeks of delivery. If this deadline is missed, warranty claims for the defect in question are excluded.

5. Otherwise, the user's warranty claims shall expire within one year of delivery, unless there is intent. If defects have been reported during this period, the warranty period shall be extended by the time during which the manufacturer attempts to remedy the defect.

§ 8 Liability

1. In cases of gross negligence or intent, the manufacturer shall be liable in accordance with the statutory provisions.

2. In cases of simple negligence, liability is excluded unless life, limb or health or essential contractual obligations have been violated.
In the event of simple negligence, if an essential contractual obligation has been violated or there is a case of default, liability for damages not based on injury to life, limb or health shall be limited to 50% of the contract sum and to typical, foreseeable damages in each case.

3. The user is aware that, as part of their obligation to mitigate damages, they must ensure that their data is backed up regularly and, in the event of a suspected software error, take all reasonable additional security measures.
The manufacturer is therefore only liable for the recovery of data if and to the extent that this data can be reproduced with reasonable effort in the sense of proper data processing from databases that are kept in machine-readable form.

§ 9 Third-party property rights

1. The manufacturer shall indemnify the user against all claims by third parties against the user arising from the infringement of property rights to the programs provided in their currently valid version, provided that the user has notified the manufacturer of such claims in writing without delay.

2. The manufacturer is entitled to modify or replace the software at its own expense due to third-party property rights claims. If this or the acquisition of a right of use is not possible with reasonable effort, the manufacturer may terminate the contract for the programme in question without notice. In this case, the manufacturer shall be liable to the user for the damage incurred by the termination up to a maximum of the one-time fee for the software that is the subject of the claim. The right to prove that no damage or only minor damage has been incurred is reserved.

§ 10 Termination and obligation to return

1. The manufacturer has the right to terminate the contract without notice if the user makes pirated copies, passes on the software without authorisation, does not prevent unauthorised access, decompiles the software without authorisation or continues to use the software in breach of contract despite a warning.

2. In the event of termination without notice by the manufacturer in accordance with clause 1 above, the user shall be obliged to compensate the manufacturer for the damage incurred as a result of the termination of the contract. Any obligations to pay damages due to other infringements of rights in connection with this shall remain unaffected.

3. If the contract ends as a result of termination or expiry of the period for which it was entered into, the user shall completely delete the software from the computer system, render all copies irreversibly unusable and return the data carriers provided to him to the manufacturer without delay.