

User manual

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1 furnplan work interface

1.1 The three sections of the furnplan work interface

The Furnplan work interface is divided into four large sections (fig. 1):

1. The 3D planning level (red frame)

All the objects are displayed in the 3D planning level (also known as scene). The planned objects can be viewed from all sides during planning and be moved in all directions.

2. The manufacturers and range catalogue (green frame)

The ranges of the furniture manufacturer are stored in the product catalogue. The individual units are selected by a mouse click here (not by "Drag and drop" !).

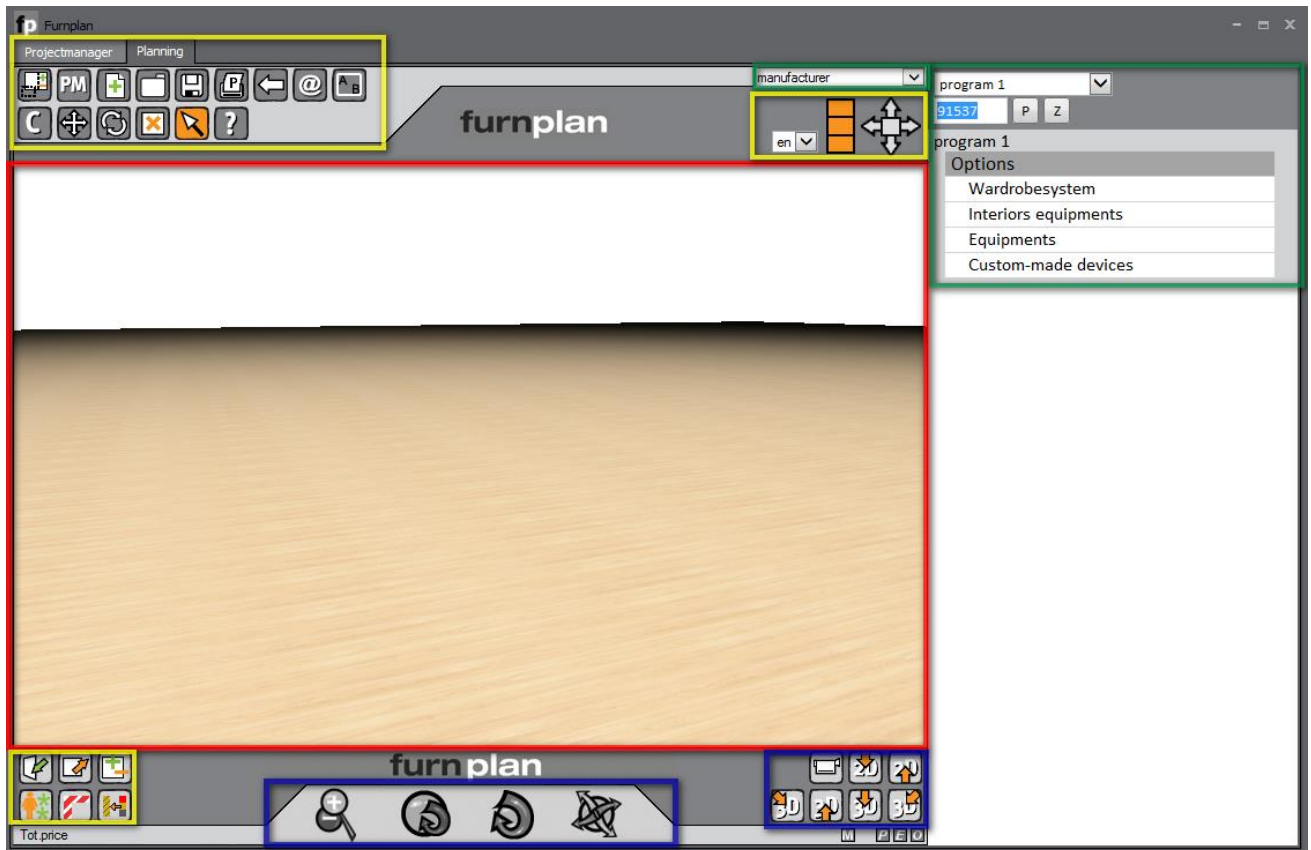
3. Toolbars (yellow frame)

The most important functions on the top and bottom toolbar can be selected via buttons and control elements.

4. Camera control elements (blue frame)

The camera view in the planning scene can be altered or the scene itself can be moved with these control elements.

fig. 1



All the control elements and buttons are described in detail on the following pages.

1.2 All the buttons in detail

1.2.1 The top toolbar

fig. 2



Show/hide toolbar

The product catalogue on the right-hand side can be shown or hidden by clicking on this button. This means you can enlarge the planning scene for presentation.



Project manager

You can access the Project Manager with this button. Here you can enter all the project-related data, customer address, commission, type of order, etc.... The Project Manager is described in detail in Chapter 2.



New project

By clicking on this button all the planned objects are removed from the scene so you have an empty planning scene for a new project.



Load project

When you activate this button, the saved projects in the Project Manager appear. The projects can be loaded into the scene by double clicking in the Project Manager.

If you would like to open a project file from a different location, click on this button with the right mouse button. Now you can select the directory and the file yourself.



Save project

Projects can be saved by clicking on this button. When a new project is saved for the first time, the Project Manager appears and the project data can or must be entered.

If the project has already been saved once and is altered, you are asked if you would like to overwrite the existing project or save it as a new project when you press the save button.

If you click on this symbol with the right mouse button, you can also save the file at an additional location of your own choice (like a Word document, for example). If possible, use no special symbols in the file name.



Print

If you would like to print the project, press this button. Now a printing form is generated which contains a commercial list of all the planned units, a 3D view and a 2D sketch with sizes. Another window opens and printing can be started from there. You can select what to print using the printing options (see section 1.3.3).



Step back

With this function (also known as "Undo") you can undo all the planning steps. One more planning step is undone with each click.



Send project

To send a project by e-mail, a local e-mail program, e.g.. MS Outlook or similar, must be installed. furnplan always starts the e-mail program that is defined as default in the operating system (32 bit version!). The opened project is automatically attached to a new e-mail as a project file (*.dhp) and in Adobe Reader format (*.pdf). The file name automatically includes the current date and time (see section 3.2 ff).



Room planning

When you click on this button the room planning program opens on the right-hand side. Here you can plan predefined or individual rooms (see section 4.2.1).



Copy function

If you activate this button (it remains shaded orange), you can click on an object in the project with the mouse and copy it as often as you like. Simply drag the element to another location in the scene.

If you have marked several objects beforehand (i.e. the objects have a green frame), you can proceed in the same manner with the marked objects.

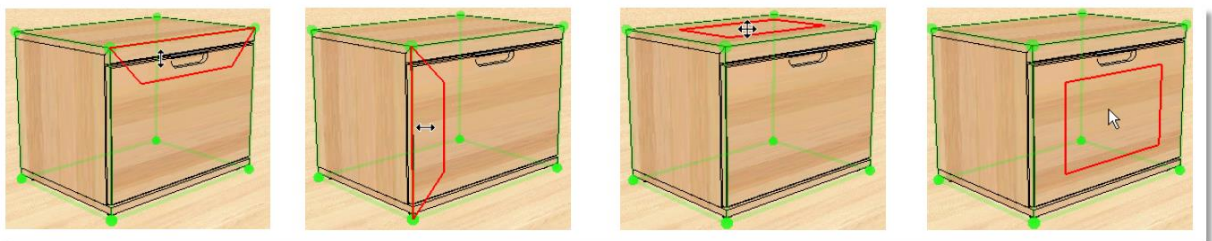


Move object

If this button is activated ((it remains shaded orange), the cursor changes as soon as you move over an object in the scene. Depending on where the cursor is on the object, the cursor symbol changes and with it the direction in which the object can be moved.

Move the object by holding the left mouse button down (picking) and the mouse moves in the corresponding direction. Simply let go of the mouse button once the destination has been reached.

fig. 3



Repositioning or linking is a very important function:

If you would like to link an object with another object, click inside the red front frame of the object (fig. 3, picture right), hold the left mouse button down and move it towards the object it is to be linked with. While doing so, move the mouse over this object until a yellow frame appears. Furnplan has now recognised that you would like to link an object with another object, depending on which yellow frame you have accessed on the destination object. When you let go of the mouse button, furnplan links both objects = repositioning. The objects are now optimised and adapted by way of the logics integrated in the furniture unit.



Rotate object

An object can be rotated vertically or horizontally by activating this button (it is shaded orange). If you move over the object with the mouse, the rotation axes are shown. When the left mouse button is held down, you can rotate the element as you like around the axis currently shown.



Delete object

If you would like to delete one or more objects in a project, you must activate this button (it is shaded orange). Now click on the elements that you would like to delete.



Normal mode

All the other active functions (e.g. delete object, move object, etc. ...) are deactivated by activating this button (it is shaded orange). The cursor is again in "normal mode", for example for marking objects.



Help

You open a new window by clicking on the help function on the right-hand side. The furnplan user manual opens by clicking on the question mark in the right-hand window.

To enable remote maintenance, you can launch the TeamViewer® Client by clicking on "Remote Support" (the computer must be connected to the internet!). You receive an ID and a password in a separate small window which you pass on to the support colleague on the hotline.

You receive the furnplan updater, patches or similar program components via the "Support Website" button. Your default internet browser is opened (the computer must be connected to the internet!).

When you use a service, please always have your customer number at hand. You will find it on every letter from us, on the DVD or in furnplan when you click on this question button under "Licensee".



Language selection

If language selection is shown, you can select your language in furnplan. Not every manufacturer supports language selection and with it various languages. So this function is only active when the manufacturer actually supports several languages. All the languages supported can then be chosen from.



Raster levels

The step sizes in the raster levels in a project can be stipulated here. As default, the raster levels are shown in orange in all three boxes (large raster). The automatic raster step size for units is then active in furnplan.



If this button is reduced to two orange boxes, you reduce the automatic raster step size. In the case of some furniture manufacturers and ranges, the raster levels can be reduced to "one raster level" with this feature, e.g. with "Free choice of fittings" (medium raster).



If only one box is orange, furnplan accepts every raster step size possible. However, this setting requires advanced knowledge of the individual furniture ranges.

We recommend using the default raster level (large raster), otherwise some distances might have to be set by hand.



Planning direction

The default planning direction in furnplan is always from left to right. When the first object is planned, the planning direction is automatically set to right (the arrows or the square are then orange, depending on the setting).

There are planning situations where a different planning direction might be required. In such cases you can set the planning direction for the object to be placed by clicking on the corresponding arrow. The object to be planned now orientates itself on the element marked before (it has a blue surround).

Click on the square in the middle and activate "Free placement". The elements can now be placed anywhere in the scene.

Another element is placed with every click of the left mouse button.

Placing an object is ended by clicking the right mouse button.

1.2.2 The bottom toolbar

fig. 4



Animation: Open

When you click on this button, the fronts and drawers of all the objects shown in the project are opened. If one or more objects are marked beforehand, only the marked objects are animated.



Animation: Close

When you click on this button, the open animations of all the objects or the selected objects are closed.



Show or hide fronts

Unlike opening an animation, when you click on this button the fronts are completely hidden so that it is possible to view inside the objects. Re-clicking on this button shows the fronts again.



Accessories

Behind this button you will find decorative articles and geometrical shapes to design projects in more detail. A selection menu opens on the right-hand side, from which you can select and place the decorative articles.



Red box

During planning, furnplan actively checks your work for plausibility. This means that planning errors are already shown in the planning process by a red/white surround.

If you move over the marked element with the mouse and stay there, a dialogue box appears in the bottom left corner where you will find information about the planning error.

If you would like to show/hide the red box, you can do so with this button. Then you will see the corresponding switch on the right-hand side.

Note:

Please do not mistake the red box (fig. 6) with the collision symbol (fig. 5)! If elements collide with one another or with walls, etc., a red/white surround is also shown. However, this symbol is opaque (see figure examples)

fig. 5



Collision

fig. 6



Redbox



View quality

When you press this button, the entire scene is recalculated and shadows, rim shading and reflections are included in the scene calculation to present the planning scene to the customer in better quality. This function is automatically deactivated when planning is continued.

During the normal planning process this function is always deactivated so that the planning speed is not adversely affected by any background calculations.

Note:

This button is not available in the "Terminal server" graphic mode.



Camera forwards / backwards

You can move the entire planning scene forwards or backwards with this control element. To do so, move the mouse over this element and press the left mouse button. As long as you hold down the left mouse button and move the mouse forwards or backwards, you move the planning level.



Revolve camera

The camera is in a fixed position and revolves around its own axis. The planning level can be tilted both horizontally and vertically, upwards or downwards. To do so, move the mouse over this element and press the left mouse button at the same time. As long as you hold down the left mouse button and move the mouse, you move the planning level.



Camera trip

Drive the camera around the project. Then you can view the project from all sides. To do so, move the mouse over this element and press the left mouse button. As long as you hold down the left mouse button and move the mouse, you move the camera.



Move camera

The camera is moved left, right, upwards or downwards, so that the entire planning level moves in the other direction. To do so, move the mouse over this element and press the left mouse button. As long as you hold down the left mouse button and move the mouse, you move the planning level or the camera.



Camera options

After clicking on this symbol, the camera options open on the right-hand side. Here you can save the camera positions to be able to recall a desired planning perspective and set more camera or graphics options. You can also project the planning scene on to a second monitor (see section 1.3.8).



Camera views

With this button you can select two-dimensional and three-dimensional views of the project directly. The camera then approaches the scene accordingly.

More camera positions can be found in **section 1.3.8**.

Note:

The camera views are always based on the furniture. This means that camera panning is always based on an object in the room, not the room itself.

1.3 Further functions in furnplan

1.3.1 Total price / Quick view

Tot.price

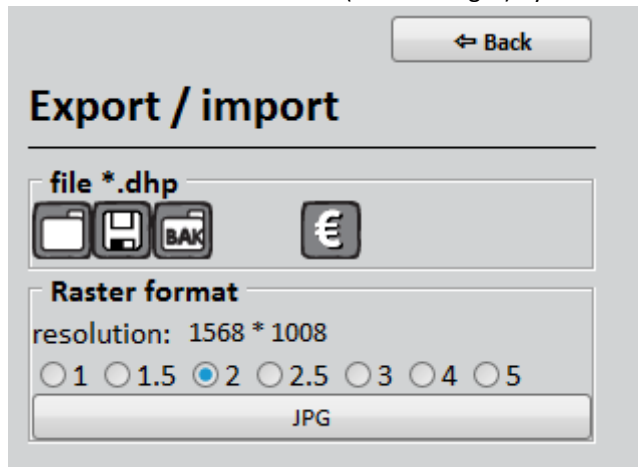
If you move the mouse on to "G-Preis" (bottom left), the current total price for the planned objects is shown.

When you click on "G-Preis", a quick view also appears in which all the details of the planned objects are shown

1.3.2 File import / file export

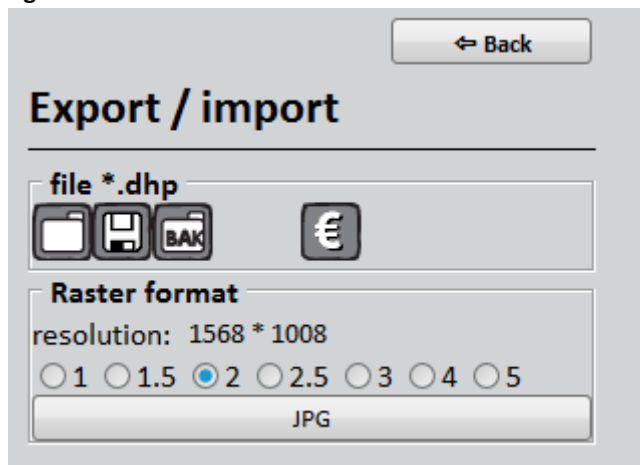


Via the small "E" button (bottom right) you can open the export and import function (



) in furnplan. Here you can export or import a project file in the *.dhp format:

fig. 7



By pressing this button you can export the active project. You see a save dialogue box in which you can enter a file name and the file path.

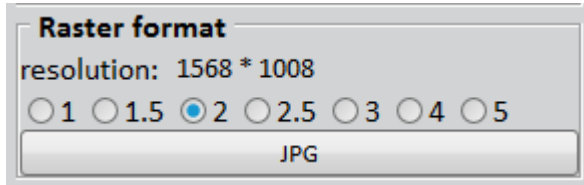


To import a *.dhp file, press this button and select the file according to its location.



Using the button with the "BAK" label (Backup), you can recall the project last opened in furnplan (e.g. after a system crash). furnplan saves your active work at regular intervals

fig. 8



If you would like to export the project as a picture, first set the desired resolution. Then you can save the project to a location of your choice by clicking on the JPG button. Of course you can choose the file name yourself.

Note:

The higher the resolution selected, the better the picture quality. However, the file size also increases in proportion. A sufficiently good resolution (2) is the default setting.

1.3.3 Print options



Using the small "P" (bottom right) you access the print options. You can manage the print options in the menu on the right-hand side.

fig. 7

In this dialogue box you can select what is to be printed when the order command is carried out.

Some manufacturers use **MC numbers** (Multiple Choice) or Ident numbers. These are generated key numbers to which prices are allocated.

Since 01/05/2013 all furniture sold in or to France is subject to a "Duty of Utilisation" (Extended Responsibility of Manufacturer of Furniture and Furniture Elements). **ECO-Mobilier France** is such a recognised system.

Note:

The printing parameters set here are saved locally. If you register yourself as a different user in your operating system, the print settings may be different.

1.3.4 Measure



The Measure function is an important small tool for calculating sizes in the project. Using the small "M" (bottom right) you can switch on the Measure function.

If you click on the left switch in the submenu, you activate the Measure function. You can then set measuring points in a scene with the cursor. The single distance is always measured. Delete the measuring points with the right button.

Note:

To measure as exactly as possible, you should always zoom into the scene or the object. Then you can even measure extremely small distances.

1.3.5 Red lining

fig.10

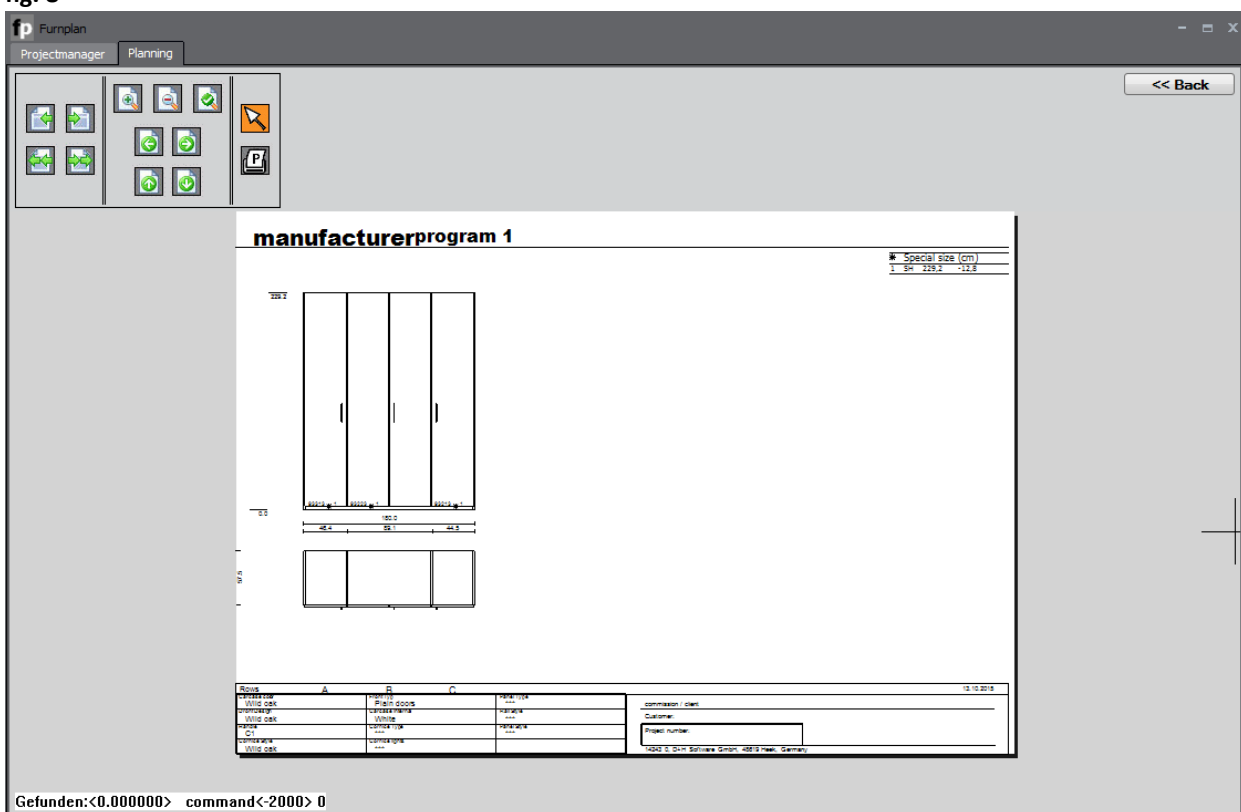


You will also find Red lining amongst the print options ().

This term refers to the processing of technical sketches for the factory.

In these factory sketches you can enter further alterations, notes, etc. in order processing. Your data is allocated to the furniture unit and even remains there when it is repositioned. You see the following window when you click on the Red lining symbol (fig. 8).

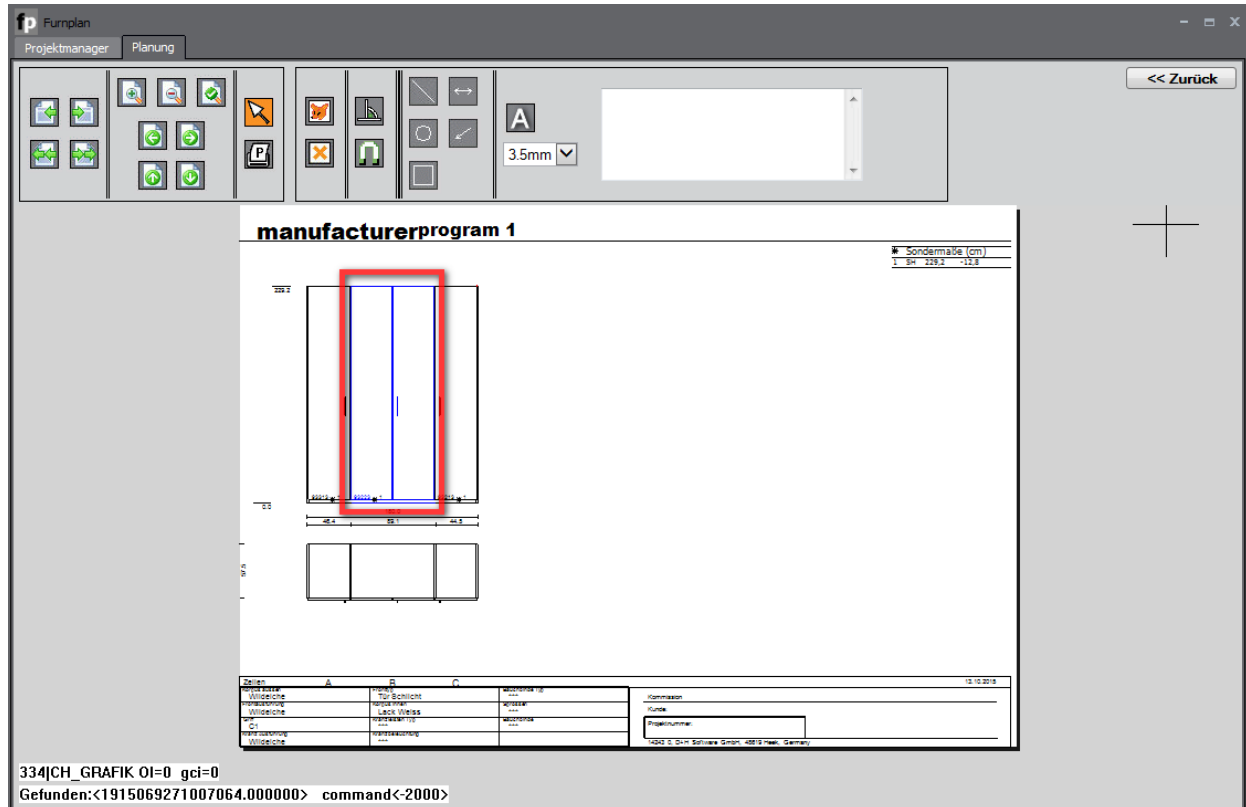
fig. 8



If you move the mouse into the project, cross hairs appear at the tip of the cursor (fig. 9, green arrow). You click on the element in the project you want to alter or annotate with these cross hairs. The element is shown in blue and is then marked (fig. 9, red frame).

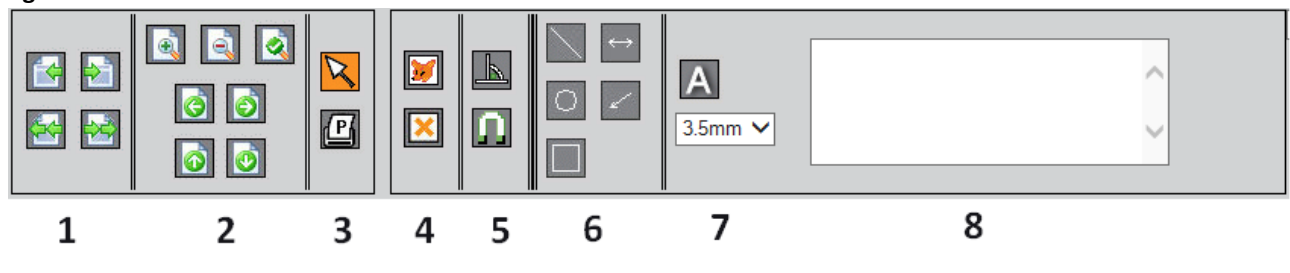
Note: Hand written notes or alterations are thus made completely superfluous by Red lining. The notes and alterations entered in Red lining are allocated to the marked element. They remain with the element as long as it is still in the project – even when you reposition the element in the project!

fig. 9



After clicking on the element in the planning sketch, you access the menu bar above the sketch (fig. 10)

fig. 10



Key:

- | | |
|----------------------|--|
| 1: Page control: | page forward / back, first page / last page |
| 2: Zoom functions: | plus / minus, whole sheet, move sheet left / right / up / down |
| 3: Object selection: | click on arrow and select object / activate printing |
| 4: Element control: | manipulate element (alter sizes) / delete elements |
| 5: Element control: | elements are created in 90° steps / "snap" elements on to others |
| 6: Draw: | line / double arrow / circle / arrow / rectangle |
| 7: Sign: | position text via symbol A / select font size |
| 8: Text box: | write text in this box and stick on to mouse via click on symbol A to place it in the sketch |

1.3.6 Important sizes in the planning scene

Red frame:

If you move the cursor over a building group, the picking polygons for the group appear (green/red frame). Article-related data such as article number and sizes is now shown at the bottom edge of the planning scene.

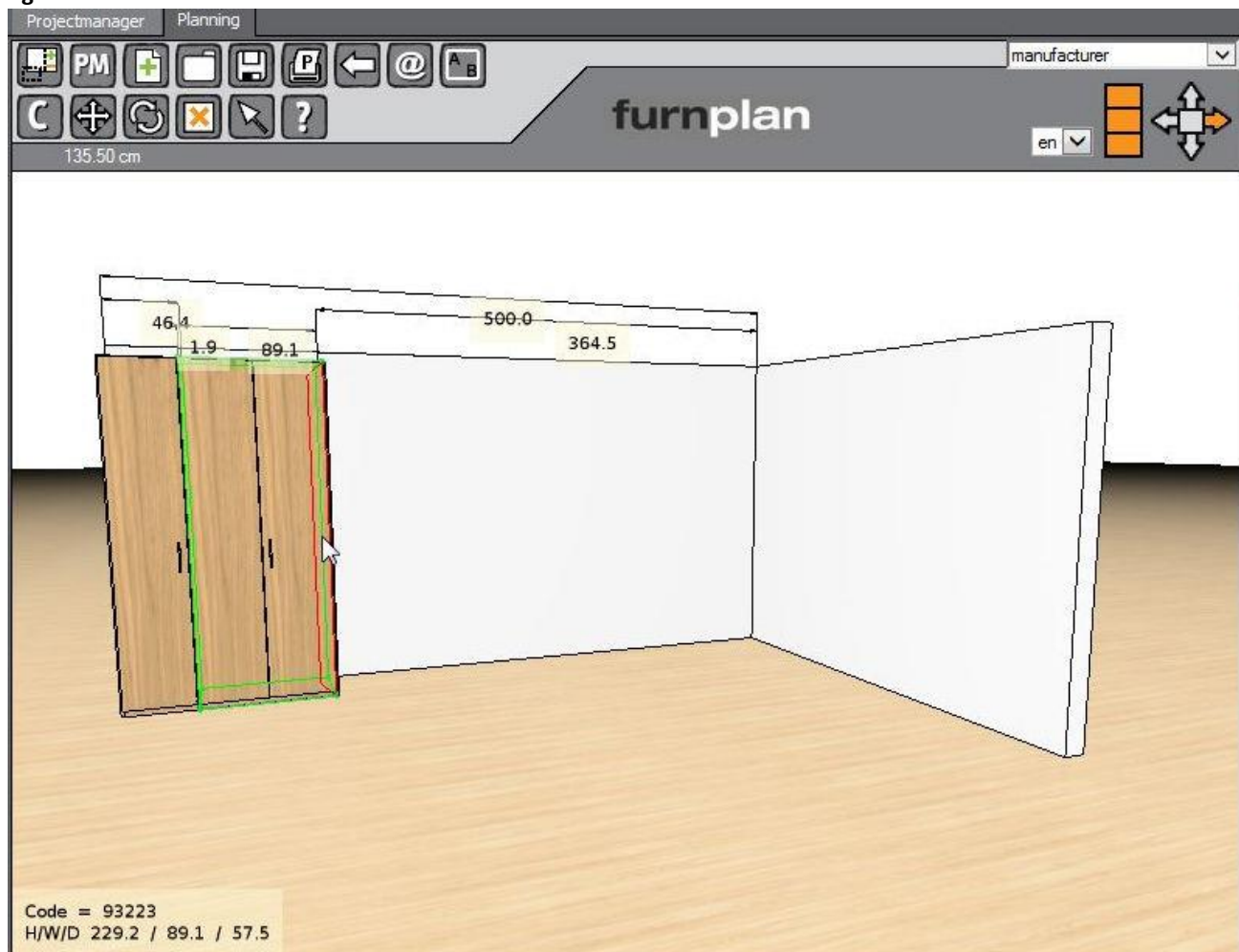
Green frame:

The size chains are always shown by presetting the planning direction. So you have a quick overview of the current sizes in the project.

Yellow frame:

The width of the planned objects is continuously calculated during planning. For example, if the width is to be recalculated after a width reduction, simply click on an object in the project.

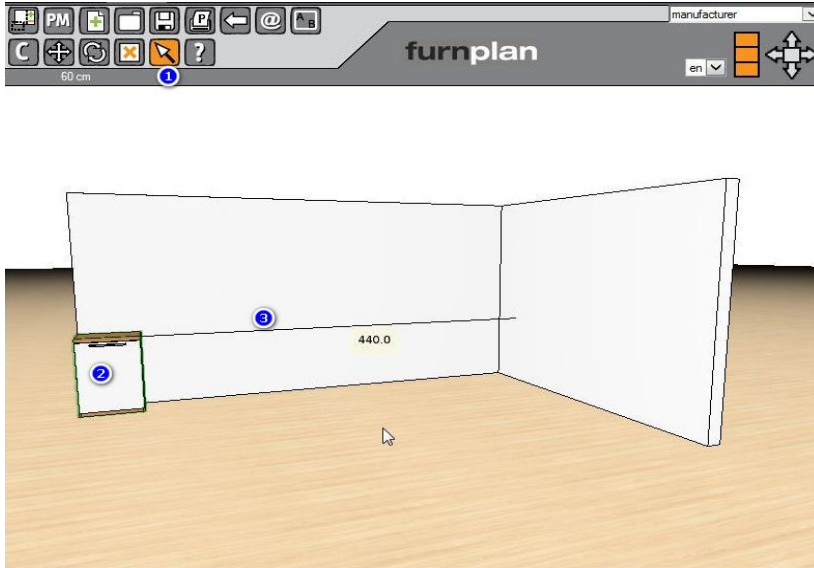
fig. 11



1.3.7 Alter sizes and size chains

If you would like to alter sizes or size chains in furnplan, you can do so very simply and quickly.

fig. 12

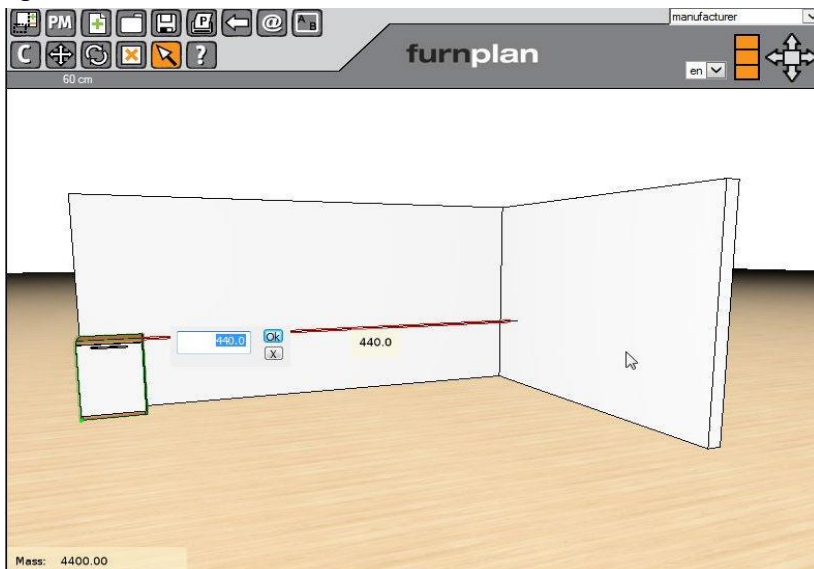


First click on "Normal mode" (1) (fig. 12). Now mark an object to show the size chains (2). The sizes are shown in the box shaded yellow.

Now click on a measuring arrow whose value you would like to alter (3).

Move the mouse over the line. The moment the line changes, click on it.

fig. 13



As soon as you have marked the line, it turns red (4) and the size can be edited (5) (fig. 13).

Besides entering a new value directly, you can also work with operators. You can do all the basic mathematical operations (fig. 14, fig. 15, fig. 16, fig. 17). So you can plan efficiently and quickly without any further aids.

Note:

furnplan works in centimetres. All sizes are therefore always stated in centimetres.

fig. 14

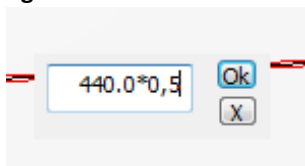


fig. 15

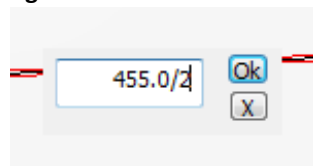


fig. 16

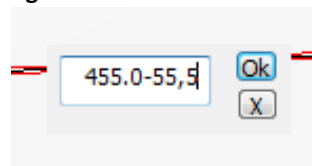
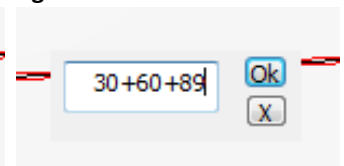


fig. 17



1.3.8 Further camera positions



Via the button for the camera positions you access the additional camera options (fig. 18), as well as further graphics options (fig. 22).

fig. 18



It can be extremely useful to view the planning scene from different camera positions. This function makes it easier for you to transform the individual camera panning operations quickly.

You can also select the focal lengths of 45°, 90° and 120° with one click to alter the effect of the project.

1.3.9 Graphics presentation

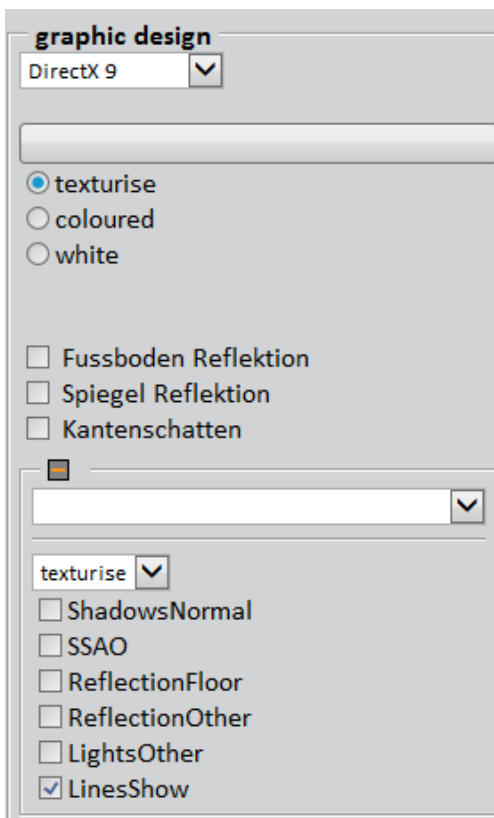


fig. 19

Here you can determine which graphics system (Graphic Engine) is or ought to be used.

If your graphics card does not support **DirectX9**, you can switch over to the **OpenGL** standard. For Terminal Server in virtualised environments you select the **Terminal Server** mode. The default setting is **Automatik** and furnplan selects the optimal setting for you.

Furthermore, you can alter the mode of representation in furnplan:

texturised:

In this default setting all the textures and structures are shown, e.g. grains in wood.

coloured:

All the textures are removed and you only see a coloured furniture unit.

white:

All the textures and colours are removed.

Under "finetuning" you can switch parameters such as reflections, edge shadows, etc... on or off.

Note:

As these settings affect graphics processing considerably, alterations here might have serious effects on the representation and the planning speed of furnplan. With the default settings you always get the optimal result. We therefore urgently recommend using the default settings!

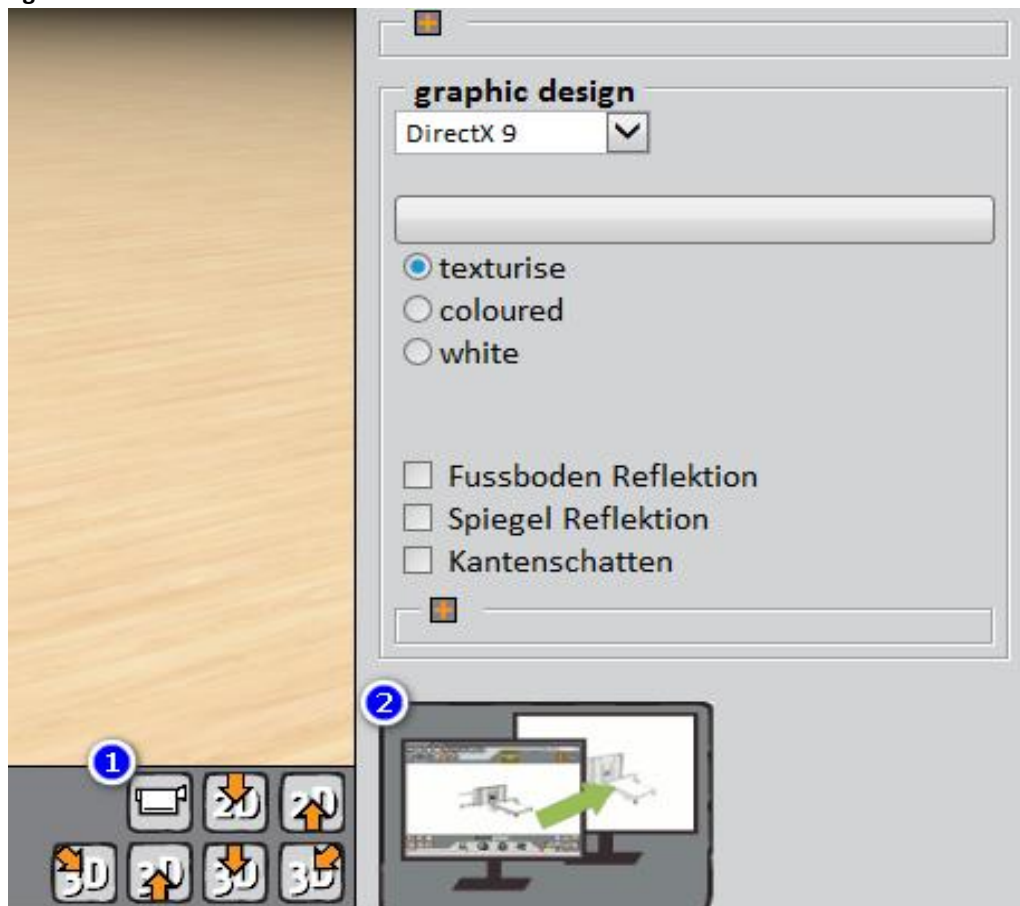
1.3.10 Second screen

For presentation purposes you can present the entire planning scene on another screen. Then your customer can experience planning in real time.

Not all the control elements and catalogues are shown on the second screen. You can adapt the size of the second window individually.

First click on the camera symbol (1) and then on the symbol for "New Preview Window" (2).

fig. 22a



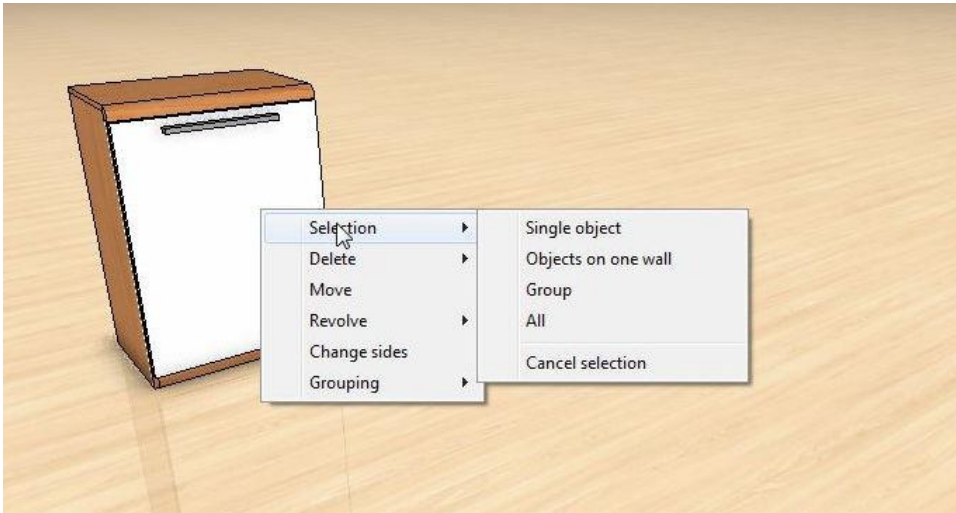
Note:

This mode does not function in the "Terminal Server" graphics mode and presupposes a corresponding graphics performance from the hardware in use.

1.4 The context menu

furnplan also uses a context menu. When you click on an object in the project with the right mouse button, you access this context menu.

fig. 20



All the possible options for an object are shown. The options can differ depending on the planning element. So, for example, this way you can alter the front hinge or the dimensions of a unit. furnplan checks for you in real time if this option is plausible and immediately adds or alters the unit type number and, if applicable, the price in the order evaluation.

Selection: Via Selection you can mark units / objects. You receive different options (fig. 20)

Delete: Via this function you can delete objects selectively, as a group or entirely.

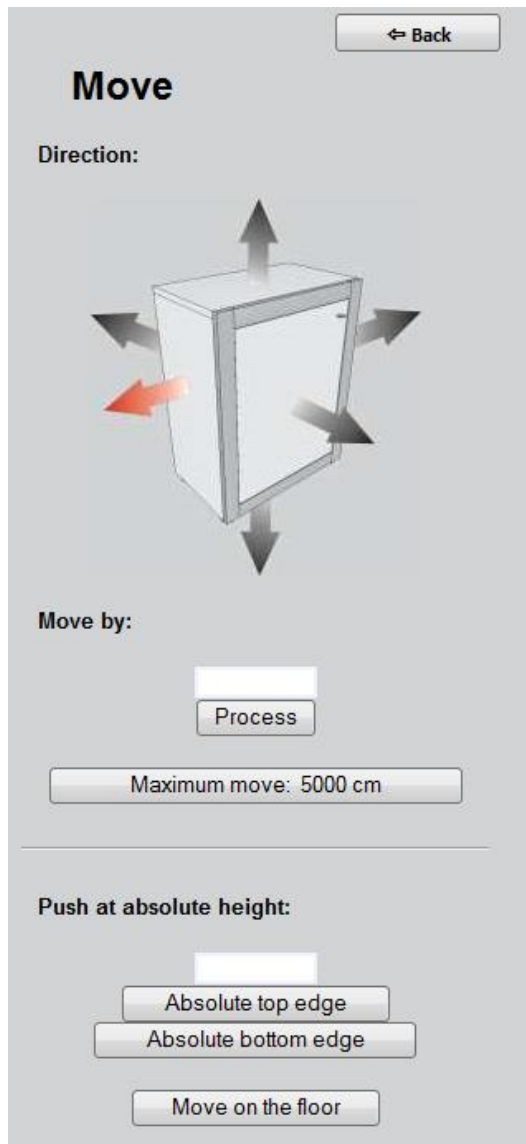
Move: Via this function you can move objects / groups in the scene by entering a size. To do so the "Move dialogue" box appears (fig. 24, fig.25). Click on the arrow in whose direction you would like to move, enter the distance in cm and click on "Do". As a comfort function you also always receive the maximum movement value depending on the selected direction.

Rotate: Besides free rotation via the top toolbar you can rotate the objects here in a defined way (+/- 45° and +/-90°). Via the ?° option you can enter the exact angle of rotation. The **0° Absolut** option returns the object to its original state (0° direction).

Alter dimension: If foreseen by the manufacturer, certain dimensions of units and objects can be altered (fig. 24, fig. 25). The options alter depending on the manufacturer's settings.

Grouping: Via this option you can compile objects to groups in order to process them together or to cancel groups or suggested combinations.

fig. 21



← Back

Move

Direction:

Move by:

Process

Maximum move: 5000 cm

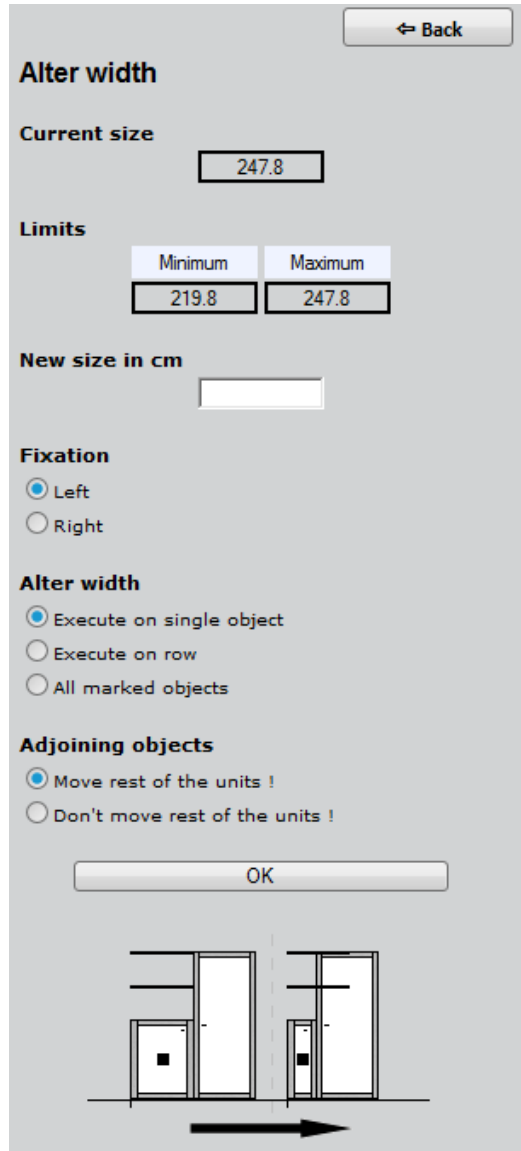
Push at absolute height:

Absolute top edge

Absolute bottom edge

Move on the floor

fig. 22



← Back

Alter width

Current size

247.8

Limits

Minimum	Maximum
219.8	247.8

New size in cm

Fixation

☒ Left

☐ Right

Alter width

☒ Execute on single object

☐ Execute on row

☐ All marked objects

Adjoining objects

☒ Move rest of the units !

☐ Don't move rest of the units !

OK

"Move absolutely in height" function (fig. 21 fig. 22)

This function makes moving an object easier for you since you can set the size either on the top or bottom rim. So, for example, you can place a shelf exactly regardless of its thickness.

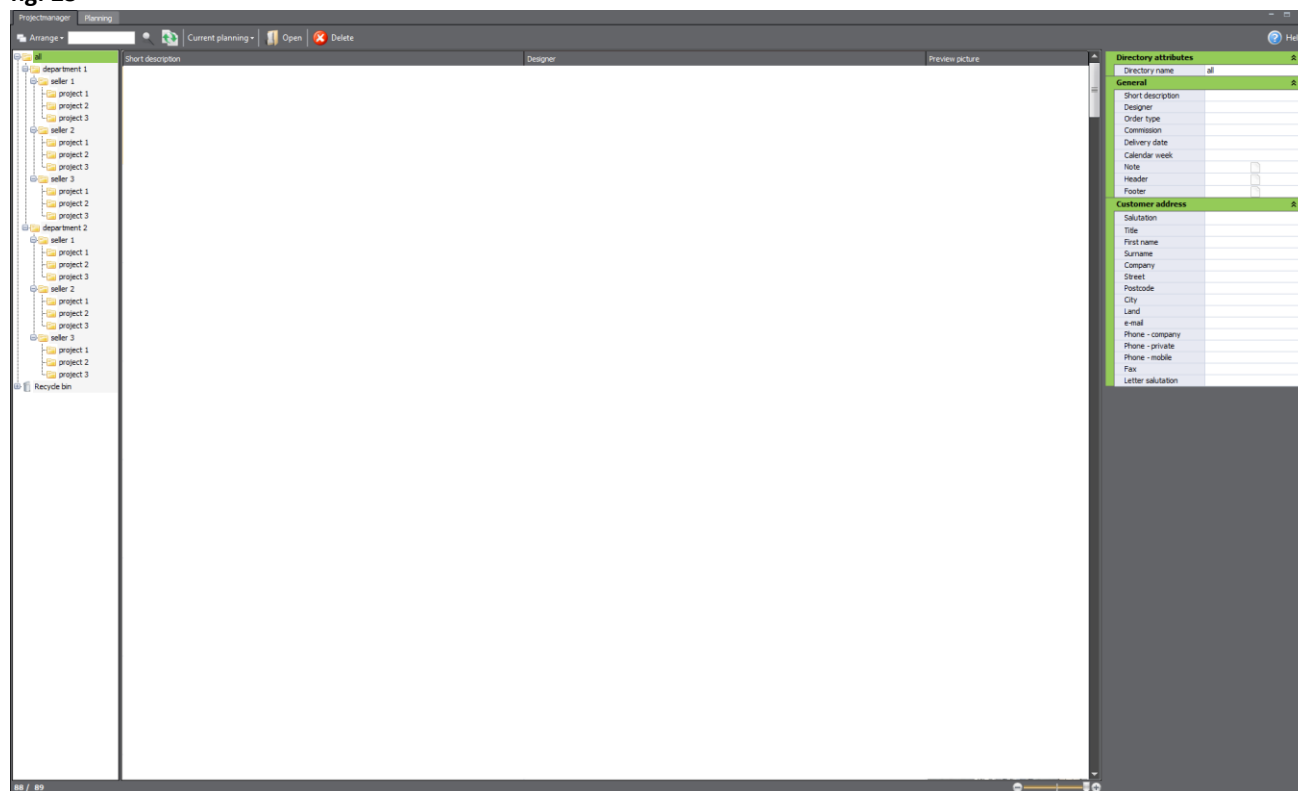
If an object is basically placed in the scene at a prescribed height, e.g. a wall unit, it is easy to place the object at floor level via the "Move to floor" switch.

2 furnplan Project management

2.1 The Project Manager

With the Project Manager (fig. 23) you can manage your projects based on customers or orders. You can save your projects tidily, sorted according to departments, salespersons, projects or customers via an individual folder structure.

fig. 23



All the information allocated to the customer order is always kept in the project file when using the Project Manager. This guarantees that alterations in the project and customer data are always interconnected. So you always keep things well organised even in complex structures.

Note:

You can activate a user account control system in furnplan. This way you can limit access to the various folders and projects. If no user account control system is active, basically every furnplan user can access all the projects in the furnplan installation. The user account control system is a part of the administration section of furnplan.

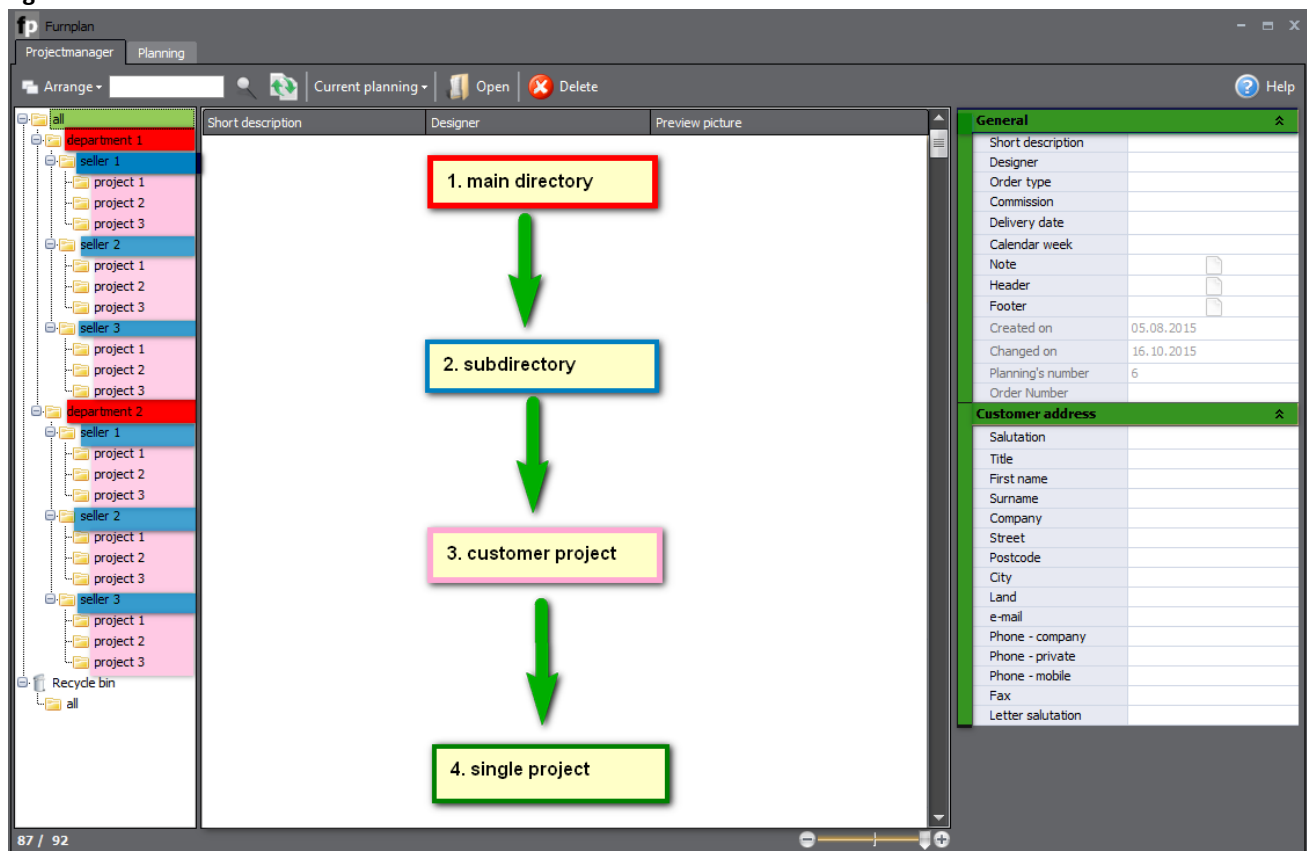
2.2 Folder structure in the Project Manager

In the Project Manager you can create your own individual folder structure and so manage the projects in a more organised way (fig. 24).

We recommend the following structure:

1. **Main directory:** create a main directory, e.g. a department
2. **Subdirectory:** create subdirectories, e.g. salespersons or persons responsible
3. **Customer projects:** now create customer projects in which you save the single projects
4. **Single project:** create the single projects among the customer projects.

fig. 24



A folder structure of this kind adapted to meet your individual needs helps you to work efficiently with the Project Manager.

Note:

Please delete projects you no longer require from time to time. Besides making things more organised, this also means that the Project Manager does not have to load too much data at the same time, which can have a positive effect on its launching speed.

2.2.1 Save projects in the Project Manager

To save a completed project in the Project Manager, first click on the save button. If the project has not yet been saved, the Project Manager starts automatically and asks you to enter a project name.

Note:

Please never use any special symbols in file names!

fig. 25

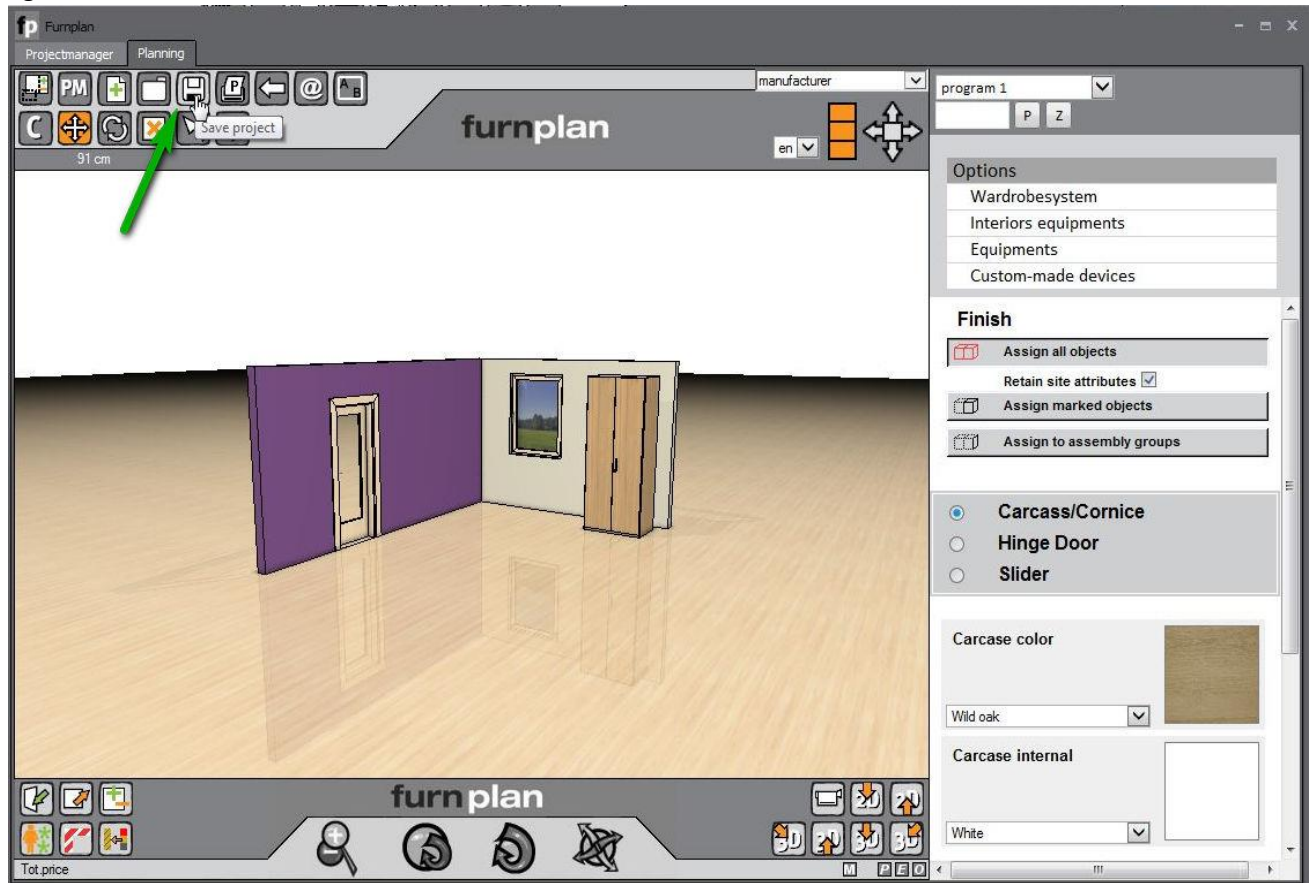


fig. 26



If the project is already in the Project Manager, you are asked (fig. 26) if you want to overwrite the existing project or create a new project.

This means you can react very quickly and efficiently to different customer wishes and can save various design versions of a project.

2.2.2 Pass on data in the Project Manager

In order to facilitate entering the same data in the Project Manager again and again, certain data from a superordinate folder can be automatically "passed on" to its subfolders. In the example (fig. 27) you can see that in the right window the "Salesperson's name" and the "PrePosText" are shaded green. This means that this data has been inherited from the superordinate folder, in this case "Salesperson 1".

fig. 27

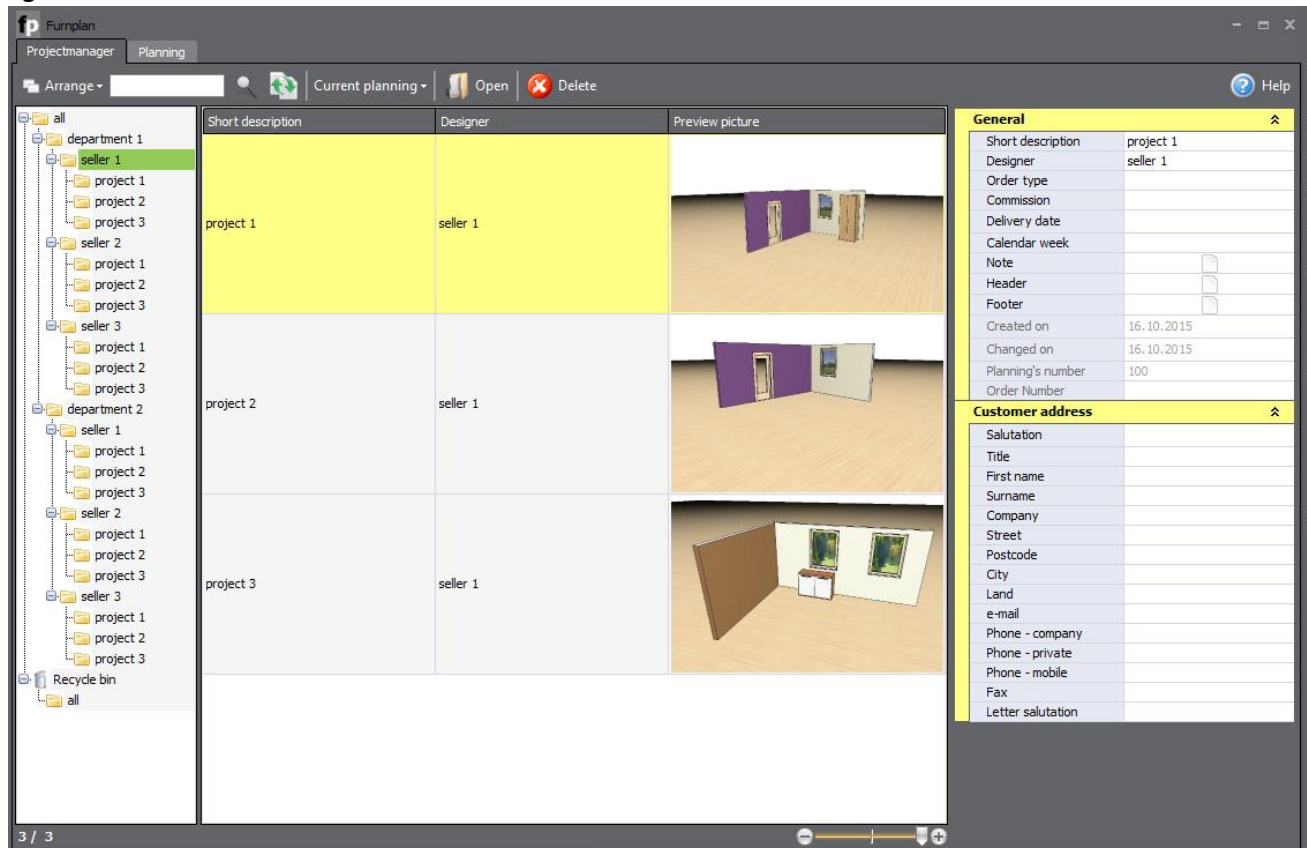


fig. 28

Directory attributes	
Directory name	department 1

General	
Short description	
Designer	
Order type	
Commission	
Delivery date	
Calendar week	
Note	
Header	
Footer	

Double-click the left mouse button on the superordinate folder to fill the directory properties on the right. The designations entered here are then passed on to all the plannings that are saved under this folder.

Note:

Always distinguish between the directory properties and the planning itself! If you want to enter designations for the planning itself, click on the planning once with the left mouse button!

2.2.3 Store texts in front of or behind items / add annotations

fig. 29

Short description	project 1
Designer	seller 1
Order type	
Commission	
Delivery date	31.05.2015
Calendar week	
Note	please deliver at 9 o'clock
Header	
Footer	
Created on	16.10.2015
Changed on	19.10.2015
Planning's number	100
Order Number	

Customer address	
Salutation	
Title	
First name	
Surname	
Company	
Street	
Postcode	
City	
Land	
e-mail	
Phone - company	
Phone - private	
Phone - mobile	
Fax	
Letter salutation	

You can add additional texts to any project, e.g. you can make note of any special agreements, details of delivery or other annotations here. Optionally you can enter this data in the customer order in front of or behind the article texts.

To do so, click on the page symbols in the "PrePosText" or "AftPosText".

As soon as text has been entered here, the contents of the white page symbol change. Text columns are referred to (fig. 30).

fig. 30

Bemerkung	
VorPosText	
NachPosText	

If you recall the project

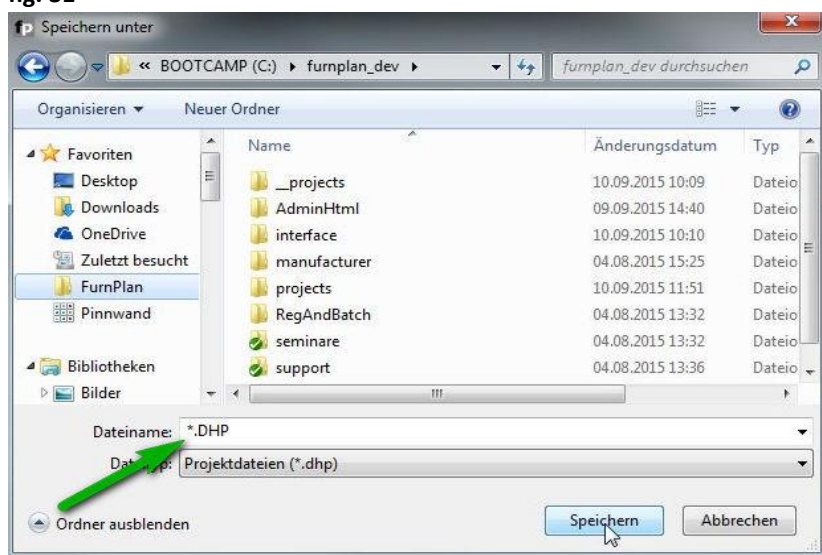
later, all you need to do is to hold the cursor on the page symbol to show the stored texts.

Note:

In the Admin dialogue you can set which data is to be included in the order from the Project Manager (see instructions for administrators).

2.2.4 Saving a project at a different location

fig. 31



If you would like to save a project file (*.dhp) at a different location, please click on the save button with the right mouse button.

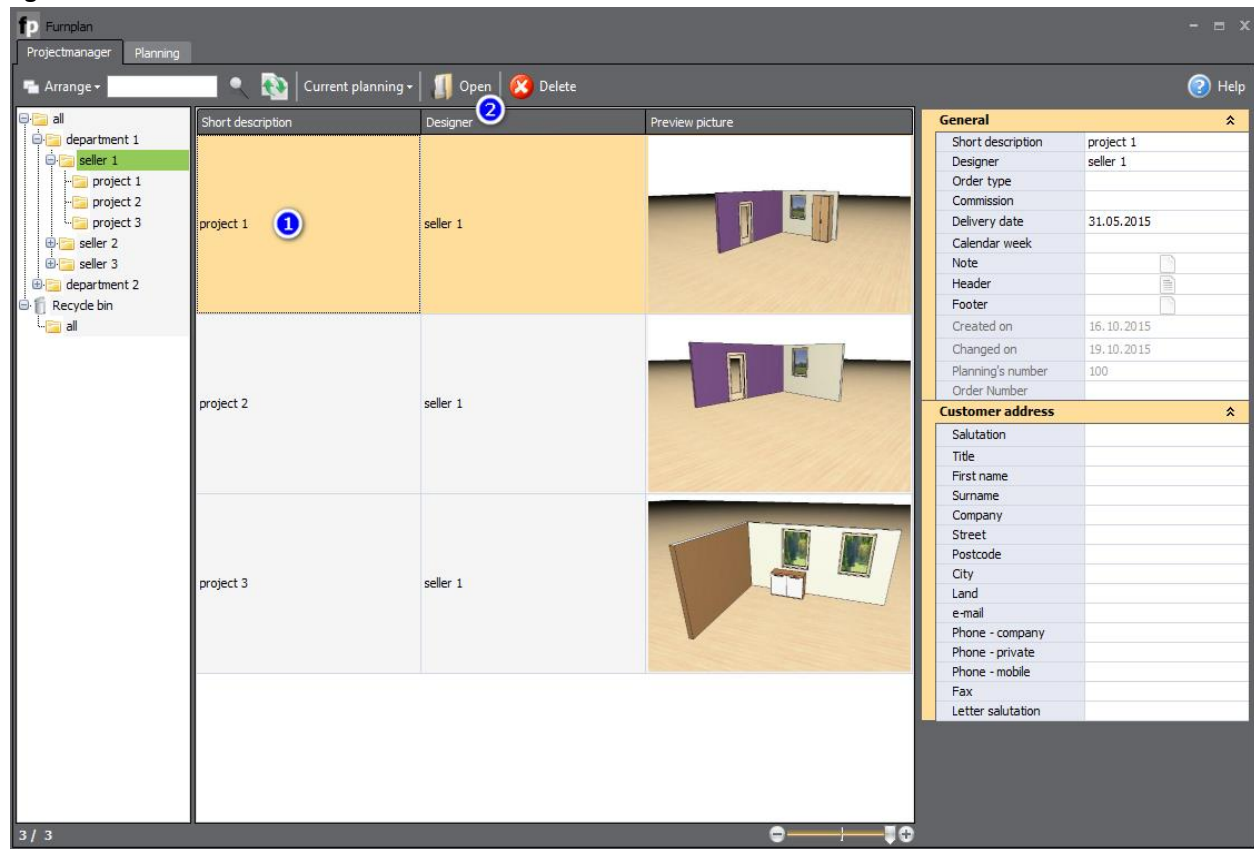
Now (as with other programs) you can save the file at a location of your choice using the "Save as" dialogue box, e.g. on a memory stick.

The furnplan file format is "DHP".

2.2.5 Open projects from the Project Manager

To open a project from the Project Manager, select the corresponding project (1) and then click on "Open" (2) (fig. 32). Alternatively you can also double click on the project to be opened.

fig. 32



2.2.6 Open projects from other locations

If you would like to import projects from other furnplan systems, do not use the Project Manager. When you are in the project view, click on the "Load project" button in the top toolbar (fig. 33).

fig. 33



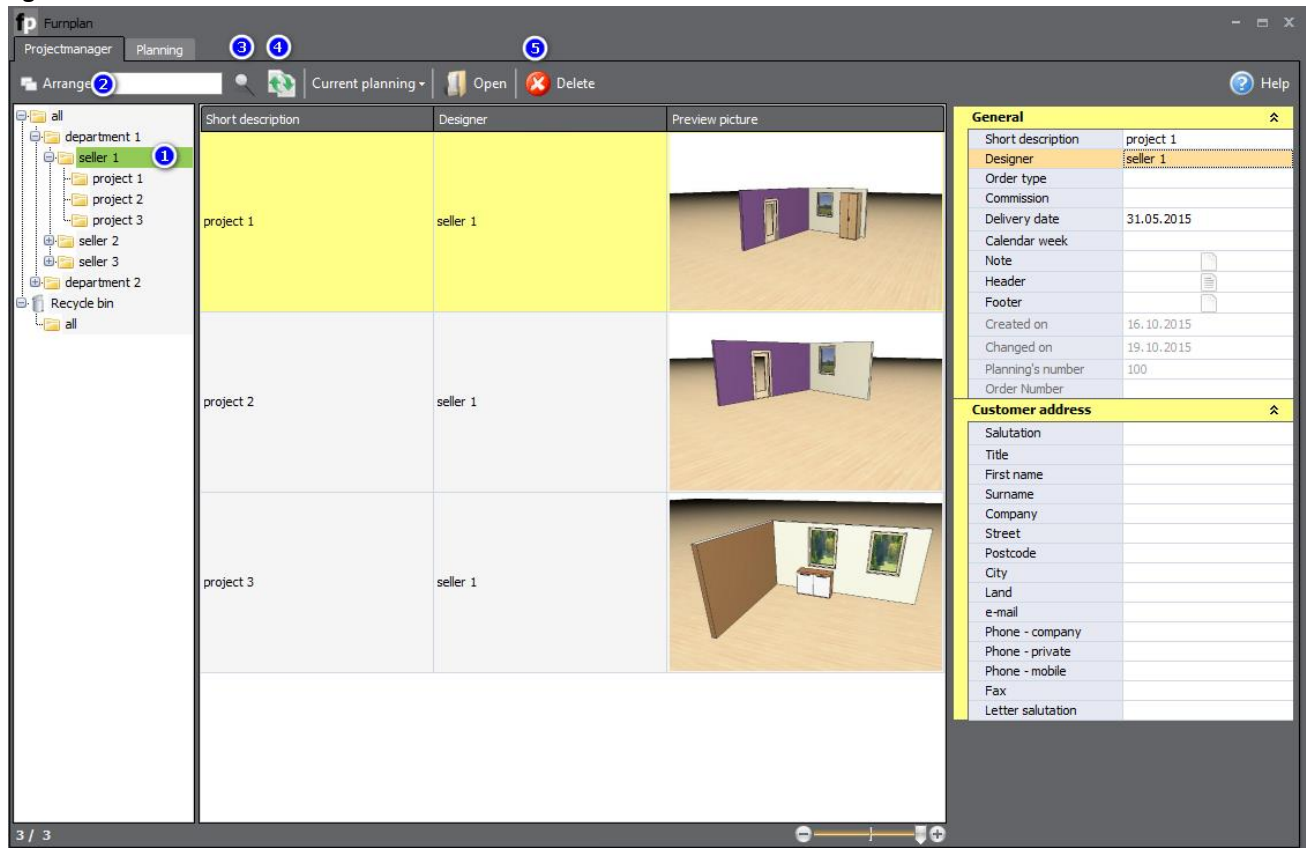
Note:

Every project imported can also be saved and managed in your Project Manager once opened.

2.2.7 Search for projects in the Project Manager

You can search for projects in the Project Manager. The search is always limited to the folder that is active on the left-hand side of the folder tree and its subdirectories (fig. 34). Enter your search term, e.g. the customer's name, in the text box (1) and now click on the magnifying glass (3). All the projects including the search term as text in the Project Manager are shown.

fig. 34



2.2.8 Sort projects in the Project Manager

If you would like to sort the projects in the Project Manager in a different order, you can filter them accordingly using sorting (4) (fig. 34).

2.2.9 Delete projects in the Project Manager

To delete a project from the Project Manager, mark the corresponding project and then click on Delete (5).

Note:

Please delete projects you no longer require from time to time. Besides making things more organised, this also means that the Project Manager does not have to load too much data at the same time, which can have a positive effect on its launching speed.

3 furnplan Order processing

3.1 Print project and order

In the print options (fig. 35) you can determine what is to be printed (also see section 1.3.3). If you activate the order command in the top toolbar, furnplan creates a PDF document. The default is:

Page 1 (+n): Order overview with address data, article overview, article numbers, prices, etc...

Page 2 (+n): A current 3D view of your project and its data

Page 3 (+n): The project in the form of a 2D sketch incl. the required sizes

Page 4 (+n): The 2D floorplan with sizes



Via the small "P" you can access the print options. In the menu on the right-hand side you can then manage the print options (fig. 35).

fig. 35

Print options

☒ **Article listing**

Article prices

☒ Show prices

☐ Show type numbers

☐ Hide prices

☐ ECO Mobilier France

☒ Print article numbers

☒ Print total price

☒ **Print views**

☒ Perspective as line drawing

☒ Perspective as coloured drawing

☒ Ground plan

☒ print cupboard sizes

☒ print true-to-scale

In this dialogue box you can select what is to be printed when the print command is carried out.

Some manufacturers use **MC numbers** (Multiple Choice) or Ident numbers, i.e. generated key numbers which prices are allocated to.

Since 01/05/2013 all furniture sold in or to France is subject to a "Duty of Utilisation" (Extended Responsibility of Manufacturer of Furniture and Furniture Elements). **ECO-Mobilier France** is such a recognised system.

Note:

The printing parameters set here are saved locally. If you register yourself as a different user in your operating system, the print settings may be different.

3.2 Send order to manufacturer / send projects

fig. 36

Back

Send planning
Send

Ask a question to the manufacturer
Send

Send order to manufacturer
manufacturer

furnplan Support Mail
Send

3.2.1 Send project

When you press this button, the default e-mail program installed on the PC is launched and a project and PDF file are automatically attached.

3.2.2 Send question to manufacturer

If the manufacturer provides this kind of support, the procedure is identical to online ordering, the difference being that no order-related data needs to be entered.

3.2.3 furnplan Support mail

In the case of planning problems or questions to technical support, again an e-mail including the project and the PDF file is prepared via your e-mail client. So enquiries can be processed quickly and efficiently.

fig. 37

Send order to manufacturer
manufacturer

Retailer
D+H Software GmbH

Retailer address
Rönacker 2
48619 Heek
Germany

Customer number

Sales person

Order number

Customer name

Requested delivery date YYYYMMDD or YYYYWW

Delivery address

Send order to manufacturer

3.2.4 Send order to manufacturer

After completing a project you can activate the order for the manufacturer directly from furnplan. To do so click on the @ symbol and then on "Send project to manufacturer" (fig. 36).

furnplan now requests the relevant parameters that are essential. Your key data is entered automatically.

When you press the order button, furnplan launches your default e-mail program on your PC and automatically attaches the project file as a *.dhp file as well as a PDF file to the mail. The relevant order parameters are also included.

Note:

This option may have to be set up administratively, depending on the manufacturer. In this case please get in touch with the corresponding manufacturer or supplier.

A default e-mail program must also be installed on the computer, which furnplan can access.

4 furnplan Room planning

4.1 Access room planning



Via the Room planning button you can access the Room planning dialogue box. Here you can enter and process all the parameters and elements belonging to the room (e.g. walls, windows, doors...).

Note:

furnplan is primarily a 3D furniture planning program. So you should always limit your projects to one room and not include whole floors/storeys or several rooms in one scene to guarantee correct evaluation of the units. Ceilings or floors cannot yet be illustrated with *furnplan*.

fig. 38

Ceiling height

After accessing Room planning you are first asked for the room height (fig. 38). You can enter this down to a centimetre or select one of the standard room heights (240cm or 250cm).

fig. 39

Next you see another selection menu from which you can select further options (fig. 39).

All the functions and buttons are described in detail on the following pages.

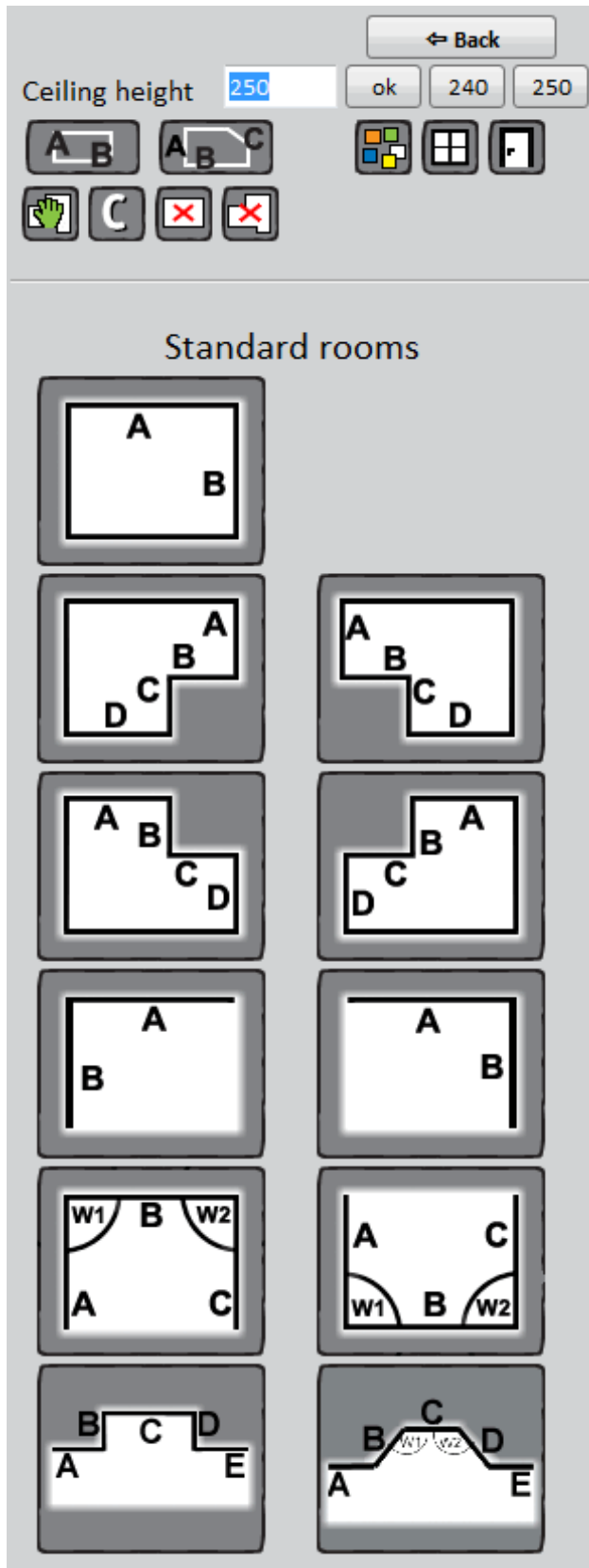
fig. 40



Toggle between **Standard rooms** (AB) and **individual room planning** (ABC). With the standard rooms you see a selection of rooms that you can adapt individually.

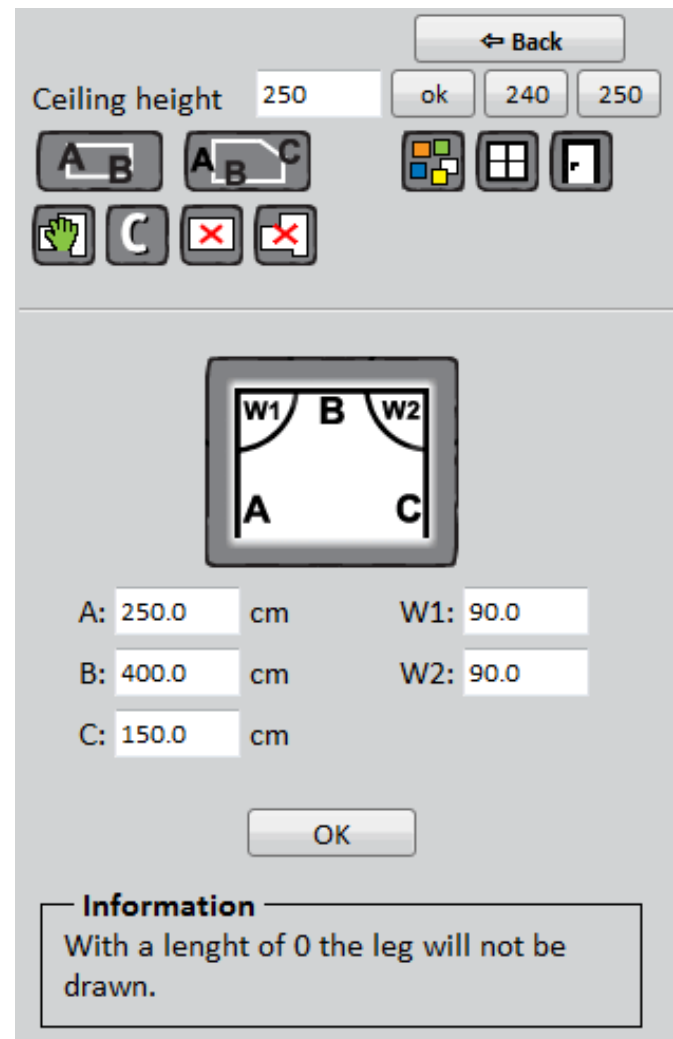
4.2 Standard rooms

fig. 41



In the bottom section of the dialogue box you can see predefined standard rooms (fig. 41). You can access the rooms by a click. You then access a new dialogue box, in which you can directly enter the lengths of the walls marked as A, B, C, D or E or even the angles in the room (**Fehler! erweisquelle konnte nicht gefunden werden.**).

fig. 45



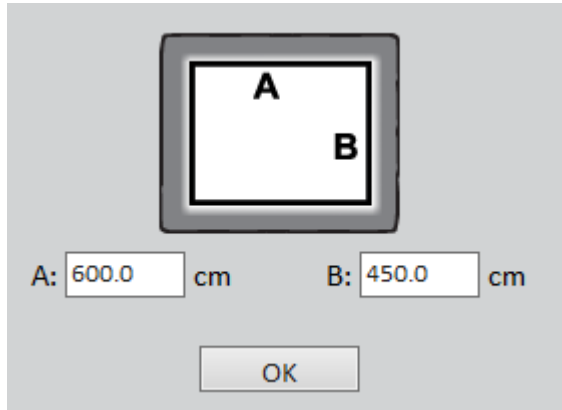
Note:

All the parameters can of course be altered later. To do so click on the wall to be altered with the right mouse button and select the parameters to be altered from the context menu.

A sloping ceiling can also be allocated to a wall here via its properties.

When selecting a standard room you see the option of creating a ceiling (fig. 45a).

fig. 45a



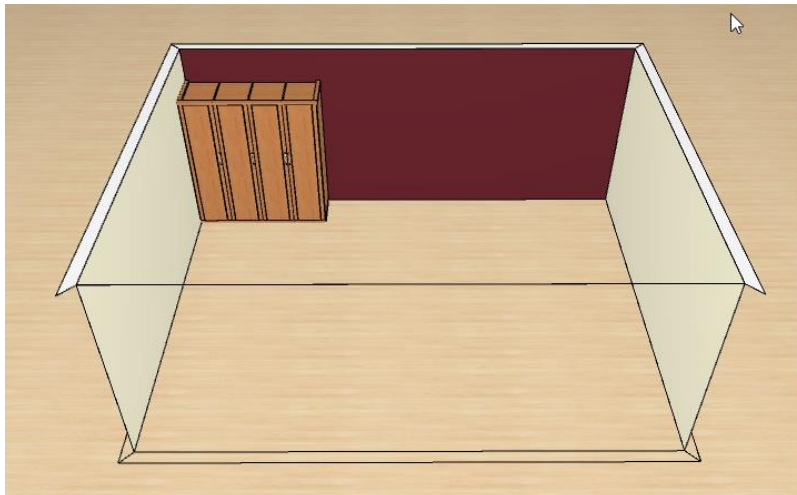
If you tick "Create ceiling", a room ceiling is generated for the standard room selected.

This ceiling is only visible when you are in the room with a camera and view the ceiling. To gain free view of the room, you do not see the ceiling when you view the room from above.

Note:

The ceiling function only applies to standard rooms. In individual rooms the ceiling function is not available, as too many parameters would have to be considered here.

fig. 45b



3D view of the planning scene from above. The ceiling is transparent to make all the objects in the room visible.

fig. 45c



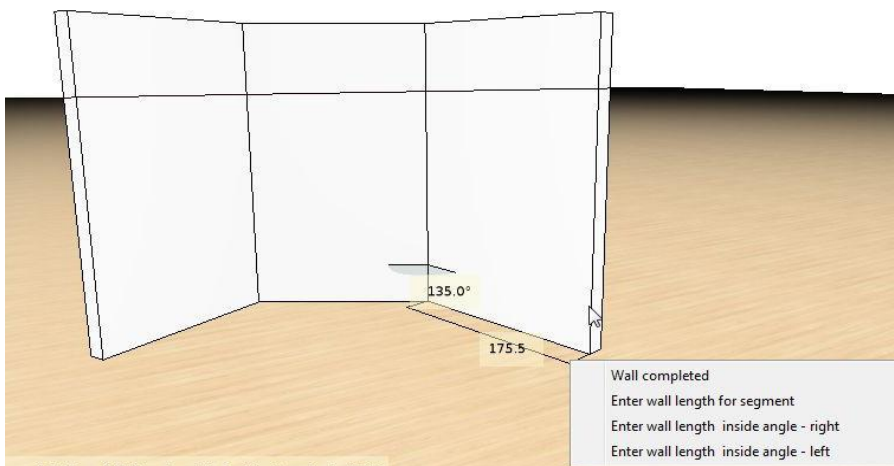
Altered direction of view into the room. Now the ceiling can be seen. The result is a realistic feeling for the room.

4.2.1 Individual room planning



After clicking on individual room planning, you can set the walls in the scene manually (fig. 42).

fig. 42



In the scene click on the starting point for the first wall and move the mouse in the direction the wall is to be constructed in.

The inside angle and the segment lengths of the wall are entered dynamically.

With every left click of the mouse the wall is fixed, with a right click you end wall planning.

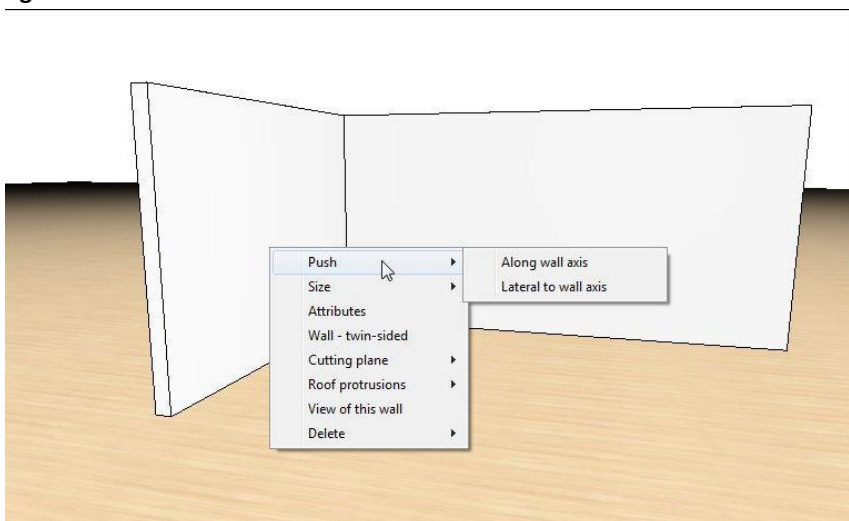
Alternatively, with a right click, you can also enter the wall length and the angle using the keyboard or even enter the length directly using the numbers block during dragging.

Note:

Always plan the walls clockwise. Then you can plan easily using the inside sizes and the walls are represented correctly in the views. When planning rooms freely and after clicking on the starting point of the wall, enter the size directly using the numbers block and press enter. furnplan automatically creates the required wall in the length stipulated.

4.2.2 Process wall or room – the context menu

fig. 43



Basically you can always alter an object in furnplan using the context menu.

This also applies to walls. So, for example, you can add a sloping ceiling to a wall via "Properties".

Click on a wall with the right mouse button and you see the corresponding context menu (fig. 43).

Overview of context functions:

- Move:** Via this option you can move a wall along its axis or transversely to it, i.e. at right angles.
- Dimension:** Here you can alter the height of the wall, its thickness and its length. With the length you determine via left or right, which side of the wall is to be extended.
- Properties:** Via Properties on the right-hand side you can allocate a sloping ceiling to a wall (fig. 44). In the green shaded boxes you can enter the data for the slope. The other data is adapted dynamically by furnplan for you.

fig. 44

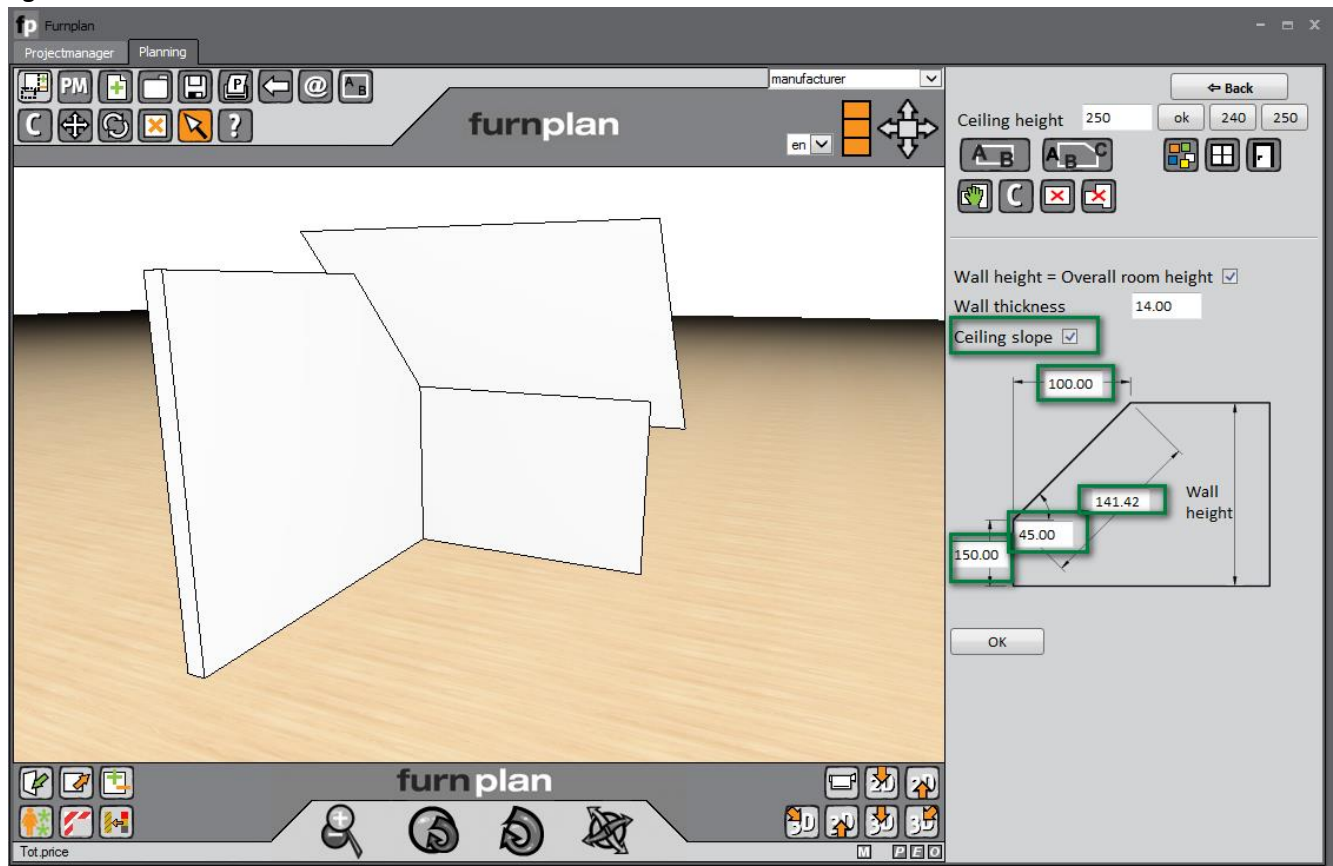
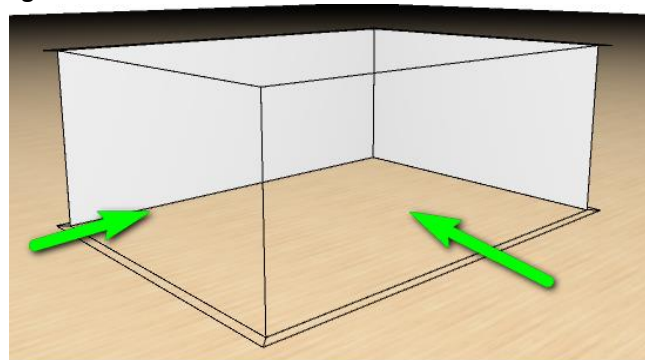


fig. 45



Wall two-sided:

If you have created walls and rooms in furnplan, the walls are represented transparently in one direction (green arrows fig. 45) to create realistic 3D views of the room from different perspectives.

To represent the wall without this transparency, click on this point. The walls are then shown solid from both perspectives.

Cross-section:

If you have planned units and/or other objects at two opposite walls, they might be obstructive in a view, since a wall but not a furniture unit or an object can be represented transparently at one side. This is what the cross-section is for. The room is cut from a particular perspective so that a free view of a wall is possible (fig.50, fig. 51). You can also state the depth of the room cross-section.

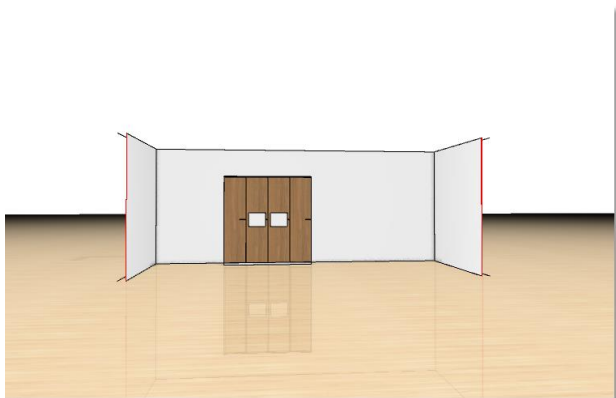


fig. 46



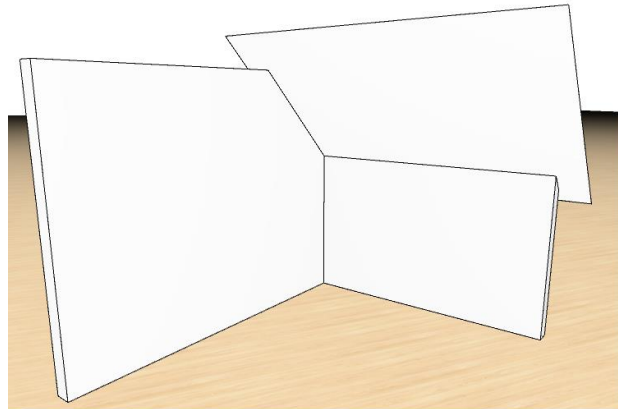
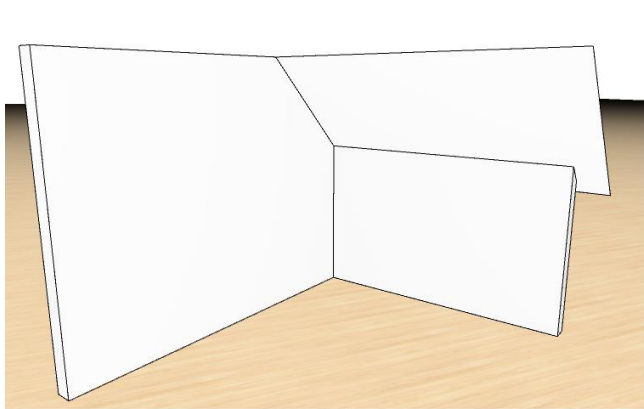
fig. 47

Protruding ceilings:

If you have planned a sloping ceiling, protrusions are created automatically. This is to ensure automatic sloping of furniture units under a sloping ceiling is calculated accurately. For visual reasons, you might however like to remove the protruding ceilings. You see all the options under this menu item. Under the sub-item "Half ceiling profile width" you can shorten the sloping ceiling, e.g. according to the wall height (fig. 52, fig. 53).

fig. 48

fig. 53



View of this wall:

The camera approaches the wall automatically so that you see an optimal front view of the relevant walls.

Delete:

Here you delete one or all of the walls selectively.

4.3 All the buttons in detail



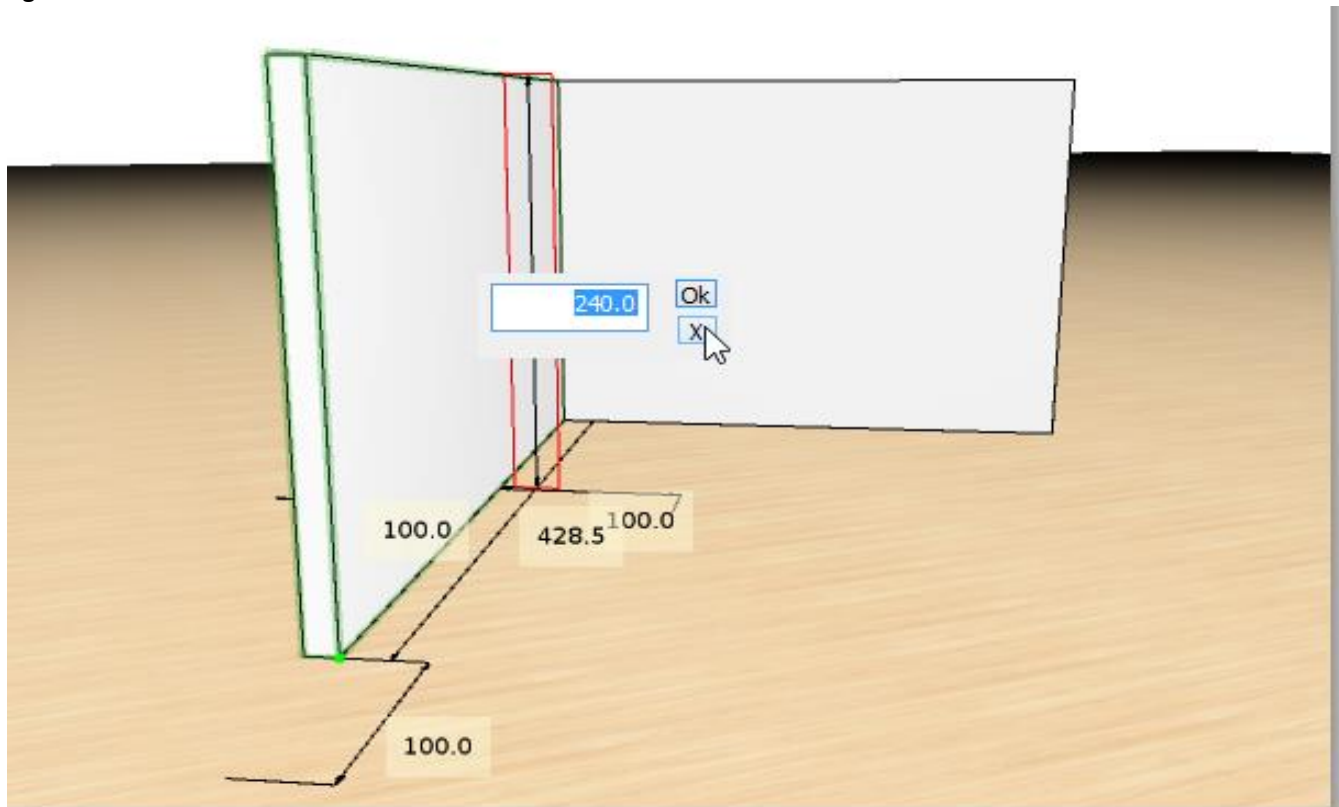
Process room

If several walls are to be processed in a room at the same time, this button shows the wall heights and lengths of all the walls in the room. A click on the size chain opens a small window in which a new size can be entered (fig.).

The sizes are hidden again by clicking on "Normal mode" in the top toolbar.

The position of one or more walls can be altered with this function. The surface of a wall can be grabbed with the mouse button held down (like with wardrobes) and moved anywhere in the room. If a wall is marked (green frame) its position with regard to the other walls is shown in the form of several distances.

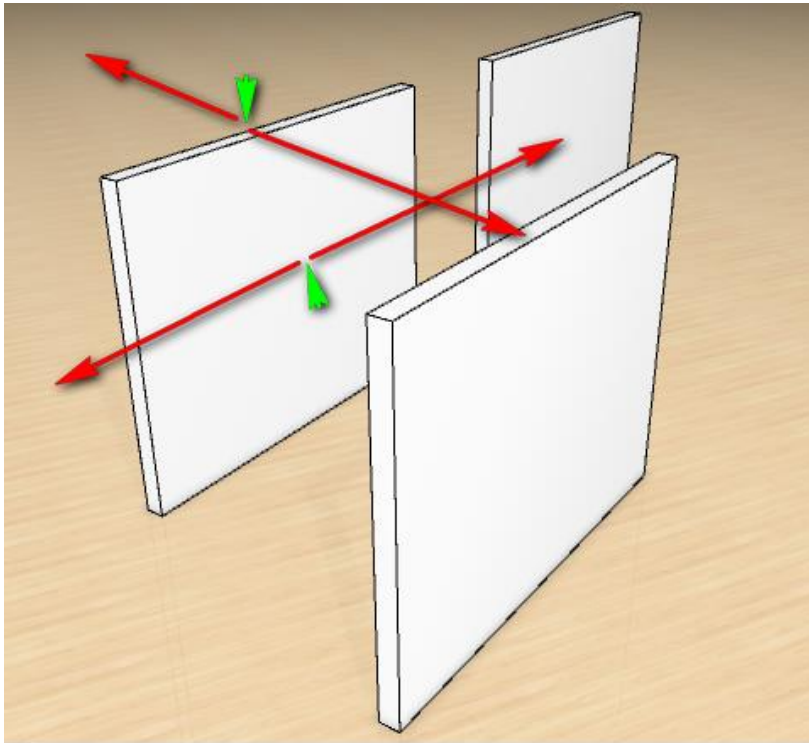
fig. 54





Copy a wall

fig. 55



If you require a wall several times, you can simply copy it.

After clicking on this button you can grab the marked wall with the left mouse button on the wall and clone it by moving it out of the wall. Click on it optionally from above, then backwards or forwards – or alternatively from the front, and a clone of the wall can be moved out to the left or right (the green arrows in fig. represent the cursor).



Delete wall

A wall is selectively deleted by clicking on this button and then on a wall in the room.



Delete room

You delete the entire room by clicking on this button.

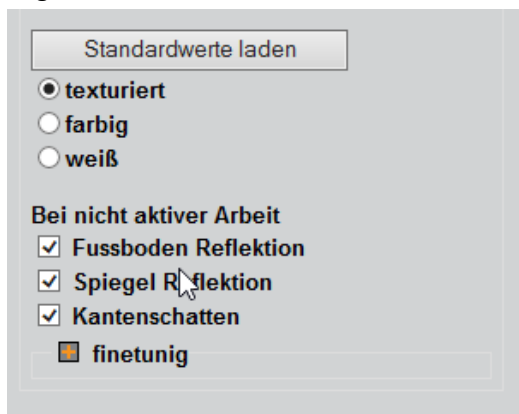


Reflection contrast

If you have switched on mirror and floor reflection, you can adapt the reflection intensity here so that you can set floor reflections to a natural level depending on the texture used.



fig. 56



Note:

By clicking on the camera symbol you can activate the reflections for the floor and mirrors (fig.).

Please only ever select the option "For non-active work", otherwise you cause continuous graphics calculations which can slow down your PC system considerably!

4.4 Design with colours, windows and doors

4.4.1 Plan doors



Doors

If the room is to be fitted with doors, the submenu with various door versions and panels is shown by clicking on the "Plan doors" button. (fig. 49).

All the parameters necessary for planning a door are set by entering the door width and height and details of inside or outside hinges, left or right.

Then simply click on the required door and move over the respective wall with the mouse. Click the left mouse button to place the door.

fig. 49

The dialog box contains the following elements:

- Two icons at the top left: a green hand cursor and a red 'X' over a door icon.
- Input fields for "Door width:" (98.00) and "Door height:" (206.00).
- A list of radio buttons for hinge types:
 - ☒ Outside hinge left
 - ☐ Inside hinge left
 - ☐ Outside hinge right
 - ☐ Inside hinge right
 - ☐ Sliding door Left
 - ☐ Sliding door Right
- A section titled "Outside hinge left" containing seven icons of different door styles (solid, paneled, and multi-paned).



Process door

If the sizes or position of an already planned door are to be altered, click on the "Process door" button and then on the respective door.

All the measurements determining the size and position of the door are shown. To alter a measurement, simply click on the respective size chain. A small window opens in which the new size can be entered. All the other sizes are recalculated in real time and adapted automatically.



Delete door

If an already planned door is to be deleted, click on the "Delete door" button and then on the respective door in the project.

4.4.2 Plan windows



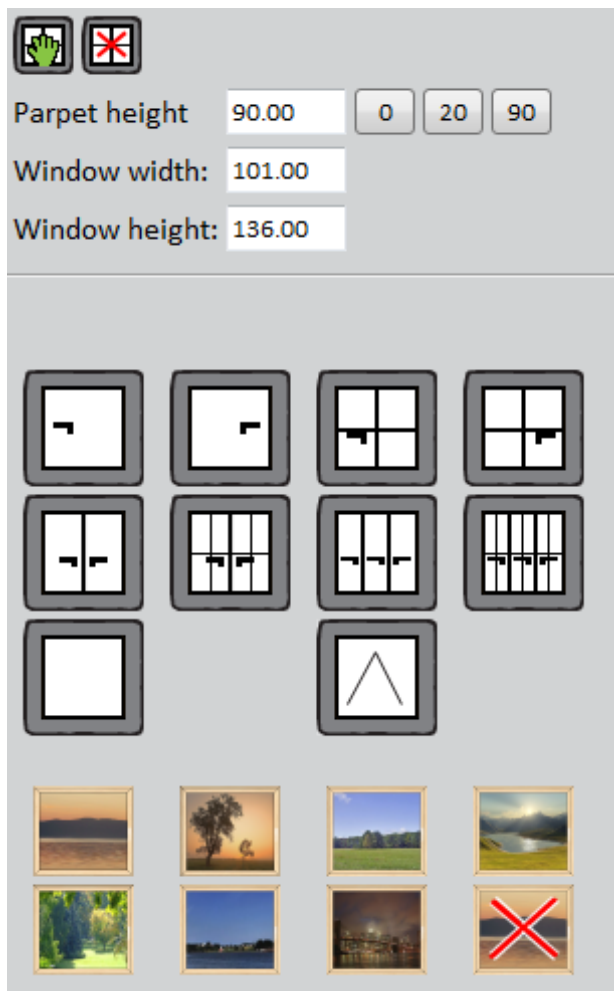
Plan windows

If the room is to be fitted with windows, the submenu with various windows is shown by clicking on the "Plan windows" button (fig. 50).

All the parameters necessary for planning a window are set by entering the window width and the window and window cill height.

Then click on one of the window examples and move the mouse over a wall. Click the left mouse button to place a window.

fig. 50



Process window

If the sizes or position of an already planned window are to be altered, click on the "Process window" button and then on the respective window.

All the measurements determining the size and position of the window are shown.

To alter a measurement, simply click on the respective size chain. A small window opens in which the new size can be entered. All the other sizes are recalculated in real time and adapted automatically.



Delete window

If an already planned window is to be deleted, click on the "Delete window" button and then on the respective window in the project.

If you have selected a window with a glass panel, you can allocate a background to the panel. This provides you or your customer with a more realistic impression of the real life situation. You can remove the backgrounds again using the background picture with the red X.

Note:

For windows going down to the floor, e.g. patio or balcony doors, set the window cill height to 0. You can also add a background to a glass panel.

4.4.3 Alter colours and textures of walls, floors, doors and win



Alter colours and textures

fig. 51

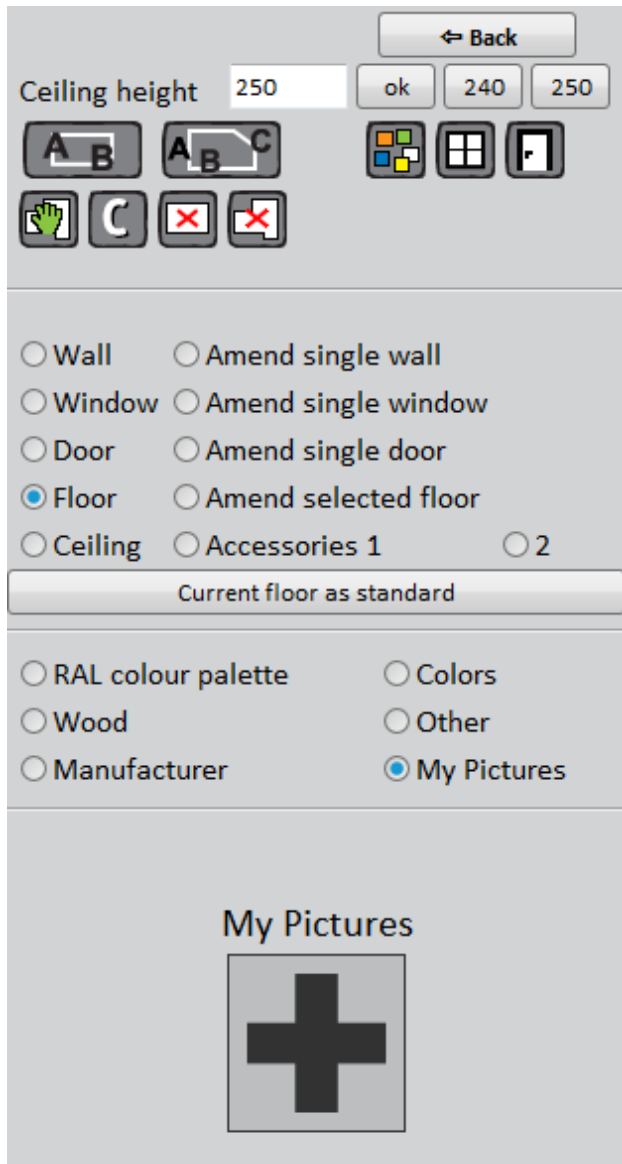
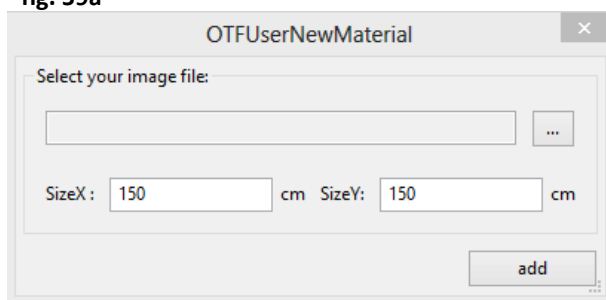


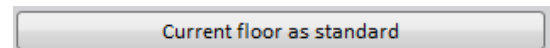
fig. 59a



If you click on this button a submenu opens (fig. 51).

In this submenu you can allocate, generally or selectively, colours and/or other textures to the floors, walls, etc.

Via the



button you can individualise your planning scene. furnplan then always launches with this floor as the default.

RAL colour chart:

Here you can select from the RAL colour chart. The RAL names and numbers are shown to you by moving the mouse over the colour boxes.

Wood:

You see different wood textures for the floors via the "Wood" selection.

Manufacturers:

This selection is for textures for walls and flooring from certain popular manufacturers.

Colours:

If you click on the "Colours" option box, you can define your own colours.

Others:

You will find various other types of walls and flooring using "Others".

Own pictures:

If you select the "Own pictures" item, a selection window opens in which you can select the path to a picture by clicking on "...". You can also stipulate the size of the picture. The pictures remain stored in the furnplan database. How to delete your own pictures is described in the administration section.

5 furnplan support and contact



In case of technical problems please contact the furnplan team via furnplan support.

In case of planning problems with manufacturers' furniture ranges, generally always contact the manufacturer's own hotline.

The manufacturers' hotline numbers and those of furnplan can be found using the question mark in the top toolbar.

Besides the installed and currently available furnplan version, you will also find the respective manufacturer's status dates in the overview ().

5.1 Support contact for planning problems

Below the version data you will find your licence number = customer number, the telephone number of the basic hotline and the manufacturers' hotline numbers in case of planning problems (telephone charges apply).

fig. 52

Licence holder		—
12345 example		
Base hotline		—
Hotline for furniture planning		—
manufacturer 1	+44 12345 678910	
manufacturer 2	+44 12345 678910	
manufacturer 3	+44 12345 678910	
manufacturer 4	+44 12345 678910	

Note:

In the case of a support enquiry by e-mail, please always attach the project file (*.dht). To do so, proceed as described in **section 3.23**.

fig.60

Online help		—
		Remote Support Support-Website
Version - furnplan Handel - DE		+
Licence holder		+
Base hotline		+
Hotline for furniture planning		+
		—
3S-Frankenmöbel	2015.1.0	
Anrei	2015.9.106	
Arte-M	2015.10.0	
Atlas	2015.9.0	
Decker	2015.10.1164	
Domina Möbel	2015.10.1	
elfa	2015.10.132	
Geha	2015.8.0	
Glafo	2015.10.0	
GWINNER	2015.10.969	
Hartmann	2015.8.885	
Hattendorf	2015.6.0	
hülsta	2015.10.0	
hülsta UK	2015.8.47	
In-Ipso	2015.10.495	
InCasa	2015.10.1323	
Inova	2014.7.0	
IRO	2015.9.1	
Kettnaker	2015.10.1034	
Kriener	2015.10.126	
Loddenkemper	2015.10.3	
manufacturer	2015.10.0	
Musterring	2015.10.0	
Nolte Delbrück	2015.10.1297	
Nolte Germersheim	2015.10.2885	
now! by hülsta	2015.10.0	
Paschen	2015.10.0	
Priess	2015.10.255	
Rauch	2015.10.946	
RMW	2015.10.0	
Schröder	2015.10.529	
Silenia	2015.10.467	
Spectral	2015.10.0	
Staud	2015.10.453	
Stralsunder	2015.10.244	
Sudbrock	2015.10.0	
TEAM7	2015.10.1	
Thielemeyer	2015.10.243	
Trüggelmann	2015.10.325	
Venjakob	2015.10.400	
Wehrsdorfer	2015.9.0	
Wiemann	2015.10.0	
Wimmer	2015.10.192	
witnova	2014.12.0	
WK Wohnen	2015.9.0	
Wöstmann	2015.10.1630	

5.2 Support contact for technical problems

From the furnplan team you will receive free telephone support (only standard telephone charges apply). The hotline is available to you for technical problems, enquiries about installation and administration. This is where you can contact the furnplan team:

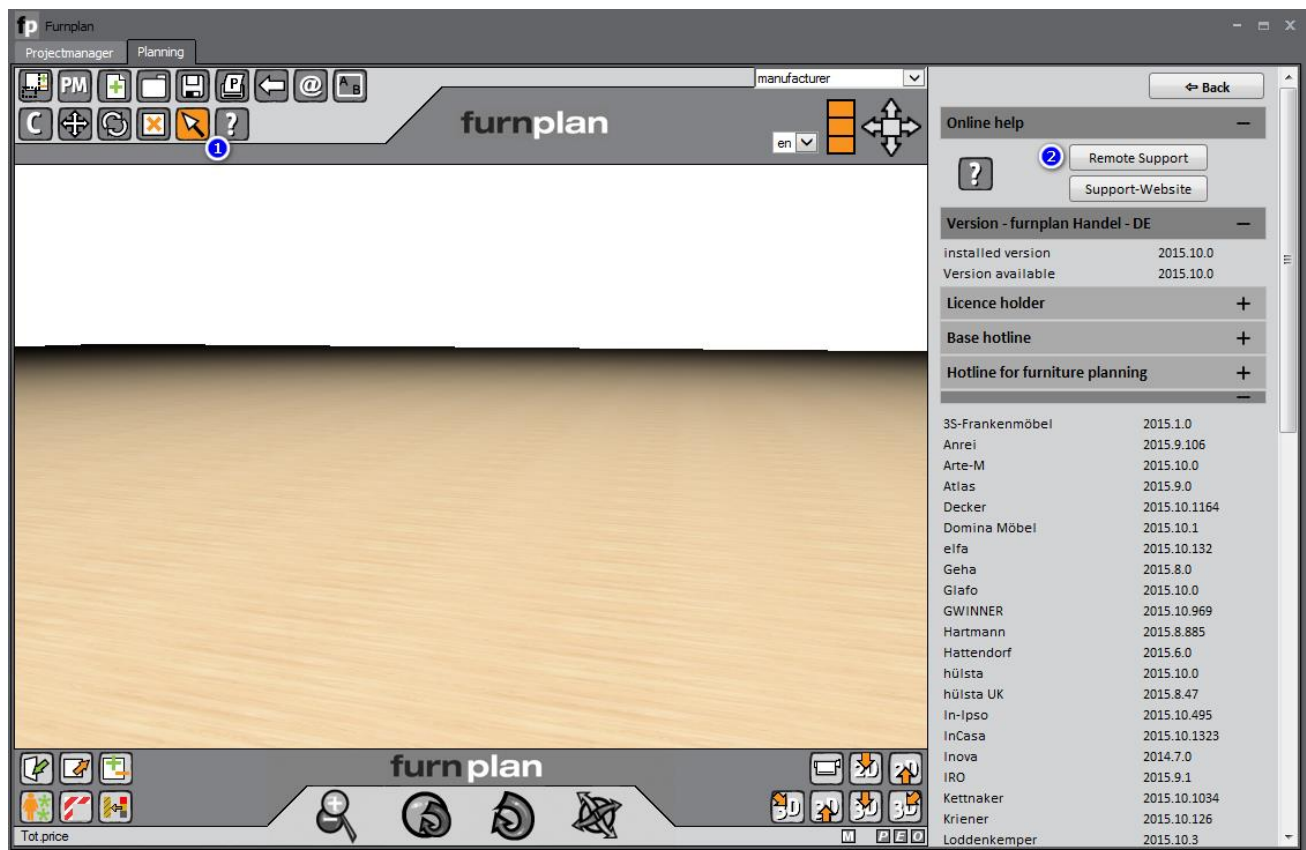
Telephone: +49 (0) 2568 9320 - 40
by e-mail: support@furnplan.de
Mondays – Fridays from 9 a.m. to 5 p.m.*
*except on bank holidays in NRW, Germany

5.3 Remote maintenance / remote support

In order to help you efficiently and quickly, our support colleagues can access your system via remote maintenance with the TeamViewer®. There are several ways of starting a TeamViewer session.

5.3.1 Start remote maintenance directly from furnplan

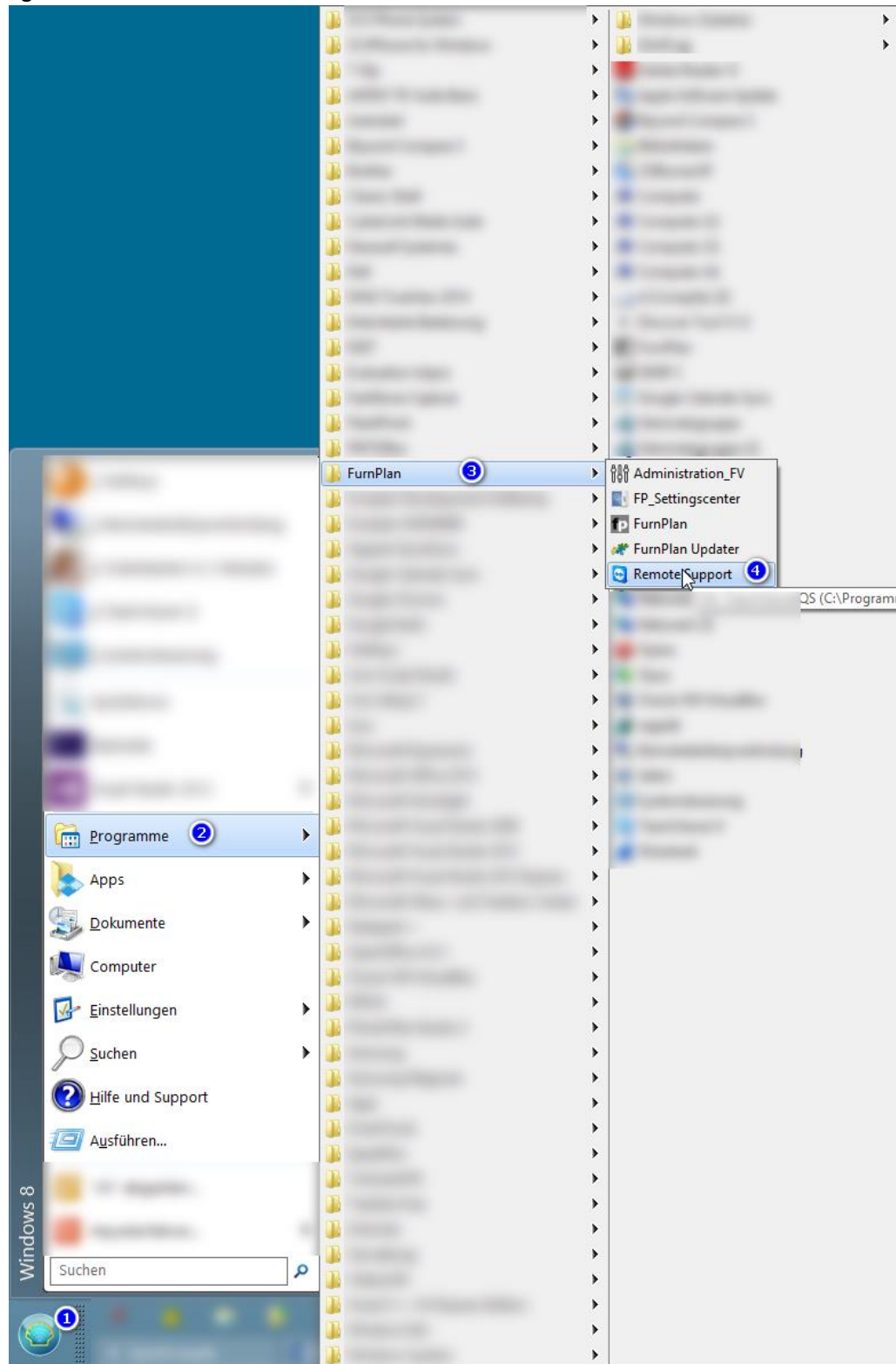
Furnplan has been launched, you click on the question mark (1) and then on the "Remote Support" button (2) (fig. 53)
fig. 53



5.3.2 Start remote maintenance via the Windows start menu

Start (1) → (all) Programs (2) → Furnplan (3) → Remote Support (4) (fig. 54).

fig. 54



5.3.3 Start remote maintenance via the Internet

Copy the following URL into your internet browser: <http://www.dh-software.de/downloads/TeamViewerQS.exe>

Alternatively enter: www.furnplan.de in your browser and click on "TeamViewer" (fig. 55).

fig. 55



Note:

- Your PC **must** be connected to the internet
- No proxy or firewall should block the connection to the TeamViewer
- You might have to confirm executing the program = allow
- Please launch the **TeamViewer with administrative rights** (right mouse button "Execute as administrator")
- Once the Teamviewer has launched, please give our colleague on the support hotline your **ID and the password** (it can take a few seconds before the ID and password are shown to you)

5.4 Company details / Address

D+H Software GmbH
Rönacker 2
48619 Heek-Nienborg
Telephone: +49 (0) 2568 – 9320 – 0
Fax: +49 (0) 2568 – 9320 – 20
URL: www.furnplan.de
e-mail: info@furnplan.de

We wish you every success and lots of fun planning with furnplan!

Your furnplan team

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