

Manual

Program version 9.7



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1 Introduction / program overview

ambiente® is a software system for sales support and streamlining business processes in the interior decoration sector.

ANOVA has developed software systems for the interior decoration branch since 1994. The experience derived from this, together with the many suggestions and tips from users, led ultimately to the ambiente®, currently available in the latest program version.

This manual will support you while taking your first steps with ambiente®.
For any more questions, feel free to contact us for advice:

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We wish you lots of success while working with ambiente®!

ambiente® is constructed strictly modular, it has two main pillars - **interior design** and **functions**.

Starting from typical room situations with **interior design/room design** you have the possibility to design walls, ceilings and floors and to decorate windows however you wish with curtains, side decorations, valances and sun protection items.

ambiente® includes more than 200 basic models of curtains, decorations, sun protection items and accessories are available, from which a suitable selection is provided for each specific window configuration.

You will find all basic decoration models, that are included in ambiente®, in our model catalogue in the appendix of this manual.

Of course, there is the option of colouring curtains, side decorations, valances and sun protection elements or covering them with real material designs and patterns. Fine details, such as separate colouring of tie-backs, trimmings, borders, loops, linings, multiple swags and others are supported by the ambiente® program. You can even individually select the type and colour of window frames.

Thus each window can be decorated with curtains, side decorations, valances and sun protection elements in any way you wish. Of course you can remove and replace particular decoration elements with others. Ultimately, a window decoration is created according to your client's wishes. This decoration can be printed, stored or fed into a calculation.

If you are switching from window decoration to wall covering or floor decoration, the actual room situation is presented at a viewing angle displaying a larger surface of wall, ceiling or floor. The window recedes somewhat into the background. If you are switching back to window decoration, the window returns into the focus. This function is enabled by 3D modelling of the room situations.

With **image design** a second interior design function has been added to the **STARTpackage** of ambiente®, that provides further options for a competent and high quality level interior design advice via computer screen. Based on a completely different visualization concept the **image design** enables the decoration of photography images of complex room set-ups or just single interior objects. ambiente® contains a collection of approx. 100 special prepared, so called basic images, that represent room situations of various life and object environments as well as single interior objects, such as upholstery furniture or just simply window sets. With this basic image selection a wide range of often returning customer advisory situations can be covered.

The decoration objects, that are content of the basic images, such as curtains, side decorations and valances, sun protection items, walls, floor and upholstery furniture can be designed with colours or real material patterns.

Because of the two-dimensional display technology the **image design** can not reach the high level of individuality and flexibility of the **room design**, but it provides decoration drafts of excellent photo-quality on the screen and in print better than room design can do.

Of course, all design drafts, from **room design** or **image design** can be fed into a calculation.

Many interior decorators have been demanding a true-to-scale room representing system including window decoration for a long time. According to this demand we have integrated such a system module, which can be called up via **interior design/sketch**. It supports the true-to-scale draft of the real room and window set-up exactly to the measure of 1cm, respectively to rebuild the architecture on the computer screen. Walls and the floor can be coloured simply with system colours or real material designs. Likewise the elements of the desired window decoration can be designed in sketch mode, but true-to-scale and with high flexibility regarding to the variation of the cutting model and the assembling.

The **3D Planning Module** contains 3D **window decoration**, 3D **floor**, 3D **wall** and 3D **interior**. These modules can be purchased separately and added to the **STARTpackage**.

From extensive discussions with users of our branch software we have gathered that the pretty pictures, which can easily be created with the **interior design** modules of the **STARTpackage** are indispensable for supporting customer's ideas and competent consultation. But the real rationalising effects arise out of the subsequent processes. Therefore the **functions** menu is the second main pillar of ambiente®. Via **functions** you get access to all further program functions that are substantial for carrying out all corresponding business processes. Here you can administrate customers data, vouchers, manufacturers, suppliers and article data, carry out a price calculation for the decoration proposals, created in **interior design**, calculate material consumption, manufacturing and assembling costs or print out orders, commissions and invoices. **functions** provides several features that can help to form the working process more effective, such as pre-settings of constants and options that support the calculation processes, statistics, data exchange and a lot more.

The **Curtain Cutting Module** (accessible in the **functions** menu) offers you true-to-scale cutting patterns with accompanying sewing tips for a whole range of common, more complicated curtain and decoration models. The models, supported by the curtain cutting module of ambiente® are listed in the respective model catalogue section in the appendix of this manual.

The **Curtain Cutting Module** is a supplementary module, that can be purchased in addition to the **STARTpackage**.

As well as the main pillars **interior design** and **functions**, briefly outlined in this introduction, **presentation** also appears on the main screen. This program function stands for the display of an automatic playing **image gallery** (dia-show) of design drafts, that can be stored in a kind of picture shots to the gallery directory from any design part of ambiente®. You can use this dia show as a program based screensaver.

ambiente® provides several output options.

from all design parts:

- big size image prints of decoration drafts, from the 3D Window Module together with a detailed measurement list

from the calculation:

- prints of cost estimations, commission orders, invoices, manufacturing orders and sewing labels
- electronic data transfer to other EDP systems
(in general via existing standard interface, because of the variety of specific EDP systems individual adoption by ANOVA possible, individual system connections from ambiente® to IBM AS400, SAP and other systems are already proven)

from the curtain cutting module:

- prints of true-to-scale cutting patterns and manufacturing instructions
- export of cutting patterns in kind of vector data format (DXF file) to feed machine drivers software with, e.g. automatic knife or laser cutting machines (only with a special industrial ambiente® DXF version available, refer chapter 28.1)

Furthermore ambiente® realizes an interoperation of all program modules and functions by data exchange that makes the work with the software extraordinary comfortable.

ambiente® is provided delivered with a **copy protection**. After Installation and first start up of the program, you initially only have access to a demo version. To switch on all the functions, you will receive a registration code from us after the license fee is raised. You will find more details in the corresponding section 2.3.

2 System requirements and installation

2.1 System requirements and screen settings

2.1.1 General system requirements

For ambiente® you need a powerful computer with Windows 2000 SP4, Windows 7, 8 or 10 is required.

Minimum hardware configuration for ambiente®:

- * processor: Pentium or equivalent
- * RAM: min 512 MB (Win2000 SP4); > otherwise min 1 GB
- * DVD- drive: for installation (or download)
- * USB - Interface for program version with dongle (see 2.3)
- * HDD capacity available: approx. 1 GB for installation, further 1 GB for collection data and virtual active memory
- * Graphics: 1024x768 pixels at 16.7 million colours, small system font
- * Windows compatible mouse or trackball
- * USB port for program version with dongle (copy protection)

The minimum hardware configuration supports the correctly function of the program, for an acceptable program performance, we recommend:

- * Processor: Pentium III or equivalent,
- * Main Memory: 2 GB and more
- * CD-/DVD- drive: for installation (or download)
- * USB interface for program version with dongle (see 2.3)
- * HDD capacity available: 2.0 GB and more
- * Graphics: 1024x768 pixels, 16.7 million colours (32bit), OpenGL support, small system font, recommended: NVIDIA
- * Windows-compatible mouse or trackball
- * USB port for program version with dongle (copy protection)

2.1.2 Screen resolution and colour depth

For the display of curtains and decorations to be as realistic as possible, ambiente® requires at least 32k colours at a screen resolutions of 1024x768 pixel.

If you got an error message that you have the wrong screen resolution or number of colours while ambiente® is starting up, or if you wish to alter them for other reasons, the following action can be taken:

- Open control panel on the taskbar via **Start/Settings /Control Panel**.
- Double click on the **Display** symbol and then on **Settings** to see current settings. Or go to your desktop, click the right mouse button and select **Settings** from the appearing menu. A dialogue display similar to that in fig. 2-1 appears on the screen.
- Now, make the desired changes in the colours and screen size panels.

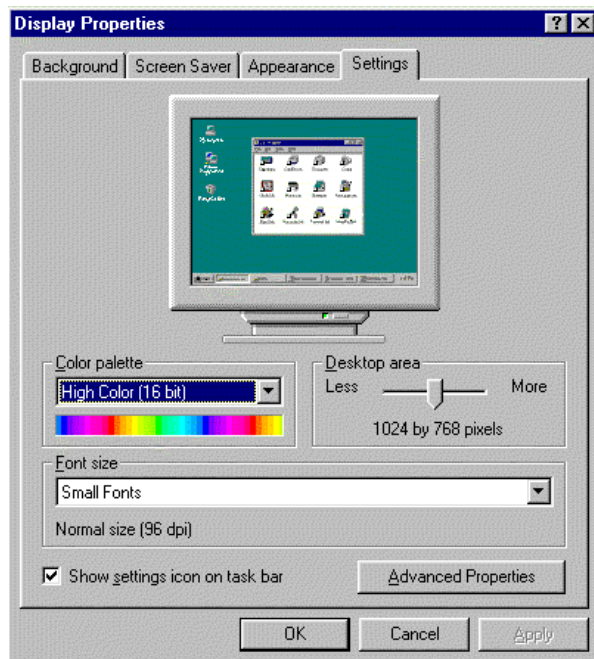


fig. 2-1 Control panel for screen resolution and colour depth

From Windows 7 or higher it is possible to enlarge the display in the windows settings. This also affects the display of ambiente®.

If ambiente® doesn't run because the screen resolution is too small, please change the enlargement factor to 125% or 100%, so that at least 1024 x 768 pixels are provided for ambiente®.

2.2 Installation

ADVICE:

The installation on operating systems with user and user rights administration should be executed on user accounts with unrestricted system administration rights. The reading and executing rights for the ambiente® program folder (standard: "C:\Program Files\ANOVA\ambiente") have to be set for all accounts of users, who will work with the ambiente® software.

For the data directory (which is asked for during the installation) all users need reading and writing rights. The database and all relevant customer and article data are located here.

When the according rights are set, then the program- and data-directory can be the same.

Furthermore all ambiente® users should have rights for setting ambiente® registry entries where the software constants and presets will be stored.

2.2.1 Installation from DVD

In the delivered ambiente® package a DVD is inclosed.

- Insert the ambiente® DVD in the DVD drive and click via the taskbar on **Start/Run**.
- If the drive doesn't support autorun, the input dialogue shown in fig. 2-2 appears.
- Type D:\setup in the input panel. If your DVD has a different designation than D:, use this instead of D: (e.g. E:\setup).
- Confirm with OK.
- Then follow the instructions, given by the installation program.



fig. 2-2 call for setup

ATTENTION!!!

During the installation you will be asked to confirm the software license and service conditions for ambiente®.

The software license and service conditions are a substantial part of the user contract. You can always refer to these conditions in the appendix of this manual, at our web-site or you can even order a copy directly at ANOVA.

Only by acceptance of the software license and service conditions the program installation will be continued. If you don't accept, the installation will be aborted.

Next installation steps:

- First, choose your language for the installation. This language will also be assumed for ambiente® at the first start.
- If you are updating ambiente®, the correct parameters for the installation will be set automatically and you only have to commit (by clicking "**next**").
- If ambiente® will be installed for the first time, please mind the following notes:
Usually ambiente® is delivered with a hardware-key (dongle). This is also the default setting in the installation. If you use ambiente® with a software-key (activation code), please check the "version without hardware-key" during the installation.

ambiente® provides two directories for the installation:

- It is recommended to take the default path “C:\ProgramFiles\ANOVA\ambiente” for the **programm directory**. If the proposed drive doesn’t hold enough free disk space (about 800MB is needed), then you may of course choose another saving space.
- Furthermore there is the **data directory**. Here all the files (including the database) are put which are generated by the program. The image files need much disk space, therefore a minumum space of 1GB should be available.
- It is also possible to assign the same path to the program and data directory. ambiente® will then only use this directory to save all data. This makes you easy to always locate the program installation or particular files.

ADVICE:

The installation wizard automatically creates the directories and copies all necessary data and setup information into the Windows registry. These entries should not be removed or altered.

After the transfer of the ambiente® program files the installation wizard will ask for your permission to install of the **Adobe Acrobat Reader**. This software is not an ambiente® software component, but it is used for displaying the ambiente® user manual. You will not be asked to install it, if you already have an Adobe Acrobat Reader installation on your computer.

Last installation steps:

- Confirm the successfull installation with **OK**
- Plug the dongle (from the ambiente® package) in your USB-interface. The dongle is installed correctly when the LED on the dongle is flashing.

Now you can start ambiente® via **Start/Programs/ambiente**.

Information on the differences between the demo and full versions are given in the following section 2.3.

2.2.2 ambiente® program start

Start ambiente® by click on the ambiente® symbol at the Windows start menu (via task bar) **Start/Programs/ambiente** (fig. 2-3).

In the start menu of ambiente® you will find some more entries that give access among others to the user **manual**, that can be started in parallel to the ambiente® application.

TIP:

You can easily switch between ambiente® and the manual via the task bar or key combination (short cut) **<Alt> + <Tab>**.

The external **material guide** document will be displayed by a standard Internet-Browser.

Compression of database is a service tool, that should be used frequently from time to time to reorganize the ambiente® database after the generation of many new data sets (article import, customer data, vouchers, etc.) during a long term. For more details, please refer chapter 26.1.

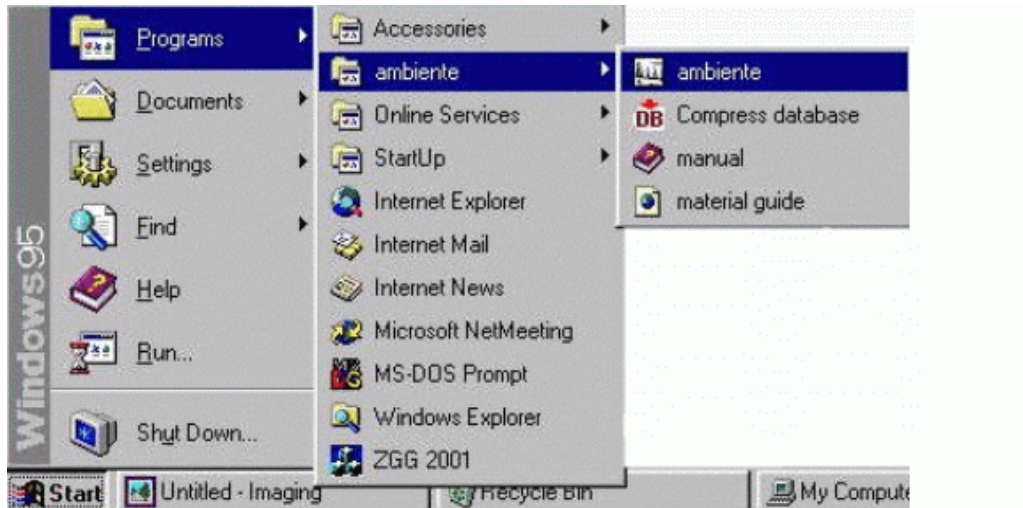


fig. 2-3 program start via task bar and start menu

For a quick start of the ambiente[®] program you can put a program icon onto the desktop:

- Perform a right mouse click at an empty space of your desktop and select **new/link** in the menu.
- In the following dialogue you enter or select the destination path to the *ambiente.exe* program file.
- Regularly you will find it at '*C:/Program Files/ANOVA/ambiente*', if your installation hard disk drive is '*C:/*' and you did not modify the standard installation directory.
- Mark the executable program file **ambiente.exe** by a single left mouse click and confirm twice by **OK**.
- Now you should have your ambiente[®] program icon at your desktop and you can start the software by just a double click on this icon without any further circumstances.

You can also configure your system to start the ambiente[®] program automatically after start-up of your computer. Therefore you need to allocate a program link at the start menu autostart folder.

Go via the task bar and click right at **Start/Programs/Autostart**, then select **Open**. In the following dialogue select **File/New/Link** and continue linking the ambiente[®] program file according to allocate an icon. With the next computer start-up ambiente[®] will be started automatically.

2.2.3 ambiente[®] program exit

Click on **functions/close program** or hit the key combination (short cut) **<Alt>+<F4>** at your keyboard, and confirm the following dialog with **Yes**.

2.3 Demo and fully operable version

After installation and first program start ambiente® works in demo mode at first.

Please be aware, that the USB-dongle has to be plugged in when you have the hardware-key version of the program installed.

The functional frame of the DEMO version is limited to support no other than demonstrational purposes, but it gives access to all essential program parts and contents to look at and for trial work. In this DEMO version some menu entries and buttons are deactivated, but their function can be empathized by reference functions or by documentation in this user manual.

With the dialogue in fig. 2-4 you can start the demo mode or you can activate the fully operable program version if you have purchased a user license.

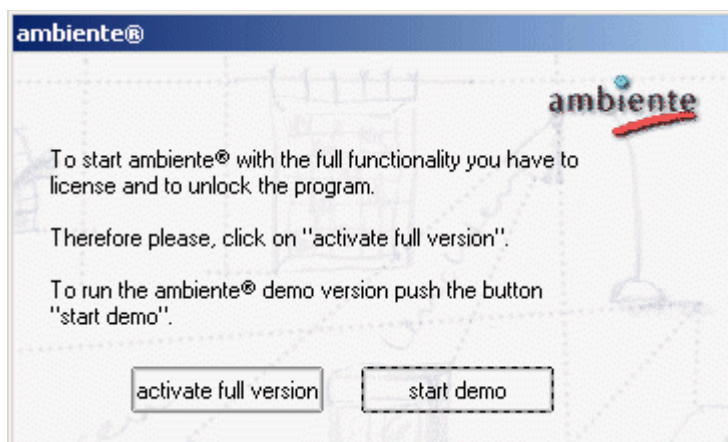


fig. 2-4 demo/registration access dialogue

This program registration and activation by key code is made for protection of the software program against duplication, unauthorized use and for registration of the licensees.

If you own the hardware-key version of ambiente®, the hardware-key (dongle) has to be activated with a registration code once and can then be used at any computer.

If you click on **Start Demo** ambiente® will start up in demo mode. This demo version may be used for test purposes on any computer. Please, use the demo version under observance of the software license conditions (refer appendix A.2 ambiente® software license and service agreement).

If, however, you wish to switch on the full version (or if you want to activate the USB-dongle), click on **activate full version**, whereby the dialog box shown in fig. 2-5 appears.

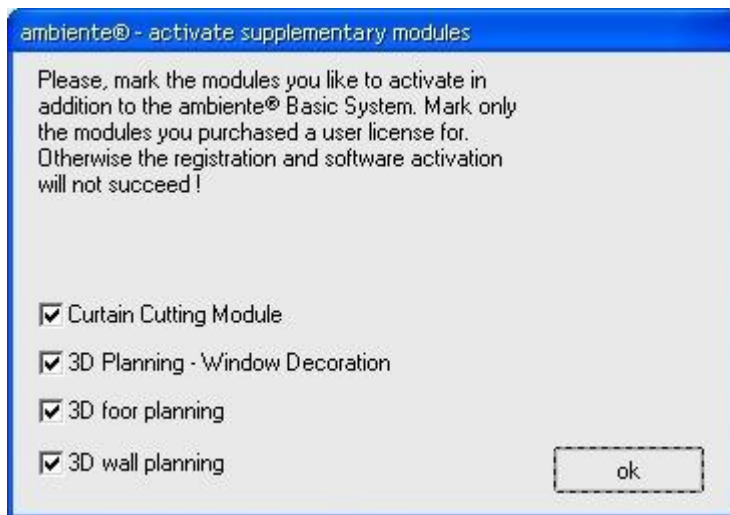


fig. 2-5 activating modules

Here you can choose the modules you have purchased a license for in addition to the ambiente® **STARTpackage** by checking them. (In the hardware-key version the purchased program modules are already set within the dongle, so the module selection, see fig. 2.7, will be skipped) After you have confirmed with **ok**, the dialog box fig. 2-6 appears.

To run the ambiente® full version with the pre-selected configuration you need a special key code once. Please, type in your name and your company's data and transfer these data including the given registration code to ANOVA Multimedia Studios GmbH by phone: +49 (0)381 / 4059-550 or by fax: +49 (0)381 / 4059-551. Certainly you get your specific activation key code.
Please, do not exit the program during this thime and keep this dialogue active (refer user manual).

ambiente®:
with Curtain Cutting Module
with 3D Window Decoration
with 3D Floor Planning
with 3D Wall Planning

surname:

company:

registration code: 18 75 13 28 49 89 95
35 64 27 14 49 13 29 (62)

key code: a b c d e f g
h i j k l m n o

fig. 2-6 registration dialogue

Here you should enter your name and company name (possibly short name) in the appropriate spaces. The program will have allocated a registration code (15 number couples) from your computer and further data during start-up. When this code is displayed on screen, please transfer the code to ANOVA preferably by phone: +49 (0)381 / 4059-550.

The registration dialogue offers also a print button to print a registration form that you can put to the fax: + 49 (0)381 / 4059-551 or send as an email attachment to: info@anova.de.

After payment of the licence fee you immediately receive the key code numbers corresponding to your registration code. Enter these in the appropriate spaces and click on **activate full version**.

After the activation of ambiente® succeeds a feedback number will be displayed according to fig. 2-7. This number will be deposited in the program information.

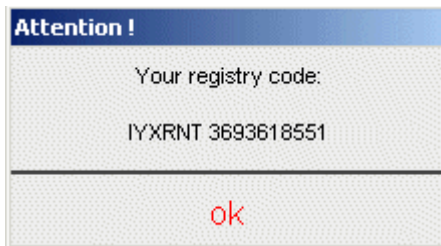


fig. 2-7 feedback number after activation

After confirmation of this dialogue ambiente® will start automatically in fully operable version.

For immediate help and support in case of possibly problems with your computer or when using ambiente® we need some system information about your computer.

Via **functions/info** you will get access to an information dialogue according to fig. 2-8.

In case of making use of our support hotline we have this data immediately at stand by for fast reaction with the adequate support and user instructions regarding already well known or eventually problems concerning to various common computer hard- and software configurations.

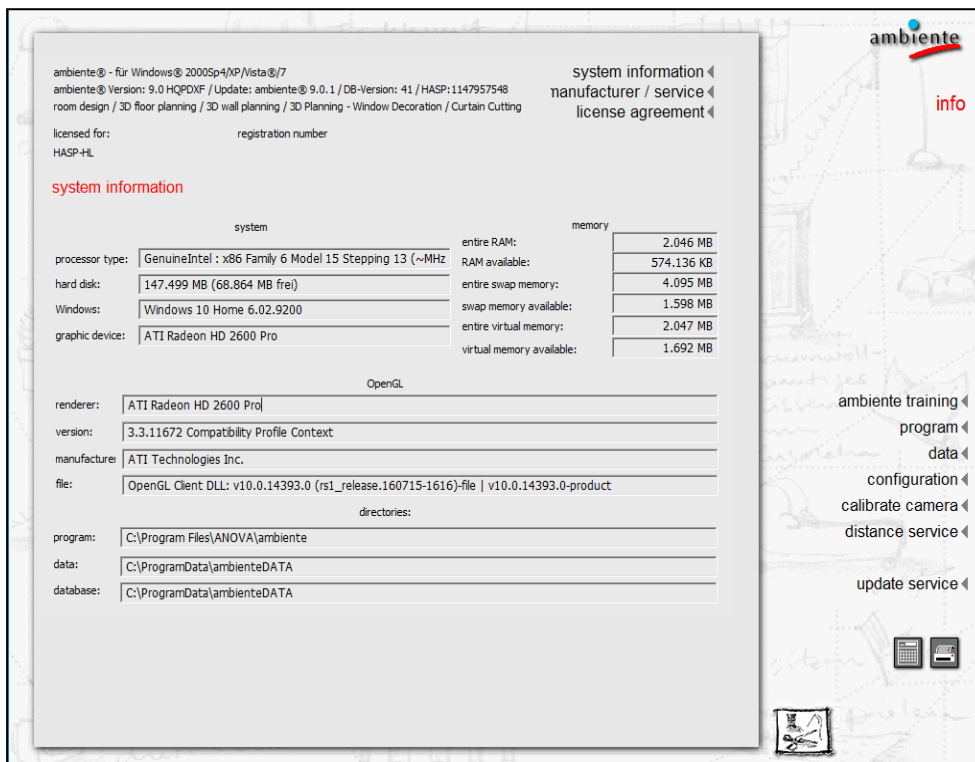


fig. 2-8 ambiente® info dialogue

If new hardware components are installed or components are replaced on the computer on which ambiente® is running, possibly a new installation of ambiente® and hereby a new activation key code is required. You can obtain it from ANOVA in the same way as before. (Not nessecary with the hardware-key version)

Normally during a regular update or upgrade installation at the same PC the registration, that has been acquired legally, will be overtaken by the update or upgrade installation automatically and no further registration is necessary.

ATTENTION!!!

When working with the dongle version, the **USB dongle always has to be plugged in!**

3 General operation of the program

After ambiente® has been started, the start screen with the ambiente® identification image and the main menus **interior design**, **presentation** and **functions** appear. From here you have access to the main pillars of ambiente®:

interior design

Clicking on this menu leads to **image design** (ref. chapter 4), **3D planning** (ref. chapter 6) or to the **model decoration** collection (ref. Chapter 13).

presentation

In this menu you can play a slide show of your image gallery (ref. chapter 13).

functions

Moving your mouse over this menu displays the many functions of ambiente®, available besides graphic design and presentation. This direct access to functions is useful, for example, for calling up **properties**, **customer** and **article** data administration, direct access to **calculation** or **curtain cutting** module, for processing and updating manufacturing time and consumption (**time / cons. tables**), **statistics**, data **import/export**, **fitting term** administration etc. These functions are described in chapters 9 ff.

3.1 Room selection / basic image selection and main buttons

After selecting a menu item in interior design at the ambiente® start screen the next screen will provide you

- a selection overview of basic images (**image design**),
- of different room situations and window sets (**3D planning**) or
- of your **model decoration** collections.

You make your selection by a single left mouse click. A preview image is selected, when it is marked by a red surrounding. On the right side of your screen eventually you will have selection parameters to circumscribe your selection to get a quick and aimed result out of an extensive selection overview.

Please, notice red arrows and further navigation options, which support your navigation.

To get to the decoration of your selected item, **click on the main button** in the down right corner of your screen. A **left double click** at the selected preview image fulfils the same operation. The **main buttons** are given in fig. 3-1. They vary in content depending from the capabilities of the decoration module they correspond to.



fig. 3-1 main buttons (image design, 3D planning)

The **main button** of **room design** shows a stylised room situation with wall, floor, window and interior. When the mouse is moved over the image, the active segments of the button are highlighted red and after a short time an explanatory word (wall, floor, curtains, interiors), a so-called tool tip, appears. You will have such tool tips behind any pictogram (stylised image button) in the ambiente® program. They will help you to understand the meaning and the operation behind and thus makes the user guidance of ambiente® self-describing.

The **main button** for **image design** has got just one active area. The **main button** for the **3D planning** is separated only by curtains and decorations.

Clicking on these parts leads, together with the already selected room situation, to the respective interactive decoration environment.

The user interface of ambiente® generally displays

- the decoration draft image in a large display area at the left side of the screen.
- At the right vertical screen border you will find a smaller area that contains all active **selection menus and function buttons or fields for insertions**.

Only in the **3D planning**, because of the high grade of the selection structure, the display area is kept quite small to spend some more space at the bottom of the screen for **further navigation items** (see fig. 3-2).

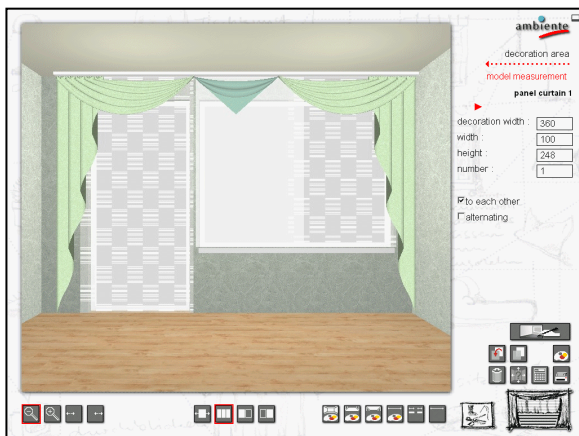


fig. 3-2 display area, selection menu, function buttons and edit fields

3.2 Function button

The function button (fig. 3-3) is at the right bottom of the screen, left to the **main button**. Clicking on it opens the function menu and you get access to all the program functions, already described in the first section of this chapter.

Clicking on **start** returns to the start screen. Clicking on **close program** shuts down ambiente®. The other functions are described in detail in chapters 14 ff.



fig. 3-3 function button

3.3 Material and colour allocation in the interior design modules

In most of the ambiente® program parts article data is required. Therefore several selection and search functions are implemented.

For assigning a specific material pattern to a decoration item in the image design, room design and 3D planning, access to the article dessin selection is generally given by a colour palette button. A left mouse click on this colour palette button leads to a full screen article selection overview shown in fig. 3-4.

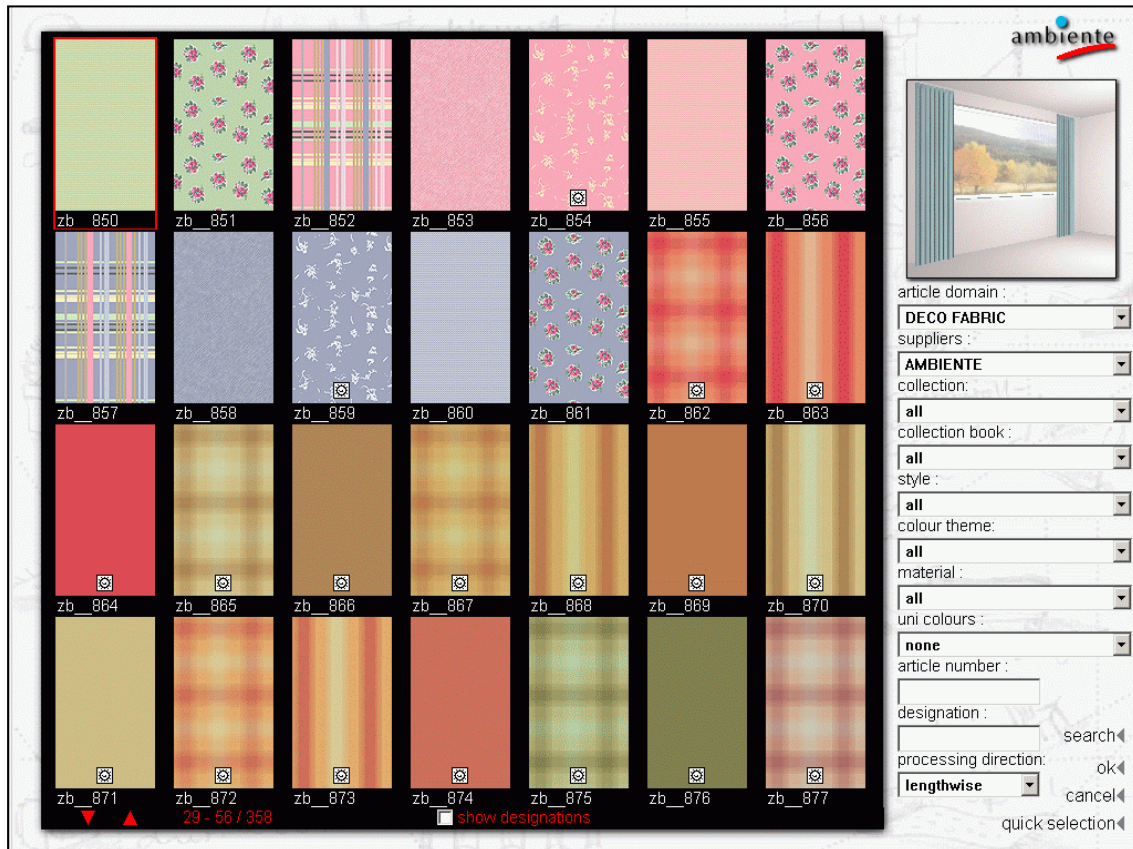


fig. 3-4 article selection overview

On the left display area you see article preview images of article groups, that have been selected by the selection criteria at the right side of the screen. Because the available space can only give a preview of 28 items, use the **red arrows** at the bottom screen border to leaf through to the next overview page, please.

Apart from the article numbers, article designations can be displayed, too. Please click on the button **display designations** for that.

With the selection criteria you can fasten your search for a specific article or article group. If you define your selection by these criteria, you have to click on **search** at first to update the display of the article selection overview. If you define more than one search criteria, a top down selection is recommended, because these criteria cause to each other. If you know the exact article item number or at least the first part of it, you can enter this in the edit field for **article item no.** and only the corresponding article will be displayed. The same will work with the **article designation**. The **processing direction** defines, in which direction the pattern of the article should be decorated.

Manufacturers and suppliers often provide their digital collections with these data, but it would be helpful if you supplement and adopt these article item data to your requirements (ref. chapter 17).

The **quick selection** is quite helpful to save a lot of time while designing the decoration during the consultation with your customer. All materials, that have been selected by the customer and which you would like to use in your software design draft more than once, should be put into this quick selection to have access to them by just two mouse clicks.

You can assign an article to the quick selection by **right mouse click** on the article preview image.

In the appearing menu you select **add to quick selection**. Clicking the button **quick selection** shown at the right bottom of fig. 3-4 will represent the list of articles included in the quick selection and also the two buttons **save** and **load** located at the down right corner. Here you can create a collection of preferred articles for the quick selection, you can save this collection and it will be available at any time. This way you can facilitate your work and prevent choosing often used articles out of a huge article database again and again. To alter from one of the design parts to the quick selection easily click the left and the right mouse button at the same time on the colour palette.

The right click menu on the article preview image offers some more options (fig. 3-5). So you can display a dialogue with further **article data** information, e.g. for price, material composition or care information.

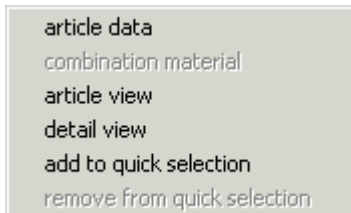


fig. 3-5 right click menu on article preview image

If there are combination articles recommended, that match the selected article, you can click on **combination material** and they will be displayed.

Quite useful is the **article dessin view**, that fills the material dessin into the entire display area. Furthermore you can call up **detail view**. This allows to see fine material details, such as weaving structures and threads, embroideries, embossing or wood structures etc.)

ADVICE:

If you perform a right mouse click -instead of a left one- on the colour palette button in the design modules **image design** or **3D planning**, it will lead to an unique colour selection that gives you the chance to mix your colour by yourselves from the Windows standard colour palette, too. With this operation you can perform your work with ambiente® completely independent from any real material collection. Another advantage is to see the immediate change of colours at the decoration element in your display area that is still displaying your decoration draft.

4 Image design

The **image design** as one component of the **STARTPackage** provides the interactive decoration of especially prepared basic images (photographs or graphics) with colours or real material dessins.

Generally a so-called basic image is a colour neutral photo shot of a complex interior room set-up or of a single interior decoration object, such as upholstery furniture. The particular parts of the entire decoration within a room (walls, floor, curtains and upholsteries) have been masked and grid by a three-dimensional line grid during an extensive pre-processing. Hereby single elements (segments) can be selected and textured by allocation of colours or a specific manufacturer related material dessin.

ambiente® provides a library of basic images, that can be assorted and displayed by categories. The categories separate interior room sets or just window sets of various living or object environments and of different styles as well as a collection of upholstery furniture objects and beds.

For certain advisory sceneries using the image design module could be helpful to support the imagination of the end-consumer about the effect of a selected material dessin within a real life environment. This succeeds excellent with the image design module, because the screen display is of an extremely high quality level, very close to a photography. The viewer gets an as much as realistic impression of the effects and influence of the materials to each other, with patterns precise to the pleats of a fabric within a complex environment with light and shadow.

4.1 Selection and display of basic images

From the start screen page of ambiente® the main menu at the right side of the screen leads you via **interior design/image design** to this part of the program and you will get the basic image selection overview at next (fig. 4-1).

- For your customer's advisory, please select a suitable room situation, window decoration type or interior object by a single left mouse click (red surrounding focused) at the preview image.
- In the **selection list boxes** right of the preview images display area you can assort and reduce your basic image collection, but you can even leaf through by the **red arrows** at the display area bottom. When using the list boxes, keep in mind to make your selection from top to the bottom as the criteria may cause to each other.
- Confirm your criteria definition by **search**.

TIP:

If you want to integrate new basic images just click on the button **import basic images**. After this you will have to select a "*.txt" file, and the content of this file will be imported into the database. The new basic images will now be copied to your hard disk. This whole process is only working if you have received the "*.txt" file and the especially prepared basic images from ANOVA.

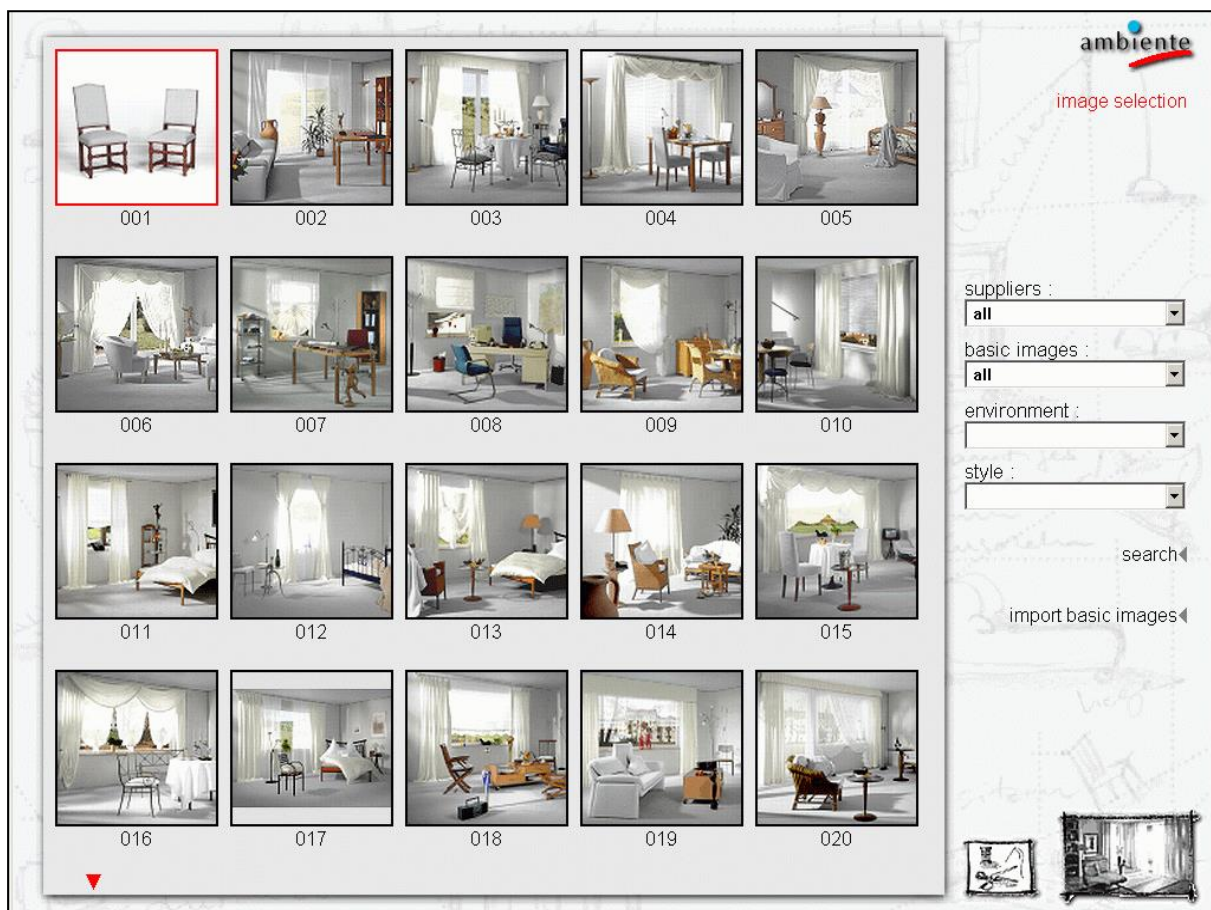


fig. 4-1 basic image selection

4.2 Decoration of selected basic images

In the down right corner of your screen you will find the **main button**, to which you will have access – as well as to the function button left beside – at any program position (except of the start screen page).

Via the **main button** you will get to the corresponding interactive environment for decoration of the previous selected basic image. It will be displayed in large display size at the display area (fig. 4-2).

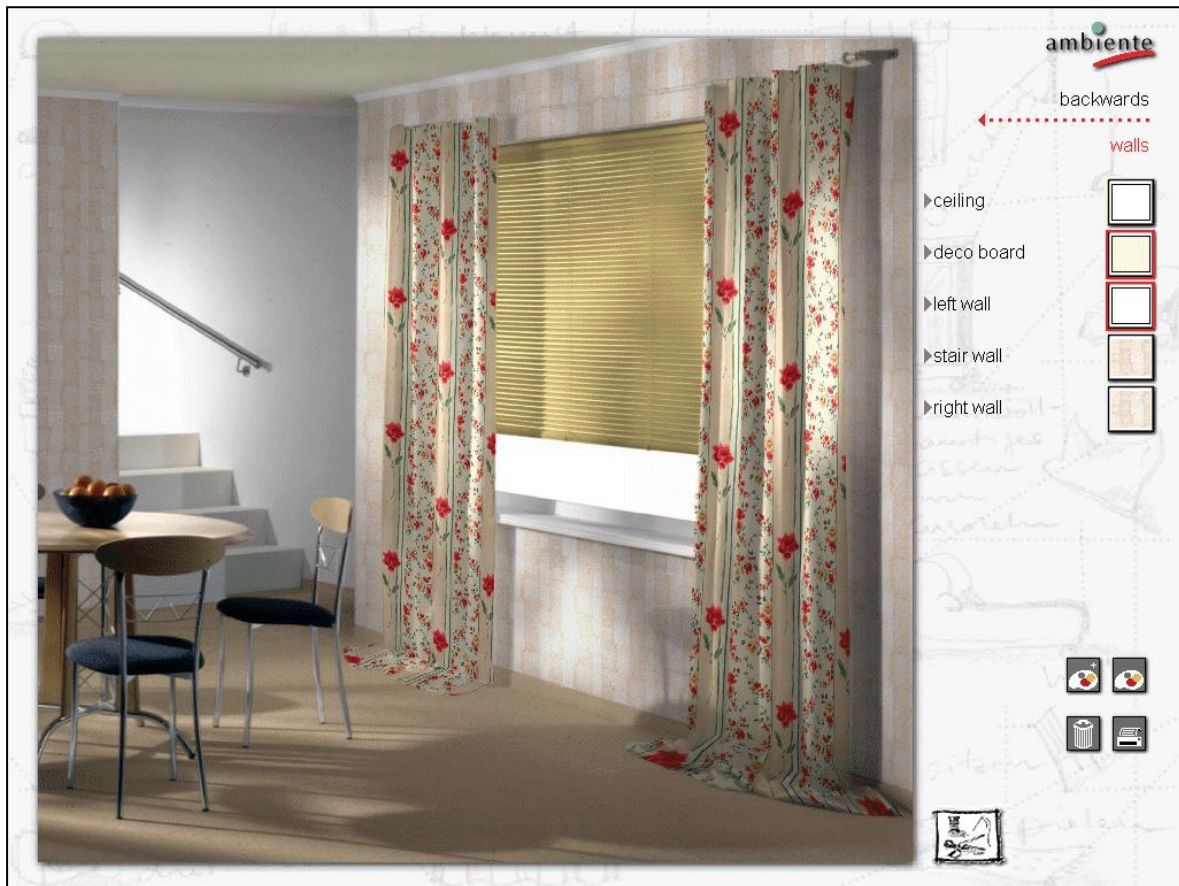


fig. 4-2 image design

At the right interaction space you can select the segment groups and single segments of the decoration objects that are content of a basic image. A segment group (wall, floor, curtains, furniture) can be separated into further segments parts (e.g. left and right wall; curtains and decorations; floor covering/base board and carpet; seat, back and armrest of a furniture etc.), that can be selected separately in groups to texture with colours or material designs. For any selection in this menu you just need a single left mouse click.

The **colour palette button** is always a symbol for accessing the **article selection**, the user front end of the article database of ambiente®. According to the previously selected decoration item you will get represented only the collections of articles that correspond to the matching article domain.

The **trash bin button** undoes the last action within the corresponding operation menu.

The **print button** allows to print the design draft at any time at any step of the design progress.

4.3 all for additional operations

With a right mouse click on the image at the display area you can pop up a menu for further operations.

- Due to a graphical malfunctions or temporarily overlay with other applications it occasionally could happen that the content of the representation area is not shown in a correct way.
- You can solve this problem by right clicking on the representation area and than choosing the option **redraw (higher quality)**. This will redraw the picture using a graphical filter/soft-draw function.
- Due to the physical resolution of your computer there are steps produced at diagonal or circular edges which can be reduced by the **redraw (higher quality)** function. Sometimes appearing moiré effects (appearance of concentrically circles and periodic Structures), that are not familiar with the original material dessin) can be eliminated by this function, too.
- By pressing the left mouse button the article pattern can be moved on the corresponding object, so you can exactly position the beginning of the pattern repeat. If you press the <CTRL> button in addition, the article pattern can be enlarged or downsized.



fig. 4-3 image design upholstery

This menu (fig. 4-3) offers furthermore

- to copy the actual image of the display area into the Windows clipboard,
- to pass the image for further processing with other external programs (graphics or photo processing software, for documents and publishing etc.),
- for storage of the design draft to the image gallery (slide show, ref. chapter 13) folder or
- to save as model decoration collection.

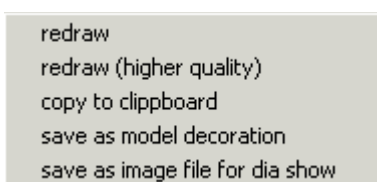


fig. 4-3 right click menu

Generally the image design module surprises by its intuitive and clear user interface, which makes exploring, learning, training and practicing the use of this program part as customer advisory so easy and meets this very important pre-condition for usability.

ADVICE:

If you switch via the function button to the calculation (see chapter 14) after finishing a design draft, all elements that have been decorated will be taken as single positions into the calculation voucher, including the selected materials. This makes you able to generate a cost estimation or an offer for the customer quite quickly.

5 Room design

This function is not supported anymore starting from ambiente® version 8.5.
For further questions please contact the supplier!

6 3D Planning

6.1 Suggested proceeding for room planning in it's entirety

With our 3D planning module rooms can be reconstructed in a true-to-scale manner and be designed in the fields of window, floor and wall decoration afterwards. For such planning and design as a whole, the following order should be followed.

The room selection in the **3D planning** is the starting point. You can reach it via the ambiente® main page by clicking on **interior design/3d planning**.

ATTENTION!!!

For room planning it is important that all room measures are set before you begin designing the room. As soon as you begin designing the windows, walls or the floor it is impossible to change the room measures without removing the design.

The room can be measured in the following ordered steps:

- Room Measurement (see chapter 6.3) – Setting the height and width of the window wall
In the room selection of the **3D planning** you can choose between different room situations and select the desired room with a mouse-click (it will then be marked red). After that you have to click on the cross inside the main button down to the right corner in order to switch to the **room measurement**. Inside the room measurement you can enter all measures for the window wall of your selected room. The most important measure is the room height. You enter it in the field for the height of the current window wall, it applies to all walls.
- Groundplan planning (see chapter 8.2) – Creation and alignment of walls, insertion of doors
Starting from the room measurement, the planning of the groundplan as part of the **floor planning** can also be reached via the „floor“ (tooltip) inside the main button

down to the right. Here you can define new walls and adjust their length and position in the room in a true-to-scale-manner.

After the complete room measurement all possible ways to design the room are open to you.

With the help of the main button you can switch to wall-, floor- and window decoration. It's not important anymore to follow a specific order in the design. Via the main button you can always switch between the three program parts:

- Window Decoration (see chapter 7)
- Floor Planning (see chapter 8)
- Wall Decoration (see chapter 9)

6.2 Room Selection

You get access to the **3D ModuleWindow Decoration** module via the start page (**functions/start**) of ambiente® and the menu entry **interior design/3D planning**.

This leads to the interior room selection, where you can make your choice for an appropriate room and window set-up.

Mark it with a **single left mouse click** as the red focus is set around the preview image and then you can change to **room measurement** inside the main button down right. Please do also pay attention to the other window arrangements that appear when you click on the scrolling arrow.

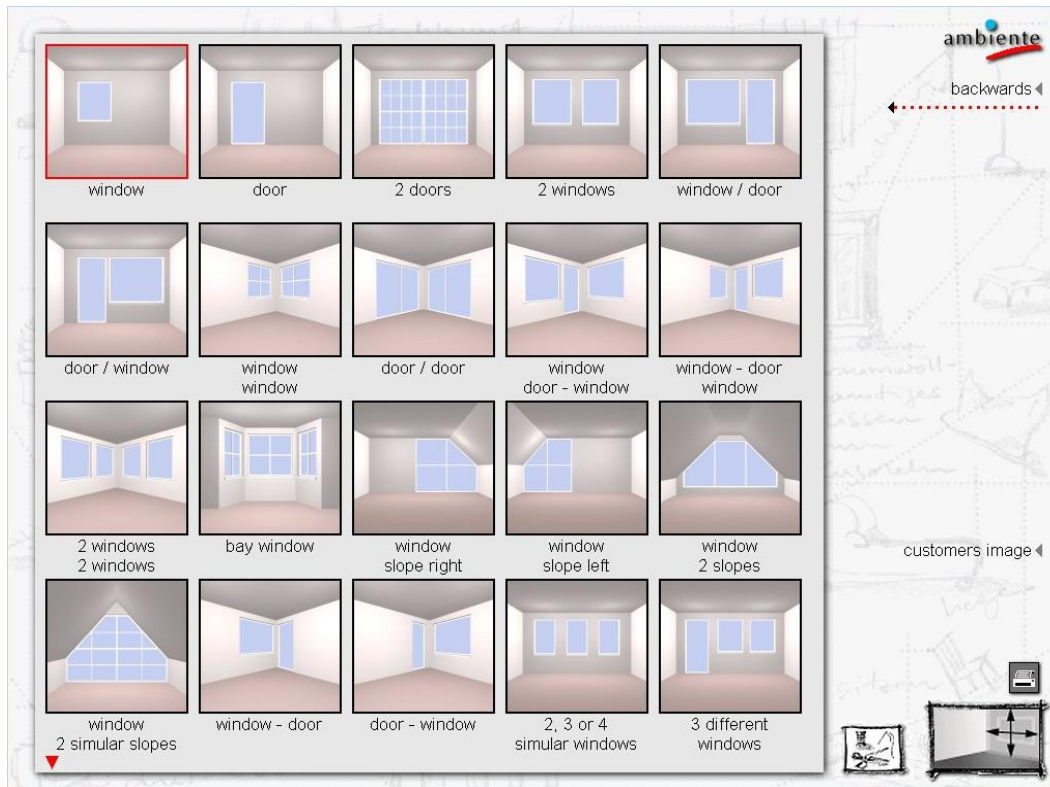


fig. 6-1 room selection 3D planning Module

TIP:

Clicking on **main button room measurement** leads to the big size display of the selected

6.3 Room Measurement

After you have chosen the desired **room situation** and have switched to the room measurement the room will be generated and displayed. On the right side there are **input fields for measures**, next to further functions and buttons – which you are familiar with from the other program parts of ambiente®.

In room measurement, you can make settings according to requirements by clicking on **wall measures**, **window measures**, **distances** and **window frames** according to the room measurements of your client accurate to 1 cm. Of course, these parameters effect to each other, which the computer largely takes into account. Changing one dimension may alter another. Input here, thus requires care and a systematic approach.

ATTENTION!!!

You should follow the given order of measurement steps from the top downwards (**wall measures**, **window measures**, **distances**, **window frames**).

ambiente® will always react when you type in wrong values and will give you the right hints, whereas values that are mathematically right will always be accepted without a comment.

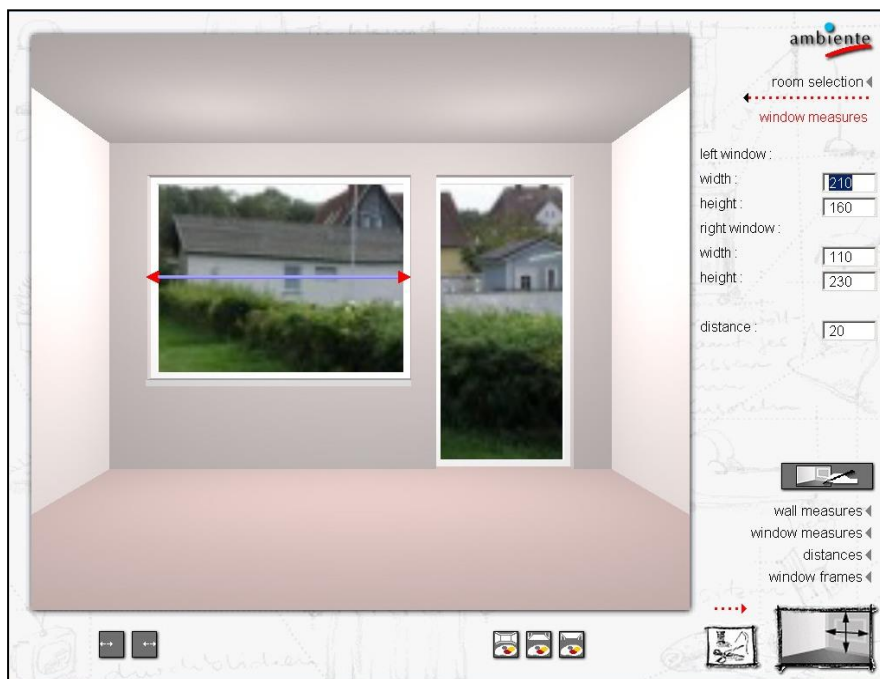


fig. 6-3 room measurement “window measures”

TIP:

To avoid window dimensions being altered, the **fix window size** check keeps the entered values to be retained (even when other dimensions are changed, e.g. distances).

You can apply the entered measurements to the room decoration by clicking the **draw button**. This way you can easily enter every single measurement into the according field and then apply by clicking the draw button. The single measurement is working, too and you can display changes in the room measurement step by step. Clicking frequently on **draw** is to be recommended, to see the sketch of the current input state.



fig. 6-4 draw button

With some window frames, the arrangement of inside bars within the window or even window wings can be changed via the inserts for distance to the **left** and **skylight**.

Room measurement is finished when you click on **decoration area**. Subsequent alteration of room measurement is not possible. Room measurement is finished when you change from room measurement to decoration measurement by clicking the **main button**.

ATTENTION!!!

If you recognize wrong room measurement later, unfortunately you have to start the measurement from the beginning with a new room selection.

In room situations with several walls (corner situations, bays), all relevant walls need to be measured separately. Switching between them is effected with the buttons shown in fig. 6-5. We recommend to measure wall by wall. First decorate the left wall completely (wall measures, window measures, distances, window frames) before switching to the right wall.



fig. 6-5 switch for left and right wall

7 3D Window Decoration (add-on module)

With this add-on module – available in addition to the **STARTpackage** – you can configure and design the room situation of your customer true-to-scale.

After entering of exact room and window measurements – in ideal case just at the time when you are taking the measures at the customer – the system calculates the room and window set-up true-to-centimetre and displays it three-dimensional on your computer screen. Even the window frames and wings with their measurements can exactly be constructed. Then you measure the decoration area and hang up exactly measured curtains and decorations. Working with the 3D planning is quite simple because of a clear user interface and the display of measurement arrows corresponding to each insert box.

Those possibilities make the **3D Window Decoration** module a comfortable tool to generate realistic impressions of the exact proportions of the decoration draft and to advice the customer, which decoration models at which measurements seem to be in aesthetic vision, technical suitable and adopted to the pre-conditions of the existing room.

From the view of the professional interior designer such themes like avoiding of “broken or overlaped” cutting edges and borders, aesthetic of the shapes, wall overlaps etc., can be clarified. This allows you to identify problems in cuts and in the fitting of decorations and curtains at an early stage and thus to avoid them, too.

Together with the **cutting module** (ref. chapter 16), you can decide immediately whether a suitable cut is possible for the desired decoration.

Furthermore you can also switch directly to calculation to determine the price of a window decoration and to save the sketch as a voucher. Hereby the automatic overtaking of the already drafted measurements is self-evident.

ADVICE:

The specific user elements for interaction (buttons) of the **3D planning module** are listed for overview in the appendix of this manual.

7.1 Starting Window Decoration

In order to begin with the window decoration you first have to select a room in the 3d planning room selection and enter all necessary measures. You can find details for that procedure in this chapter (**3D Planning**).

7.2 Measurement of the decoration area

Clicking on **decoration area** in **room measurement** takes you to measurement of the decoration area. This is the maximum coverable area for each wall, displayed as a transparent blue area in front of the windows with the respective default values for overlap and for the lower and upper distances.

Via the measurement insert boxes at the right functional area of your screen you can define the width, height and the distance to the wall in 3rd dimension (for track mounting, pleats depth).

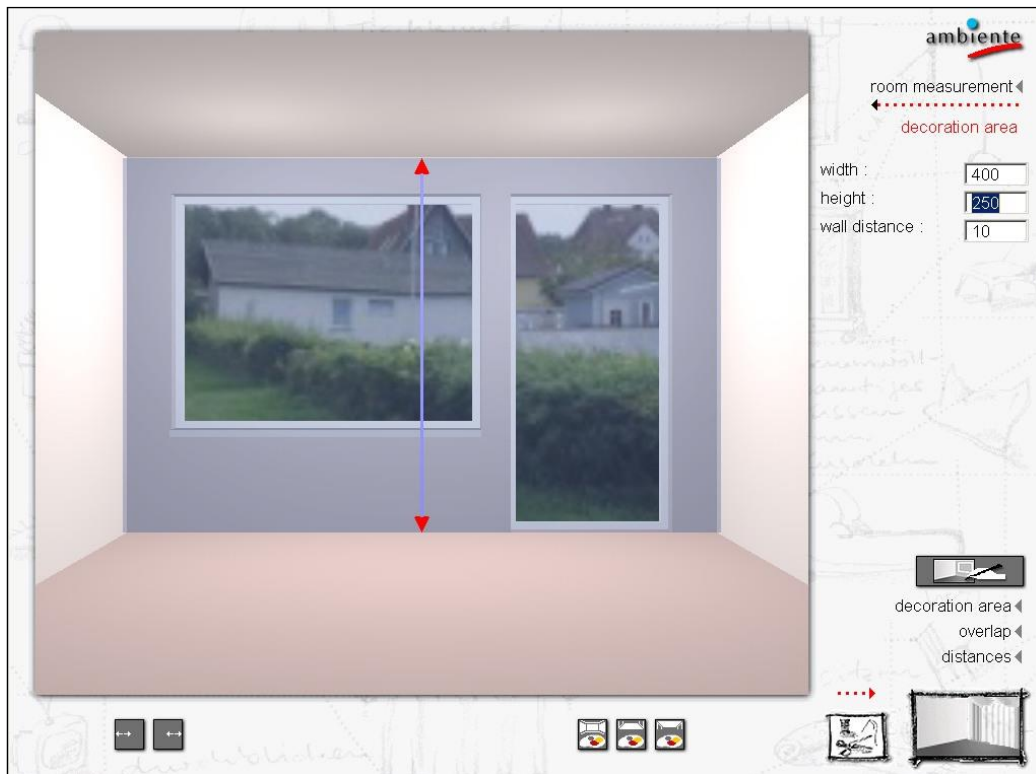


fig. 7-1 decoration area measurement

Further dimensions can be altered by clicking on **overlap** or **distances**. With this you control, for example, how the decorations are fitted or to what extent they overlap the window.

ADVICE:

If the decoration area reaches to the ceiling (**standard distance 2-3 cm**), a curtain track is assumed; which is drawn with the first selected model form.

If the area ends **at least 5cm** below the ceiling, a stylish curtain pole is fitted. Alternatively a curtain track may be selected afterwards. When there are several walls to measure, be careful to measure the decoration area for every wall (e.g. same height).

ATTENTION!!!

The width of the decoration area is set as a default for many decorations or suggested as a decoration width. Decorations can never be wider than the decoration area is and they are initially always displayed centred into the decoration area. They may only be moved if their width is less than the decoration area. The decoration width controls e.g. the distance of a pair of side-decorations.

If all required room dimensions and the dimensions of the decoration area have been entered, you can change to model measurement for decorations and sun protection by clicking the **main button**. The **main button** is divided into different segments, which turn red while moving the mouse over them. By this way you can identify the different segments.

7.3 Model measurement

Now, we come to the main pillar of this add-on program module, where you can construct and combine any curtain and decoration model to true-to-scale and quite complex window decorations (fig. 7.2).

The difference to the room design of the **STARTpackage** is, that you are able to measure each individual decoration model and display it in right proportion to room measurement.

Based on the previously defined measures of the room, window and decoration area, to all curtain models standard measures will be assigned (measurement insert boxes already filled up) when you select them from the extensive ambiente® model catalogue (basic cuts).

So they can immediately be drawn by clicking the **draw button** as soon as they have been selected.

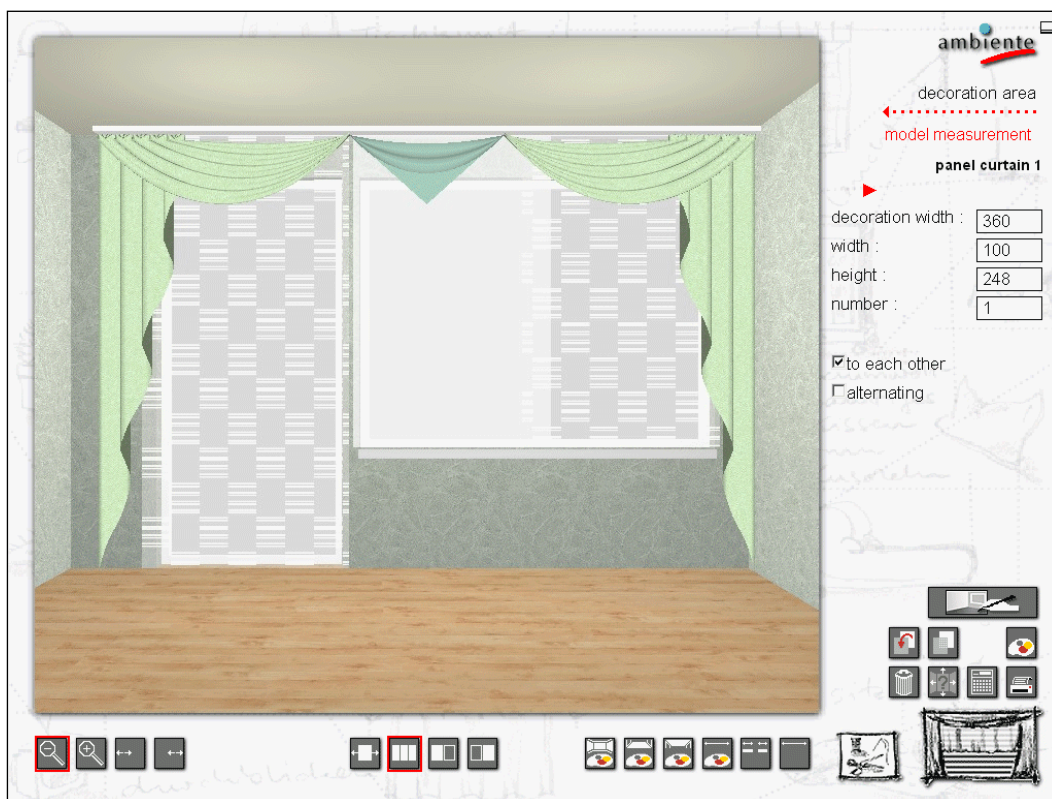


fig. 7-2 model measurement

Side-decorations are set by default at the total height of the previously defined decoration area. Curtains are 2 cm shorter. Jardinieres are set at a standard height of 150 cm. Certain presets for input values such as gathering point or run-off width are set to particular side proportions.

ADVICE:

All these data may however be individually altered!

The position of the curtain and decoration elements (standard position centre of the decoration area) can also be changed later (**moved to the left/right**).

For more complex swag valances, the possible overlap of single swags has to be taken into account.

- If **to each other** is clicked, the swags are displayed in a row. This can lead to a width of the row of swags exceeding the decoration width. If this happens, the computer will inform you by a corresponding message and a tip how to react.
- In this special case you can interact by changing the number of swags, modifying their width or unchecking to each other let the swags overlap from the left to the right.
- With checking **alternating** you can alter the swag's overlap.

If you like to decorate several swags or other curtain and decoration models with different measurements, you need to select and measure any extra from the curtain type menus via the **main button**.

For placement of the elements to the desired decoration position, click on the positioning button (fig. 7-3) and in the following dialogue (fig. 7-4) you can define a position exactly to one centimetre within the entire decoration area.



fig. 7-3 button to place a decoration element

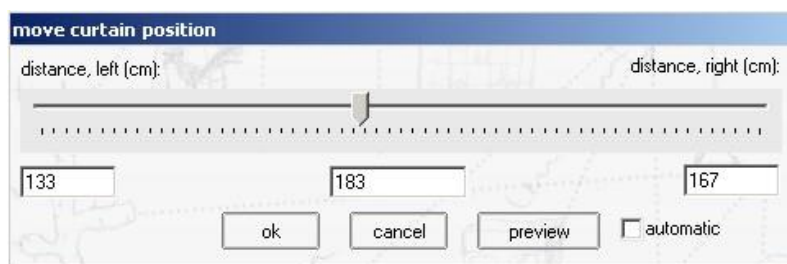


fig. 7-4 moving the horizontal position of the decoration element

Focus the slide arrow with your mouse, **keep the left mouse button** pushed and move it along the scale.

ADVICE:

The exact distance parameters of the borders of the decoration element (left/right, centre) in relation to the borders of the decoration area are displayed. These boxes are edit boxes, this means you can even enter exact values.

With the **preview** button you can preview your adjustment and if its ok, assume by **OK**.

By clicking this scale with the right mouse the positioning button (fig. 7-3) you can adjust the vertical position of the decoration element (fig. 7-5).

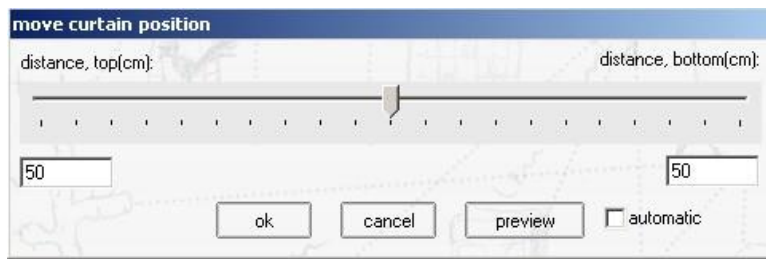


fig. 7-5 moving the vertical position of the decoration element

To **duplicate** an edited model, click on the button shown in fig. 7-6.



fig. 7-6 duplication button

ADVICE:

The copy matches exactly the original according to measurement, colour and position. It will paste in the middle of the decoration area. You can identify the copy by looking at the high counted position number in the model name in top of the measurement fields in the editing area at the right side of the screen.

During a concrete use of this function most likely you need to change this position to another. Therefore right after pasting the duplicate the dialog for positioning the duplicated model form pops up. This pop up function prevents you from not recognizing the pasted duplicate in your decoration area and pastes it even more often.

The order of decoration elements (layers from the window in direction of the room centre/ 3rd dimension) is initially supposed to be the generally usual and thus displayed (e.g. curtains, with a side-decoration on top and a valance over that).

Clicking on the button for **changing the layer order of decoration and curtains** (fig. 7-7) allows you to change this order as you wish. In the table which appears, the elements of the Decorations that are listed according to their actual layer position from the top (nearby the window) to the bottom (fig. 7-8).

- To change a curtain's layer position, focus it by left mouse click (red highlighted) and click furthermore on the buttons **to the background** or **to the front**.
- The list immediately will be modified.
- With **OK** you assume your interaction. As often you use this operation any variation is possible.

This function is quite useful, especially if you decorate an extensive swag valance of several single elements with different end measures or colours and you would like to demonstrate or to try out the variants of assembling.



fig. 7-7 button for changing the decoration layer

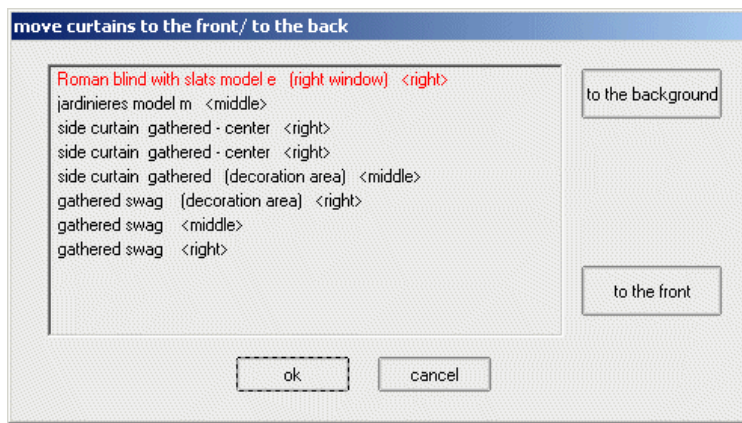


fig. 7-8 changing the layer order of decoration elements

The buttons shown in fig. 7-9 do the same operation like **redraw**, but herewith you can define the standard size and position of a decoration element more precise. The model form will automatically be adopted to the size of the selected window and you reach your decoration result much faster, while the function redraw always is related to the size of the entire deco-ration area and you possibly have to do a lot of measurement and positioning adjustments.

ADVICE:

While decorating **sun protection** in top of a specific window you will need the buttons shown in fig. 7-9.



fig. 7-9 decoration to the entire window front, to the left/right window

With the buttons in fig. 7-10 you are able to view your decoration draft from a different perspective or in relation to the room measurement from near or far distance.

The **magnifying glass +/-** allows to step to or back from the window, the other two buttons support walking **stepwise to the left** or **to the right wall**. This gives a perspective view and an useful impression of the decoration draft.



fig. 7-10 moving through the 3-dimensional room

When you **click on** the buttons containing the arrows (moving within the room) the dialog in fig. 7-11 appears.

The colours symbolize the three dimensions:

- Blue and red mark the movement on a flat horizontal layer.
- Green marks the movement into different heights.
- With a click on the buttons containing the coloured arrows the mouse movement will be assigned to the axes and a movement in the room (change of camera location) will be performed or the viewing direction will be changed (button group at the bottom).
- With the middle buttons a movement into the direction of the view point respectively a 'walking around' the view point will be performed.
- The checkbox under the eye makes the viewpoint visible as a small blue ball (if this is not covered by a wall).

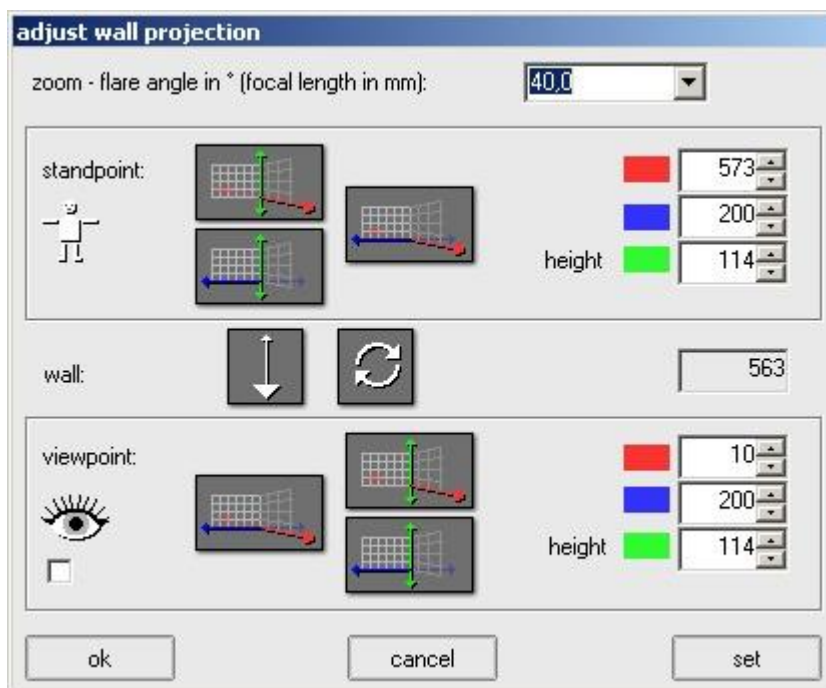


fig. 7-11 free moving in the room

In the **3D Window Decoration module** you also have the possibility to colour the floor, the walls, the ceiling and assembling hardware (curtain rod, curtain tight-rope, curtain track) or to decorate them with articles from the article database.

By left clicking the colour palette button (fig. 7-12) will get you to the real material dessins selection and right clicking the button will lead you to the **uni colour menu**. The respective buttons are given in fig. 7-12.

Below the colour line there is one field for **free colour** selection.

- If selected by **left mouse click** the Windows based colour palette dialogue, that provides all colours which are supported by your standard graphics device. So all available colour nuances (16.7 mio.) can be used in the 3D planning.

ADVICE:

In combination with the selection box **supplier** and the insert box **article no.** you can assign a real material dessin to the selected wall (wallpaper, paint), ceiling (wallpaper, paint) or to

the floor (all kind of coverings) in case you know the article number (you can also only type in the first 2 or 3 digits to get a list from which you can select).
This should be faster than going to article selection and search for the item.



fig. 7-12 colouring buttons (walls, floor, ceiling, track)

If you have selected a room situation or window set-up in **3D Window Decoration** module that has got 2 or more windows within the same wall, with the button in fig. 7-13 you can **separate** the curtain track or the curtain pole to have a single one for each window instead of one over the entire decoration width. By clicking the mounting will be displayed accordingly. Please, notice the button changes its layout itself.



fig. 7-13 curtain track/pole separated / together

With the button, given in fig. 7-14 you can select between mounting the window decoration to a curtain track or by a curtain pole. When clicking, the button changes its layout itself and the mounting will be modified in the sketch.



fig. 7-14 mounting to curtain track or curtain pole

In room situations with several walls and windows (corner situations, bays), you always have to select the wall that should be decorated first, on which the curtain or decoration model is to be fitted.

Then click on the curtain, sun protection or decoration (**main button**, ref. fig. 3-1), and select the desired decoration model, complete any necessary details (e.g. number of swags) and click on **redraw**. Now you can see the curtain at the window and make your modifications to the measures.

If you have several windows within one wall and wish to decorate them individually, first select the desired curtain or decoration model. Then select the window which you like to fit them to.

If you switch back to measure the decoration area by clicking on the backwards arrow at the right top corner of your screen headlined with **decoration area**, all curtains/decorations are taken off automatically, because their measures refer to the decoration areas measures.

ATTENTION!!!

If you modify the measures of the decoration area and the curtains would be kept, it could cause into limit exceeding and probably a mass of non revisable error messages.

That's why the decorated element will be taken off with this interaction.

To **delete particular decoration elements**, please use the **trash bin button** (fig. 7-15). By click on this button the dialog in fig. 7-16 follows. You can select all elements to be deleted by a single **left mouse click** (red highlighted). With **OK** they will be deleted from the decoration draft.



fig. 7-15 trash bin button

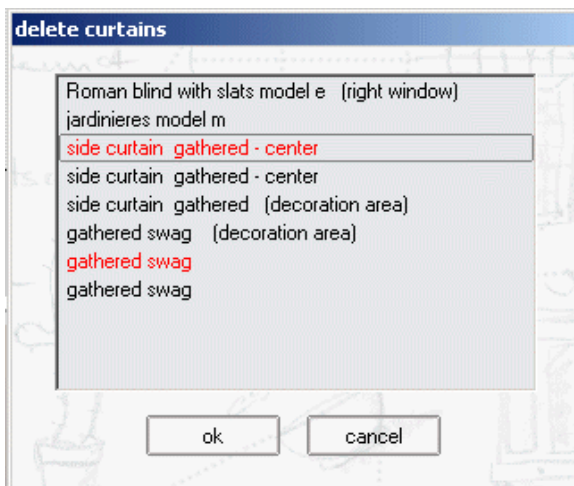


fig. 7-16 delete curtains and decorations

In model measurement, however, all set measurements can be displayed with the **measurement info button** (fig. 7-17).

TIP:

This is important to have all essential measures in overview. The entire measures list will be displayed in overlay to the display area of your sketch. By repeated clicks on this button the contrast ratio to the background sketch will be risen for a better view at the screen.

The measurement info list disappears when clicking on **redraw** or another button that performs a redraw process (e.g. magnifying glass or the perspective views).



fig. 7-17 measurement info button

Of course, in **3D Window Decoration** module you can print your design drafts by using the **print button**. Furthermore you have the option to print the measurement info list, which you can attach to the customer voucher documents.

There is also available a button for access to the **Windows calculator**.

At any time by **right mouse click** on the display area you can call up further functions:

- In case of eventual display errors we recommend to use **redraw** or **redraw with better quality**.
- Although you can **copy** the design draft (sketch) **to the Windows clipboard** to share it with other external software applications.
- Via this pop-up menu you have the possibility to **store** your sketch into your **model decoration** collection (e.g. as proposal for advices) and as an image for the **image gallery** (dia-show).
- Since the change from 2D to 3D planning you got the option to **change from 3D view to the older 2D view** in this right click menu.

7.4 Colour several objects at once

When clicking on the button in fig. 7-18 a dialog opens that contains objects which can be selected and coloured with the same colour or article at once.

On the right side of the dialog you can see the colors and articles that are used in the selected objects. After a click on 'ok' the standard article collection opens and all colours and patterns in the selected objects are replaced by the one selected here.

ADVICE:

When the checkbox '**change articles**' is checked, all articles of every object are displayed. To change only certain articles you can select these articles in the list and then click on 'ok' again in order to determine the new article.



fig. 7-18 button *change colours and patterns at once*

This function is very helpful when recolouring complete decorations, freehand decorations or several panel curtains)



fig. 7-19 button *change colours and patterns at once*

7.5 Model Properties

In order to assign further properties like a mounting or an opening to a model, please click on the button **model properties** (fig. 7-20). After that the model properties dialog opens (fig. 7-21).




fig. 7-20 button *model properties*

fig. 7-21 Model Properties

Here you can type in the fabric addition and thus influence the folding depth.

Furthermore, depend on the current model, selection boxes for the upper mounting, e.g. curtain tapes, and different trimmings are displayed.

The curtain tape, as well as the trimming, can also be overlaid with different colours and article patterns.

For that you have to activate the button  next to the corresponding designations and click on the colour

palette  after that.

Then you will get to the material selection.

Note for the display of curtain tapes and trimmings: Only when a height (and for trimmings the kind of trimming) has been selected the corresponding item will be displayed in the image.

Only selecting the article isn't enough for displaying it.

The selected properties will be assumed to the voucher, when switching to the calculation.

7.6 Free-hand sketches

Often we were asked by system users for supporting free-hand drawing with ambiente®. There are two options:

OPTION 1:

You measure the room (ref. section 6.3) and the decoration area (ref. section 7.2), click on **curtain measurement**, do your decoration with the ambiente® standard operations and then print out your sketch via the print button. You can draw onto the true-to-scale print in conventional way with a pen.

OPTION 2:

You measure the room, the decoration area and the curtains and click by right mouse button on the display area. Via the pop-up menu you copy the sketch into the Windows clipboard. Paste the clipboard in an arbitrary external graphics or drawing software program and process it further.

Of course a reverse transfer of the image, back to the voucher proceeding of ambiente® is not possible, except of storage of the image into the **model decoration** collection (ref. chapter 9) or into the **image gallery** folder (ref. chapter 13)

The decoration model, supplemented by free-hand drawing, can be added to the calculation manually into the position listing to include it in the entire voucher calculation.

But you can not expect an automatic calculation of material consumption or manufacturing costs, because your free-hand decoration model will not be identified as a member of the ambiente® model catalogue.

8 3D Floor (add-on module)

The module **3D Floor** makes a true-to-scale construction of the groundplan of a customer's room possible. Walls and doors can be measured and positioned with comfortable tools.

ambiente® calculates the floor area, which you can lay different floor laying materials on in a next step. Possible floor coverings are off-the-roll-ware like carpets, vinyl coverings and PVC coverings, or piece goods like parquet, laminate, cork boards, carpet-, PVC- or ceramic tiles. Dependent on the current floor covering type the system assists you at dynamically planning the laying, concerning the laying pattern, -direction and -starting point.

Finally ambiente® automatically determines an appropriate laying direction including the starting point of the laying, the material consumption and the remains. With these values you can switch to the calculation (order management, see chapter 14). You can view and present your planning results in different views.

8.1 Starting the floor planning

In order to begin with the floor planning you first have to select a room in the 3d planning room selection and enter all necessary measures. You can find details for that procedure in chapter (**3D Planning**). In combination with the module **3D Window Decoration** you are provided with all room situations.

ADVICE:

If you only use the program package **3D Floor**, you can only choose from one window type here. But you can generate every possible groundplan from it. Only the later decoration possibilities for the window are limited.

As you can also define the length and position of the walls within the floor planning process, it is now only necessary to enter the height of the walls into the input field in the **room measurement**.

With a click on the floor in the main button (red area in **fig. 8-1**) you get to the planning of the groundplan.



fig. 8-1 Starting the floor planning

ATTENTION!!!

In combination with the **3D Window Decoration** you can also design the window front, in addition to the floor. For that you should first measure the window front with the **3D Window Decoration** module and then switch to the floor design.

When you switch to the Window Decoration directly from the Floor planning and go back to the wall measurement, the groundplan will be deleted. Unfortunately this is necessary due to measurement dependencies and to avoid unwanted indirect measurement changes.

8.2 Groundplan planning

The planning of the groundplan starts with a view on the preset walls from the window decoration (**fig. 8-2**). These walls can't be removed, because the walls and windows can be decorated even after the floor planning.

First you should adjust the general floor planning settings to your desires: Click on the button **settings for floor measuring** (**fig. 8-3**) above the function button. A settings-dialog appears „settings for floor measuring“ (**fig. 8-4**).

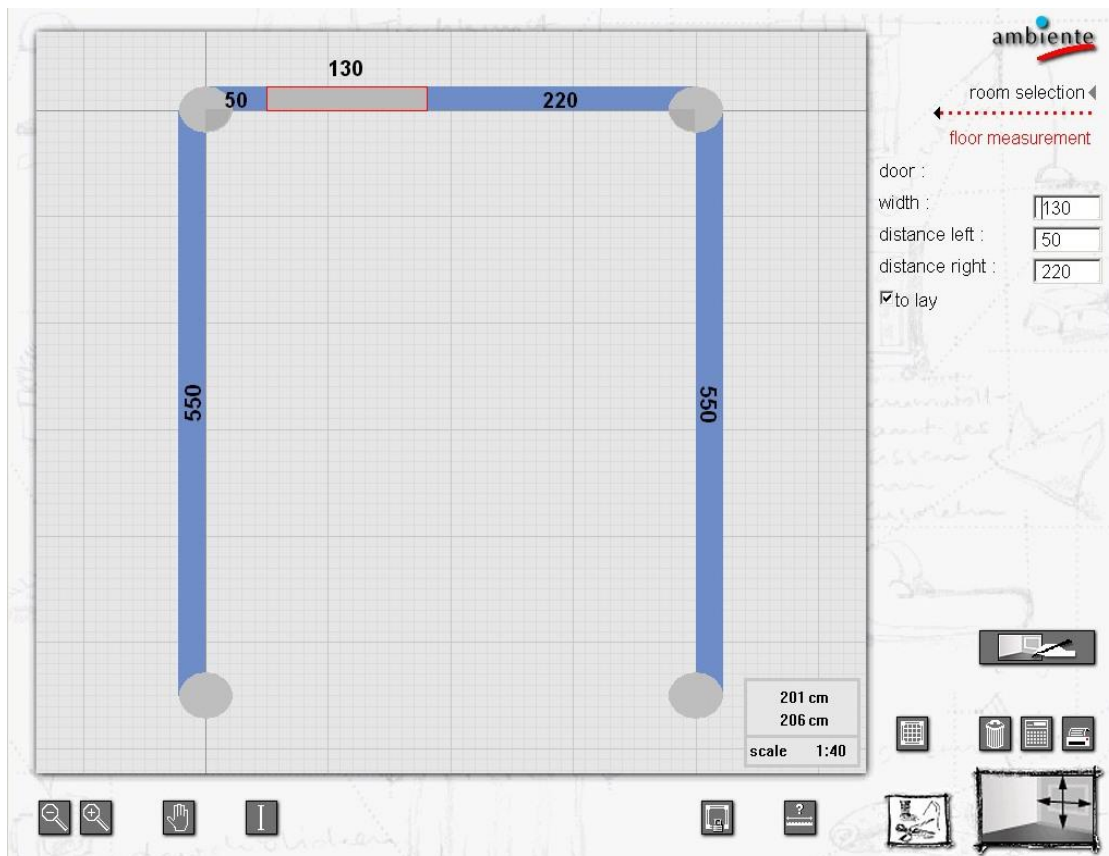


fig. 8-2 Floor measuring



fig. 8-3 Button settings for floor measuring

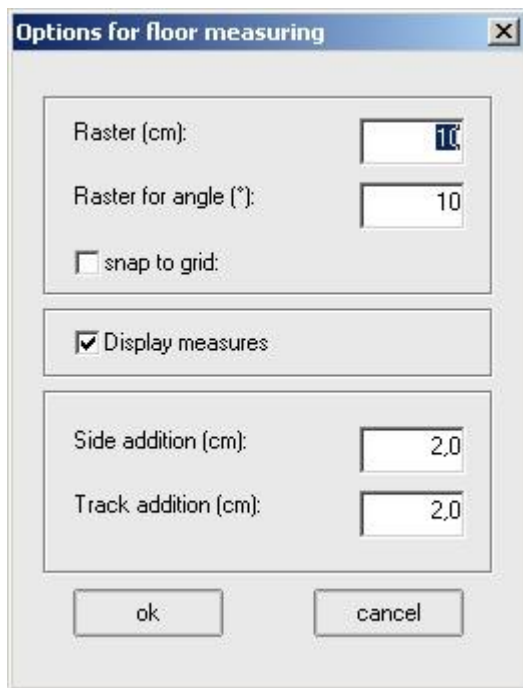


fig. 8-4 Settings dialog *settings for floor measuring*

With the value **raster (cm)**: the wall setting and -positioning is made easier. When drawing and moving the walls the current wall locks in the given grid-size-steps. This makes positioning and building of walls easier. The **value raster for angle (°)**: causes the locking for the laying tool, which will be described in detail later (see chapter 8.4).

ATTENTION:

Both raster values are only considered when the option **„snap to grid“** is activated.

With the option **display measures** the measures for the walls, windows, defined room allocations and open areas will be displayed all the time.

In the lower part of the dialog additional values for the floor coverings can be defined.

- The side addition specifies the width of the remains for off-the-roll-ware. It is calculated along the rolling direction of all tracks.
- The side addition is the length addition for off-the-roll-wares.
- The settings can be saved with **OK** and can be changed at any time.

Now the groundplan can be built. For this the existing walls can be moved and new walls can be added.

You can move a wall by clicking on the blue part of the according wall. The wall will be **marked red** and can be moved with the mouse (pressed **left mouse button**).

The same goes for the corners, windows and doors. When moving the objects the current measures and angles are displayed. Furthermore, if possible, diagonal measures are displayed for checking.

On the right side next to the displayed object input fields for the currently marked objects are shown.

ADVICE:

It might be the case that these values are taken from the wall measurement in the program part **3D Window Decoration**. In this case a new measuring of this walls (window front) in the floor planning is not possible anymore. This is signalized when the corresponding wall is coloured gray and the input fields are inactive.

ADVICE:

Preset walls cannot be joined. At least one additional wall has to be inserted in order to close the room.

As long as the room is **open** every input value for the selected wall or corner can be changed with the help of the keyboard. The display will be updated when you click on the **repaint button**.

In order to design room situations it might be necessary to zoom in or zoom out the groundplan display. This functionality is provided by the buttons containing the lens symbols (fig. 8-5). The positioning/moving of the groundplan within the display area is possible, too. Activate the button **move** (fig. 8-6) with a mouseclick. The button gets a red border. When you move the mouse to the display area the mouse pointer becomes a crossed arrow. When you hold the **left mouse button** you can move the groundplan into every desired position now.

If the groundplan is in the right position, you can finish the moving by clicking on the button containing the hand. The red border disappears.



fig. 8-5 buttons *zoom in* and *zoom out*



fig. 8-6 button *move*

With the help of the button in fig. 8-7 you can **insert a wall**.

- Push this button (red border).
- Click on an open corner with the left mouse button and draw, by keeping the mouse button pressed, the new wall into the groundplan.
- After you have released the mouse button the new wall appears in the standard thickness. New walls can be inserted until the groundplan is closed.
- By clicking the **<CTRL> key** when drawing the new wall the angle will automatically be set to a grid of 45°. This way you can easily draw walls at right angle (or 45° walls).

Except for the window front every wall can be split up by the help of the left button in fig. 8-8. For that you have to mark a wall with a single mouse click and then click on the button **split wall**. In the middle of the wall a new corner appears, which is again moveable.

Corners between inserted walls can also be deleted and by that two walls can be merged to be one again. Mark the according corner and click on the right button in fig. 8-8 (**merge walls**).



fig. 8-7 button *insert wall*



fig. 8-8 button *split wall* and *merge walls*

When the open room corners are drawn together, the room will be closed automatically. You can also close the room by pushing the button **close room** (fig. 8-9). A new wall will then be drawn between the two open corners. The corresponding surface area for the closed room will be calculated and displayed in the input fields on the right side.



fig. 8-9 button for automatically closing the groundplan

One important part for the laying of floor is door outcuts. Those are usually determined by the face of the doors.

You can insert doors into every wall (except for the window front that has been chosen in the room selection). Mark the accordat wall and click on the button **insert door** (fig. 8-10). The new door will be placed in the middle of the wall and is marked as layable area by default.

If the door face is situated on the inside of the room and if the neighbouring room shouldn't be laid with the same materials, then the door outcut shouldn't be considered in the laying. The corresponding check mark under the input fields has to be unchecked.

When you **click on the door now and keep the mouse pressed** you can change the position of the door inside the wall by moving it. The measures will be displayed accordingly. In the inputfields on the right side of the screen the door can be measured and positioned with the help of value inputs.



fig. 8-10 button *insert door*

8.3 Subdivision of areas and open areas

Buttons for **insertion of subareas** and for **area division** (fig. 8-11) can be found in the tool panel under the display area.

With the help of these tools subareas can be defined, that shall be left out in the laying process or that shall be laid with another material. Open areas can be, for example: location of a fireplace, built-in partitions, stair offsets, carrier elements or pillars.

Areas that should be laid with other materials are usually applied in room parts that are intended to have another using purpose in contrast to the rest of the room, for example like an eating area. They can also be intended to just make a difference in the design of the room and thats why get other decoration and material combinations.



fig. 8-11 buttons for the creation of sub- and open areas

In order to insert an angled subarea please click on the button **insert angled subarea** (fig. 8-11).

- The mouse pointer turns to a cross and the measure reference lines are shown in the groundplan.
- The reference lines are drawn upright towards the two nearest walls (fig. 8-12). With every mouseclick a new corner point for the subarea is set.
- The line that has been displayed as a measure reference line will now be drawn as a fixed borderline for the area. When moving the mouse a new measure reference line will be shown from the last set point. With another mouseclick also this line will be drawn as a fixed borderline for the area. Line by line you can draw the desired subarea.
- When you hold the <CTRL> key you can, again, simply work with 45° or 90° angles. You close the subarea by joining with the first corner point.
- With a doubleclick on the last set point the subarea will be closed automatically by drawing the shortest line between the last and the first point.

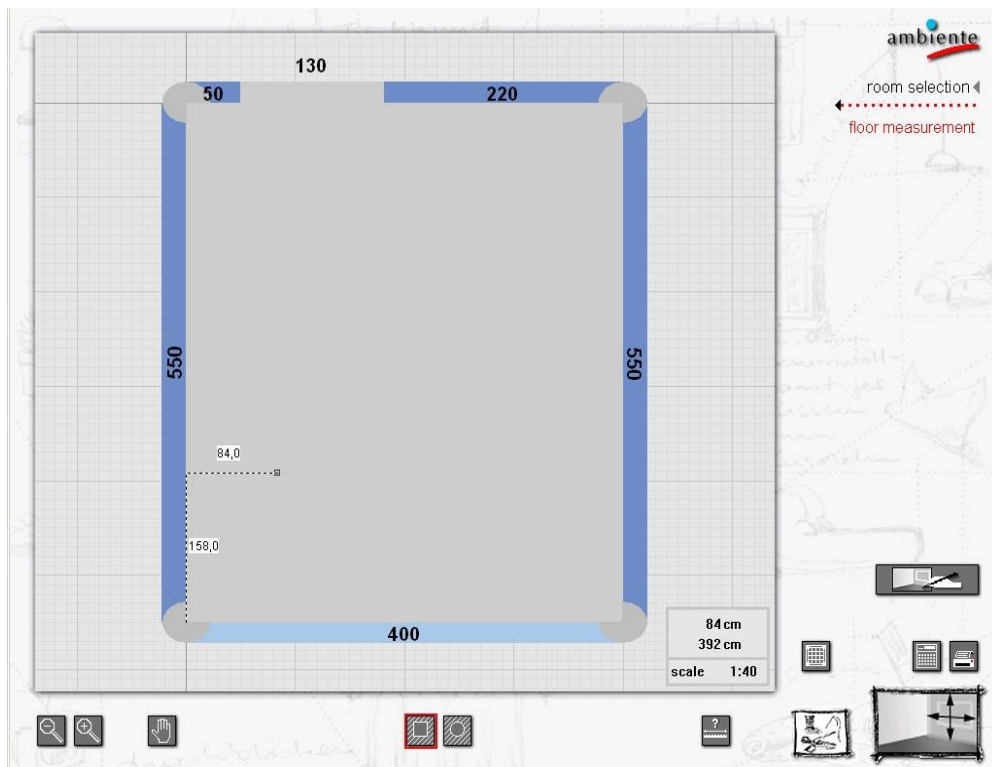


fig. 8-12 Drawing of subareas – measure reference lines

By clicking on the corner points and holding the mouse the corner points of the subarea can be moved. For this you can for example use a higher zoomlevel.

ATTENTION!!!

Another click on the button **insert angled subarea** fixes the subarea definitely – measure or position changes can't be performed anymore, neither for the groundplan nor for the subarea.

The corner points of a subarea can also be outside the groundplan in the drawing process. When closing the line curve for the subarea only the area inside the groundplan will be considered. This assures the exact positioning of the corners on the wall and makes the handling a little easier.

The surface area of the resulting subarea will automatically be subtracted from the room's groundplan.

In fig. 8-13 subarea (open area) has been put into a groundplan. This subarea is measured to fit to the size of a fireplace.

Another subarea has been defined that marks an area in which the eating place is planned. This area should be laid with another laying material. This way any number of subareas can be defined within the groundplan of a room.

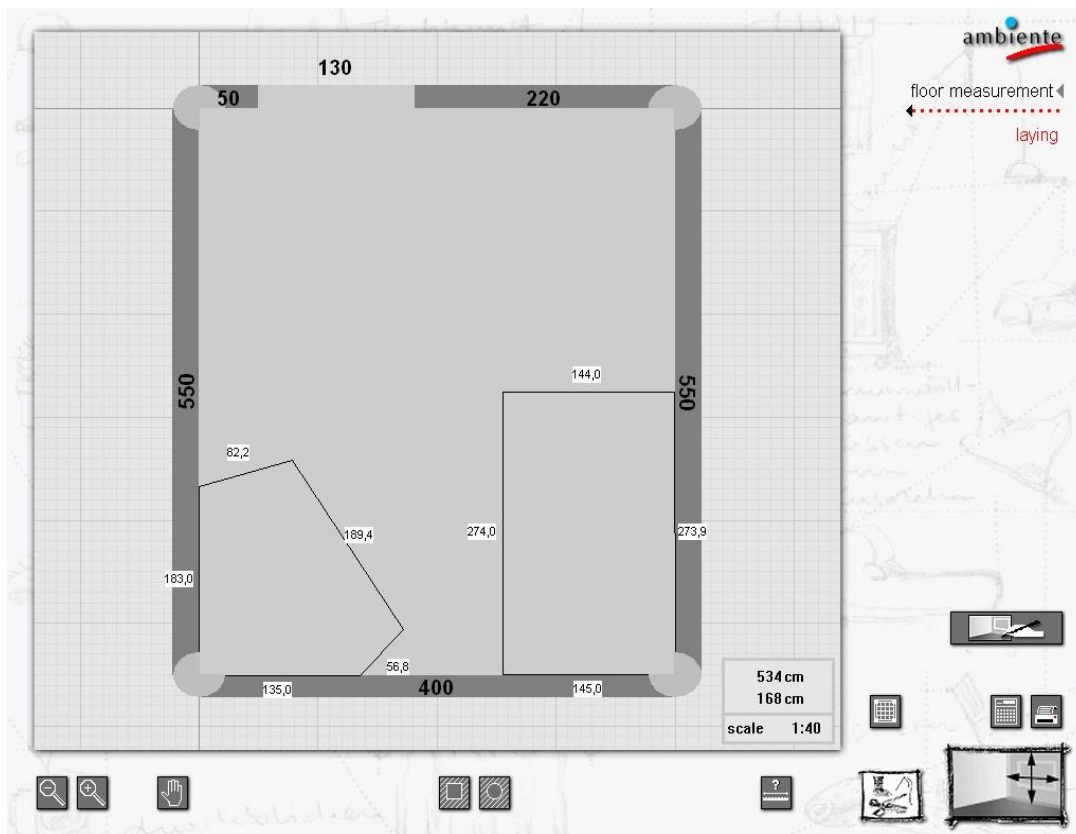


fig. 8-13 subarea planning

The button on the right in fig. 8-11 appears after the groundplan or a subarea has been **selected via the mouse** and been marked by a yellow border.

It provides the possibility to divide the area with a straight line. After activation of the subarea (red border), you can draw the parting line for the marked area. If the division should take place at a corner, try to let the parting line begin at the corner point (hint: use the **grid raster**).

Then you can draw the line into the desired direction and set the second point at the desired intersection point on the area parting line or outside the marked area.

Another click on the button **area division** performs the division.

From one area you get two subareas now.

The parting line has to cut the marked area in exact two points. The possible divisions are: wall to wall, corner to corner, wall to corner and vice versa.

ADVICE:

In order to position more precisely, you can zoom into the groundplan with the **,lens +'** button and after that move it with the **,hand'-button**.

8.4 Laying

Every buildt floor area or subarea in your groundplan is separately selectable. With a **click on the according gray area** it will be marked with a yellow border.

Right next to the image the calculated floor surface area is shown in square meters. Under the button **redraw** the **colour button** appears, with which you can call

- the article selection (**left mouse button**) or
- the colour selection (**right mouse button**).

The article selection is described in chapter 3.3.

After you have selected a certain article it will be displayed in the room with a standard laying. Information that might be missing for the planning (for example when a colour was chosen, which doesn't have a specific material reference) is requested in a special dialog. These are for example the width of the off-the-roll-wares or the measures für piece goods (i.e. panel- or tile-measures).

After you have chosen a certain floor material or a colour the room will be displayed in a schematic planning view with a standard laying (fig. 8-14)

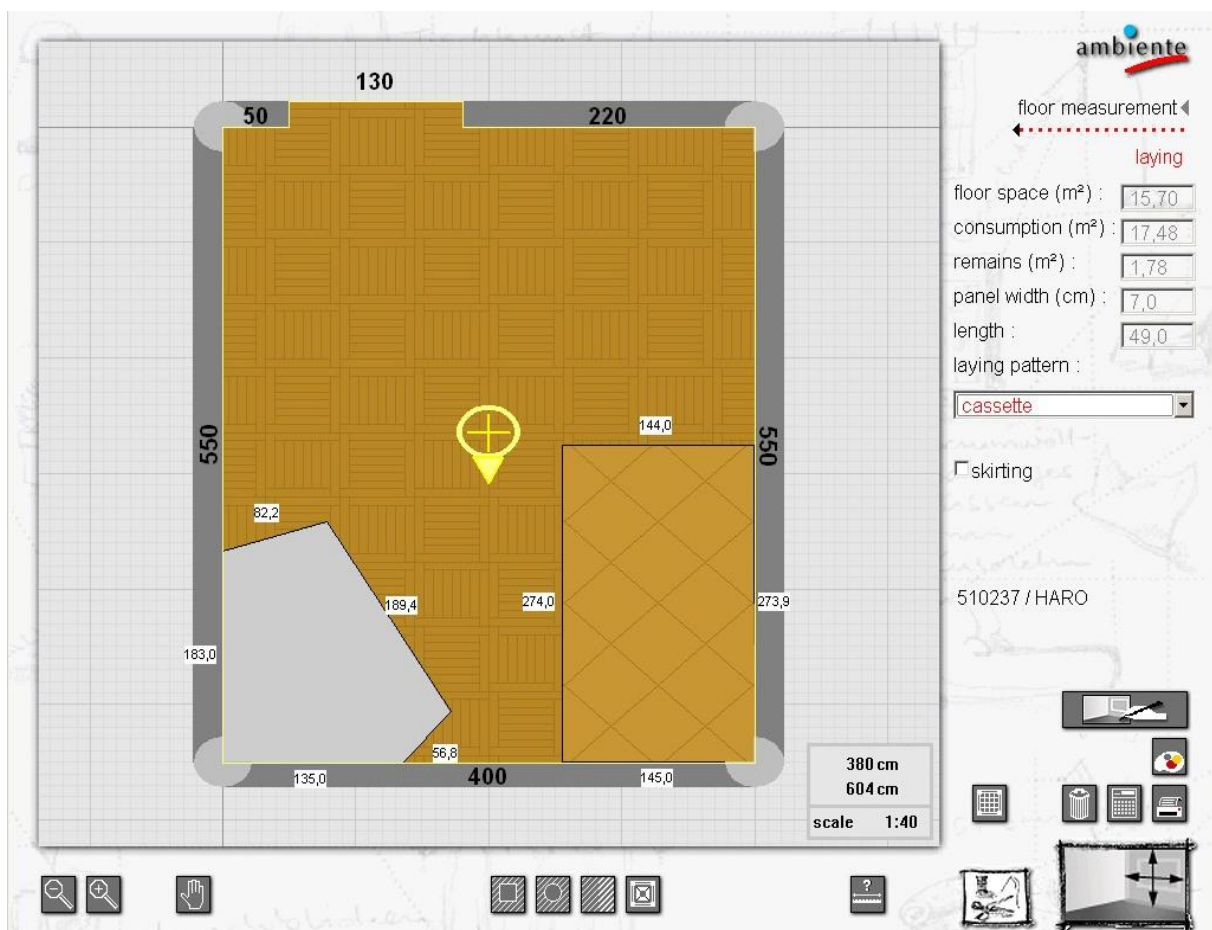


fig. 8-14 schematic planning view

On the right side of the screen the current remain- and consumption values are shown, so that you can always control the changes in the consumption when you choose other laying patterns or directions.

In order to change the laying, you have two possibilities: laying pattern and laying direction. The selection box **laying pattern**: on the right side of the screen under the consumption values are all possible laying patterns, depending on the current floor covering's properties. After you have chosen a certain laying pattern here the laying will be updated and the corresponding consumptions are shown.

You can define the **laying direction** with the laying tool (fig. 8-15).

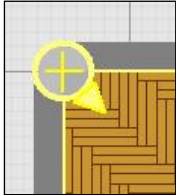


fig. 8-15 laying tool

This tool can be freely positioned inside the groundplan or the open subarea. The arrow direction indicates the laying direction.

- When you **click into the circle**, you can move the starting point and laying direction inside the area with the pressed left mouse button. Here the set raster sizes are considered.
- If you move the laying tool **onto a wall**, the laying direction will automatically be aligned upright towards the wall.
- If you move the laying tool **into a corner point**, the laying direction will be aligned towards the next (clockwise) cornerpoint.
- In order to set a free laying direction **click on the arrow of the laying tool and keep the mouse pressed**. An angular dimension is shown and you can move the angle with the mouse and thus change the angle to a value you wish to.

Depending on the laying pattern and laying position here are sometimes only certain angles possible. If the laying tool is headed towards a wall and you want to lay tracks, then the angle can only be parallel or upright to the wall.

ADVICE:

You can adjust the angle exactly to a degree, if you – while holding the mouse down – **enlarge the distance between the laying tool and the mouse pointer**.

If the laying tool cannot be aligned towards a wall or a certain exact point, this is due to the activated grid.

Deactivate the grid in the options dialog in order to avoid this (fig. 8-4).

Selected objects can be deleted by a **click on the trash**. If it is an area that has already been covered with floor coverings the laying of that area will first be deleted. If no laying is available anymore, the area will be removed. All other layings will be updated accordingly. This is also applied when a new open area is inserted into an already covered area.

8.5 Skirting

For most layings it is required to use skirtings. This function can be defined separately in the groundplan for every area.

ADVICE:

The groundplan itself has to have a laying so that a skirting can be applied.

The program determines the edges for a base automatically. Usually these are all outer edges of the groundplan and all edges of not-laid open areas (for example pillars, fireplace corners). For checking purposes the skirtings are coloured blue in the display (fig. 8-16).

After the control box ,**skirting**' has been checked for an area, a **second colour button with a plus-sign** appears. You can choose the article for the skirting with this.

For area materials (floor coverings, floor tiles) a default height is set. This value is changeable though. If the height is preset by the article-choice (i.e. rails), it will be taken from the article information and cannot be changed.

In order to remove a skirting, deactivate the control box ,**skirting**'.

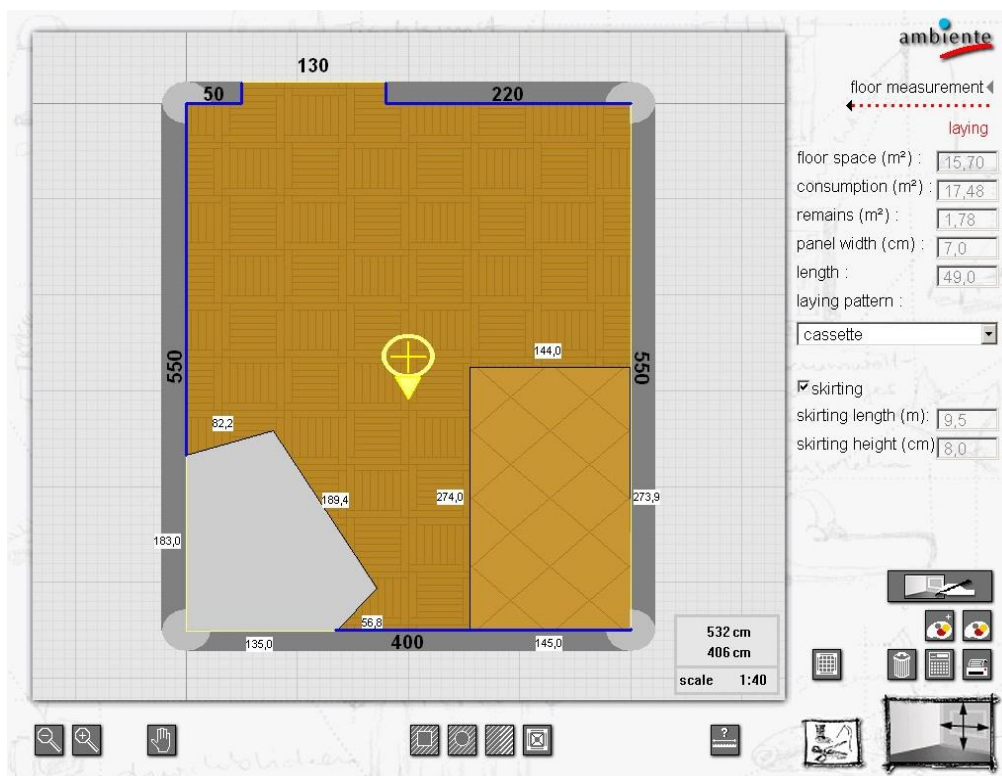


fig. 8-16 planning of skirtings

8.6 Baize

In order to create a baize, first select a floor area by clicking on it with the mouse.



The **baize**-button appears in the toolbar.

Click on the button. An article selection dialog appears.

If you want to accomplish an article independent planning, please **right-click** on the baize-button and choose a colour.

Now select the desired article or type in the material group and the article measures.

A dialog appears (fig. 8-17) in which you can specify the baize properties.



fig. 8-17 baize dialog

First choose the corner type of the baize. The selection contains continuous, nested and to mitre corners. Please note, that for non-right-angle floor areas only to mitre corners are possible.

Choose the baize direction, specify the distance to the edge (in cm) and define the number of bars that should be layed side by side.

Confirm the dialog with **ok**. The baize will now be inserted in the groundplan.



fig. 8-18 too short wall for a baize

If the available space doesn't suffice, an error message appears and the baize won't be inserted. This can appear if the area, like in fig. 8-18 contains very short edges.

A baize consists of different subareas. These subareas can be manipulated like all floor areas in ambiente®. They can be divided, deleted or their laying can be changed. This manipulation only affects the currently selected subarea.

8.7 Measure tool

In order to measure and check distances in the floor planning, the measure tool is used.

You can use the measure tool by clicking on the corresponding button .

The tool will be switched on. By another click on the button you can switch it off again.

With a switched on measure tool, please click on a point in the groundplan from which you want to measure. Click on a second point in the groundplan, the point to which you want to measure the distance. The distance between these points is shown now (fig. 8-19). By moving the points the distance value can be varied. The measure display will disappear after switching the tool off.

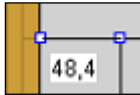


fig. 8-19 measure display

8.8 Further functions

Like in the other design parts of ambiente® you can call a menu with additional functions by **right-clicking** into the display area (fig. 8-20).

The most important functions are **decor view** and **3D View**. They provide a realistic 3D impression of the room situation. You can see a perspective view and a view from above. This provides a good overview of the room situation (fig. 8-21).

ADVICE:

In the 3D view these walls that would only be seen from behind are not shown. This way as much floor area as possible is shown.

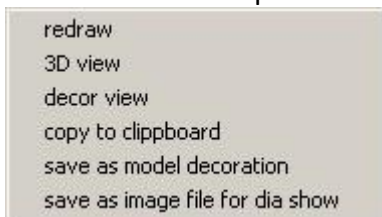


fig. 8-20 right-click menu floor planning

In the decor view and in the 3D view you can switch to the other view, at any one time, via the right-side button **decor view** or **3D view** respectively.

You can **get back to the groundplan view** by using the right-click menu or by clicking the back-arrow in the upper right corner.

Further functions in the rightclick menu are **'save as model decoration'** and **'save as image file for dia show'** (see chapter 4.3).



fig. 8-21 decor view / 3D view

In order to print the groundplan the **print-button** has to be pushed. Several possibilities for the print-out are presented to you via a dialog.

- You can print an overview and/or separate groundplan- and laying-plans for every subarea. In an overview print the whole laying planning will be printed in one image. All laid areas are listed with their own consumption information and article data. Measure information and area positions can optionally be switched on or off.
- At the single area print every area will be printed on a single page, containing all consumption information and article data, additionally to all selectable measurement information from the dialog. Every single laying will be displayed grafically. The starting point and the direction of the laying are contained in the print-out as further working instructions for the bottomer.

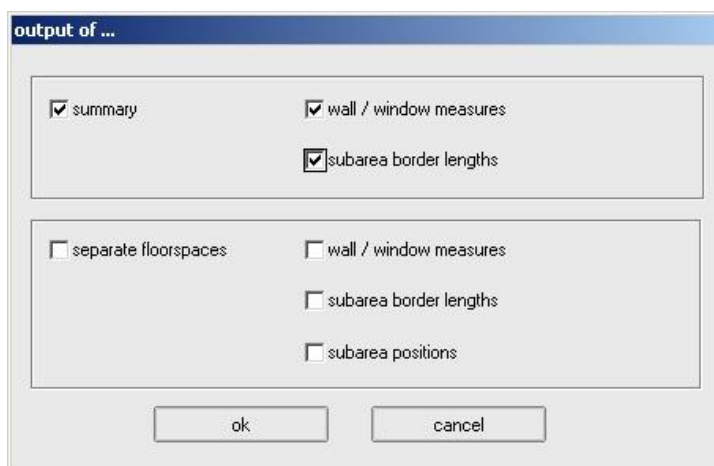


fig. 8-22 3D Floor – Print Dialog

Example print-outs can be found in the appendix from page 210.

8.9 Notes concerning the calculation

You can switch to the **calculation** (see chapter 14) via the function button on the bottom of the page. All relevant information from the **3D floor** will be taken over to the calculation voucher.

ADVICE:

You should note that the groundplan, the consumption and the skirting length will be taken from the 3D planning and be displayed in the calculation. The consumption of the skirting will be shown in running metres.

ATTENTION!!!

After a single position has been deleted from the calculation, it can't be displayed anymore in the position list, even if you switch back to the floor planning and the position is still available there.

9 3D Wall (add-on module)

The module **3D Wall** makes a true-to-scale decoration of your room's walls possible. You can create subareas on the walls with the help of comfortable tools. In the next step you can put different materials on them. Possible wall coverings are off-the-roll-ware like wallpapers or bordures, as well as colours. Also tiles and panels can be put on the walls. Dependent on the current covering the system assists you at dynamically planning the wall decoration concerning the laying patterns. ambiente® determines an appropriate laying direction including the starting point of the laying, the material consumption and the remains. With these values you can switch to the calculation (order management, see chapter 14). You can view and present your planning results in different views.

9.1 Starting the Wall Decoration

In order to begin with the wall decoration you first have to select a room in the 3d planning room selection and enter all necessary measures. You can find details for this procedure in chapter 6 (**3D Planning**).

The Wall Decoration can be reached via the main button (click on the wall area, see fig. 9-1).

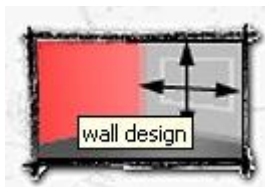


fig. 9-1 Start Wall Decoration

ADVICE:

Before you begin decorating the walls, please check if you already have created all walls and if you have gone through the room measurement procedure. You can read about an appropriate progression in chapter **3D Planning** in the part **Suggested proceeding for room planning**

9.2 Wall Decoration

The first wall which is displayed after you have switched to the wall decoration is the wall that contains the window or door, according to the selected room situation (fig. 9-2). If the room contains more than one wall with windows („window wall“), then the most left window wall will be displayed first.

TIP:

With the help of the **red arrows**, which you can find up right, you can switch to the next or previous wall one at a time.

Right beside the arrows and on the lower right inside the display window as well, a small preview picture helps you orientate. It displays the **groundplan** of the room, with the currently selected wall (red) and all other walls (blue).

If you want to complete the groundplan before you start decorating the walls, you can click on the text button „**work on groundplan**“ on the right side (see fig. 9-2) or click on the floor area inside the main button down to the right.

This way you get to the floor planning (see chapter 8).

The picture in fig. 9-2 shows a completed room situation with an additional wall and a door.

ADVICE:

Before you begin decorating a wall, you should first adjust the settings to your desires. Click on the button **settings for wall measures** (fig. 9-3) above the main button. The dialog „**settings for wall measures**“ will be opened (fig. 9-4)

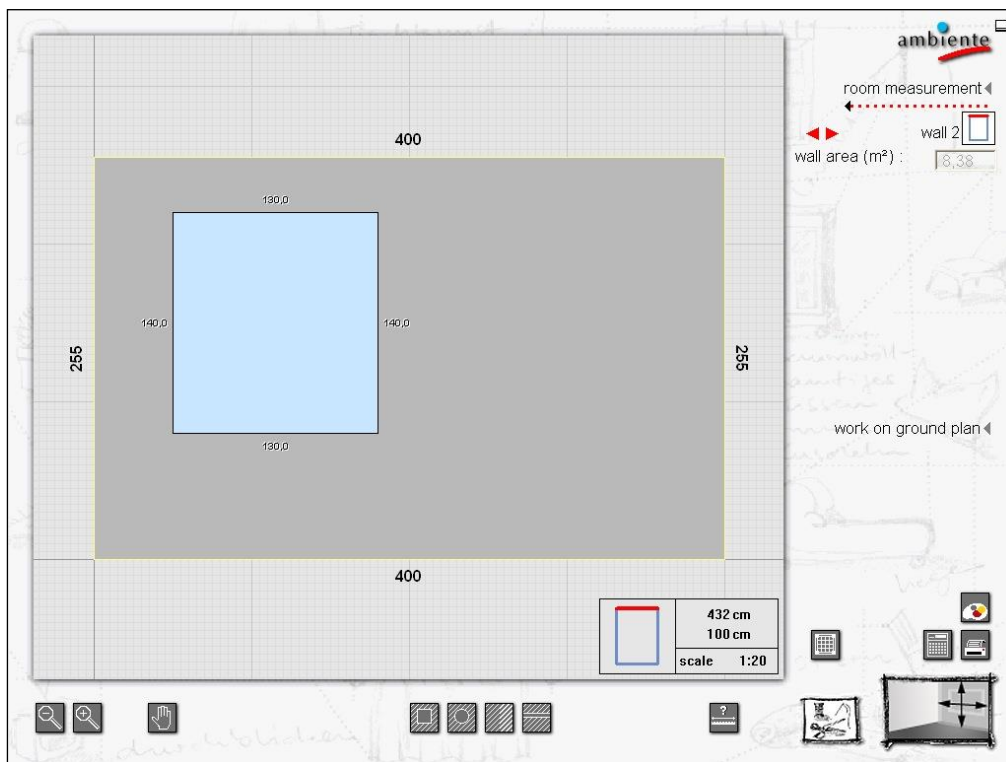


fig. 9-2 Wall decoration starting situation with closed room



fig. 9-3 Button *settings for wall measures*

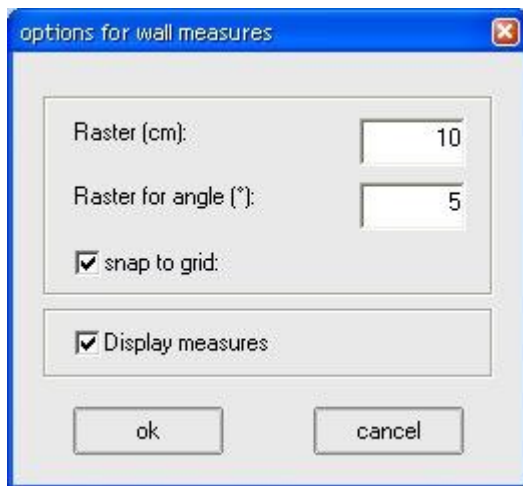


fig. 9-4 Settings Dialog *Settings for wall measures*

By setting a value for **Raster(cm)** you can simplify the setting and positioning of the laying tool and subarea points. When drawing and moving the lines and points of subareas the current point locks in the given grid-size-steps.

The value **raster for angle (°)** causes the locking for the laying tool, which will be described in detail later (see 9.5).

ATTENTION!!!

Both raster values are only considered when the option **'snap to grid'** is activated. This allows you to quickly deactivate the snap-functionality in case you don't need it for a special action during the planning process.

With the option **display measures** the measures for the walls, windows, and self-defined areas will be displayed all the time.

The settings can be saved with **OK** and can be changed at any time.

Now you can start decorating the walls of your room:

- Every wall can be decorated with different materials.
- For every wall different subareas and open areas can be created which can be occupied with different materials as well.
- Subareas differ from open areas by containing a material. Open areas are needed for wall areas where no material is necessary or possible (e.g. a chimney on the wall, crossbar). You will need them for exactly determining the material consumption in the other wall areas.
- Subareas, on the other hand, can be used to put another material on a certain part of a wall.
- With the help of the red arrows you can switch to the wall you like to begin with. With a left click on the wall you activate the display of its measures (wall area) on the right side of the display (see fig. 9-2). Every additional area you create on the wall can be selected with a click on it. Only the measures of the currently selected wall part will be displayed on the right side.

ADVICE:

Every wall area you want to work on has to be selected first in order to „notify“ ambiente® about it. The selected wall area will then be surrounded by a yellow line.

After selecting a wall area a colour button on the right side appears (fig. 9-5).

- By clicking on this button with the left button you get to the article selection.
- With a right click you reach **the uni-colour-menu**. The article selection is described in chapter 3.3. The selected article will be displayed at the wall, either as yellow tracks (off-the-roll-ware, e.g. wallpaper -
fig. 9-6, left) or as brown rectangles (piece goods, e.g. tiles, panels -
fig. 9-6 right).



fig. 9-5 colour button

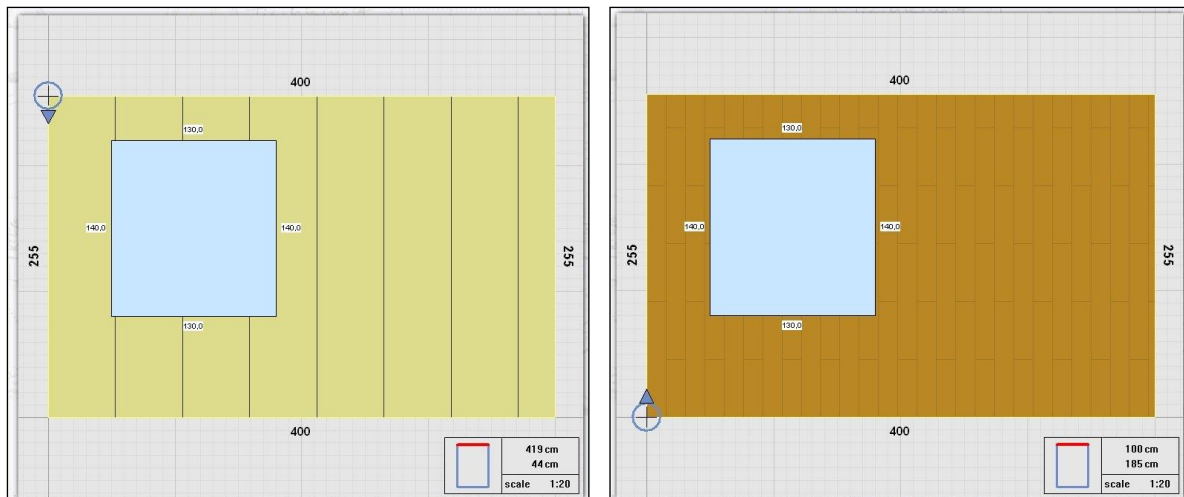


fig. 9-6 different material groups - left: off-the-roll-ware (wallpaper), right: piece goods (laminat)

ADVICE:

If the desired article is not stored in the system, you can alternatively choose a colour from the uni-colour-menu (right-click on the colour button). The missing data that is necessary for the planning can be entered in a special dialog that appears after the colour was selected (fig. 9-7 planning relevant item data).

For the material groups of different off-the-roll-ware you can enter the material width and the pattern length. For piece goods you can enter length and width. (e. g. panel or tile measures).

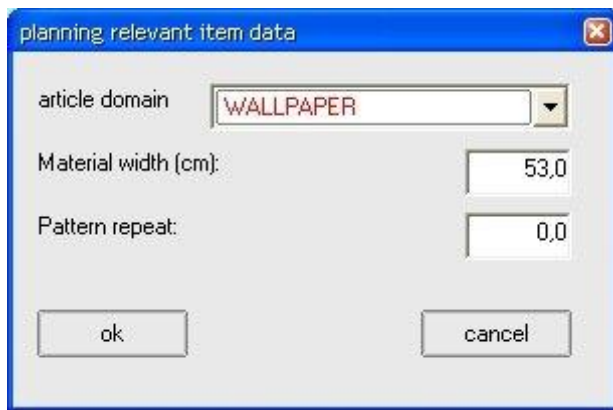


fig. 9-7 Dialog *Planungsrelevante Artikelangaben*

When a wall area contains material, the corresponding values for material consumption (in m² and running meters), material cuttings and material specific values like material width or panel length/width are displayed on the right side.

TIP:

In case of panels and laminate, also different **laying patterns** are selectable under the material information.

The text button „**article for all walls**“ will appear under the material information. With a click on this button you can put the article from the currently selected wall on all other walls as well.

Under the text button „**work on groundplan**“ a preview of the selected article is displayed.

9.3 Scaling up/down and positioning the display area

In order to design room situations it might be necessary to zoom in or zoom out the wall display. This functionality is provided by the buttons containing the **lens symbols** (fig. 9-8).

The positioning/moving of the groundplan within the display area is possible, too. Activate the button **move** (fig. 9-9) with a mouseclick. The button gets a red border.

When you move the mouse to the display area the mouse pointer becomes a **crossed arrow**. By holding the left mouse button you can move the wall display into every desired position now.

If the area is in the right position, you can finish the moving by clicking on the button **containing the hand**. The red border disappears.



fig. 9-8 buttons *zoom in* and *zoom out*



fig. 9-9 button *move*

9.4 Subdivision of areas and open areas

Buttons for **insertion of subareas** and for **area division** (fig. 9-10) can be found in the tool panel under the display area. With the help of these tools subareas can be defined, that are supposed to be left out in the laying process or that should be laid with a different material. Open areas can be, for example, crossbars at the wall.

ADVICE:

Areas that should be laid with other materials are usually applied in room parts that are intended to have another using purpose in contrast to the rest of the room, for example like an eating area. They can also be intended to just make a difference in the design of the room and get other decoration and material combinations.



fig. 9-10 buttons for the creation of sub- and open areas (angled, round, split)

In order to insert an angled subarea please click on the button **insert angled subarea** (fig. 9-10). The mouse pointer turns to a cross and the measure reference lines are shown in the wall display area.

- The reference lines are drawn upright towards the two nearest wall-edges (fig. 9-11).
- With every mouseclick a new corner point for the subarea is set. The line that has been displayed as a measure reference line will now be drawn as a fixed borderline for the area.
- When moving the mouse a new measure reference line will be shown from the last set point.
- With another mouseclick also this line will be drawn as a fixed borderline for the area. Line by line you can draw the desired subarea.

TIP:

When you hold the **<CTRL>** key you can simply work with **45°** or **90°** angles.

To **end the creation of a subarea** it has to be closed. You close the subarea by joining with the first corner point, or by doubleclicking on the last point. The subarea will be closed automatically by drawing the shortest line between the last and the first point.

fig. 9-12 shows a closed subarea.

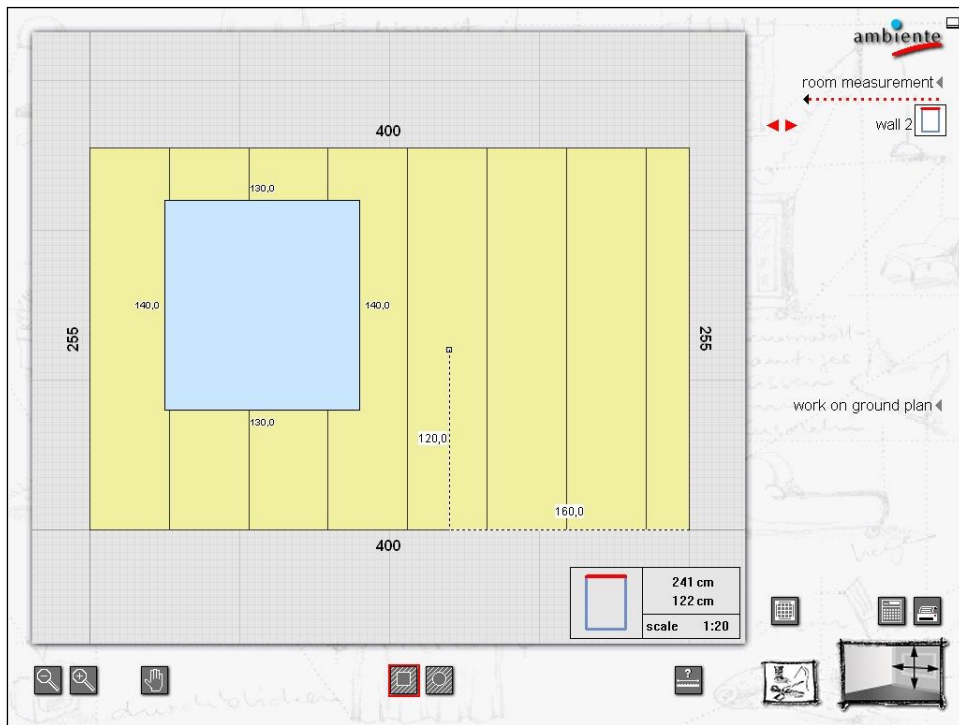


fig. 9-11 creating subareas – measure lines

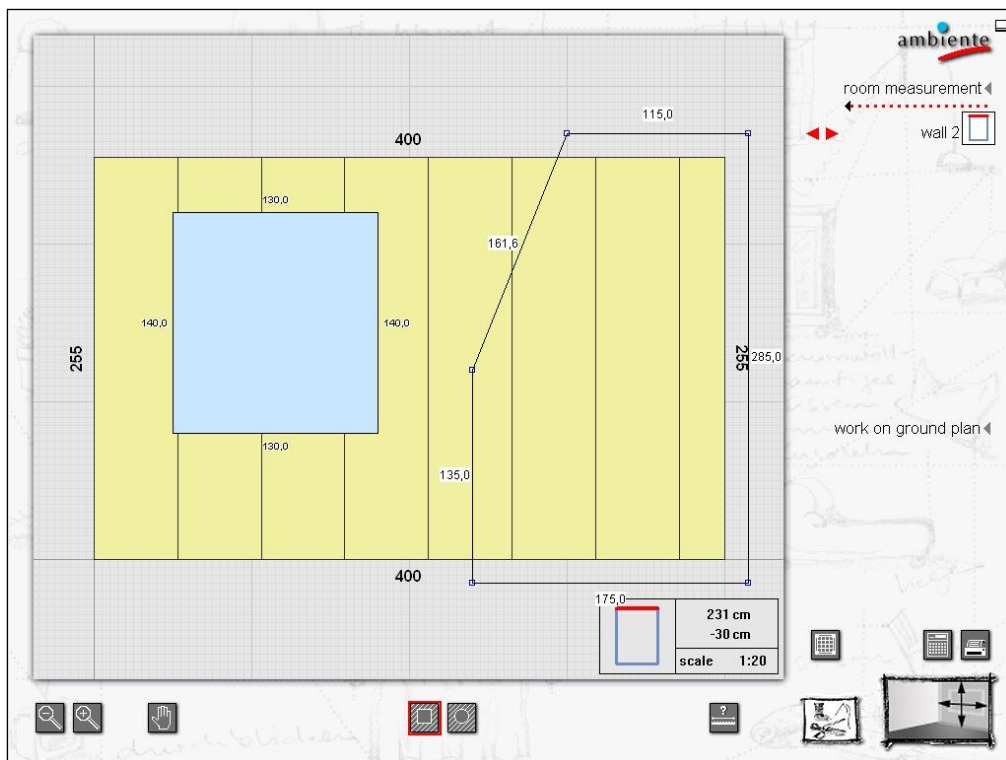


fig. 9-12 closed subarea on the wall

By clicking on the corner points and holding the mouse, the corner points of the subarea can be moved. For this you can for example use a higher zoomlevel.

ATTENTION!!!

Another click on the button **insert angled subarea** fixes the subarea definitely – measure or position changes can't be performed anymore.

The corner points of a subarea can also be outside the wall (fig. 9-12) in the drawing process. When closing the line curve for the subarea only the area inside the wall will be considered. This assures the exact positioning of the corners on the wall and makes the handling a little easier.

The surface area of the resulting subarea will automatically be subtracted from the subjacent areas (fig. 9-13). You can design the created subarea in the same way you designed the main wall area (see 9.2 Wall Decoration).

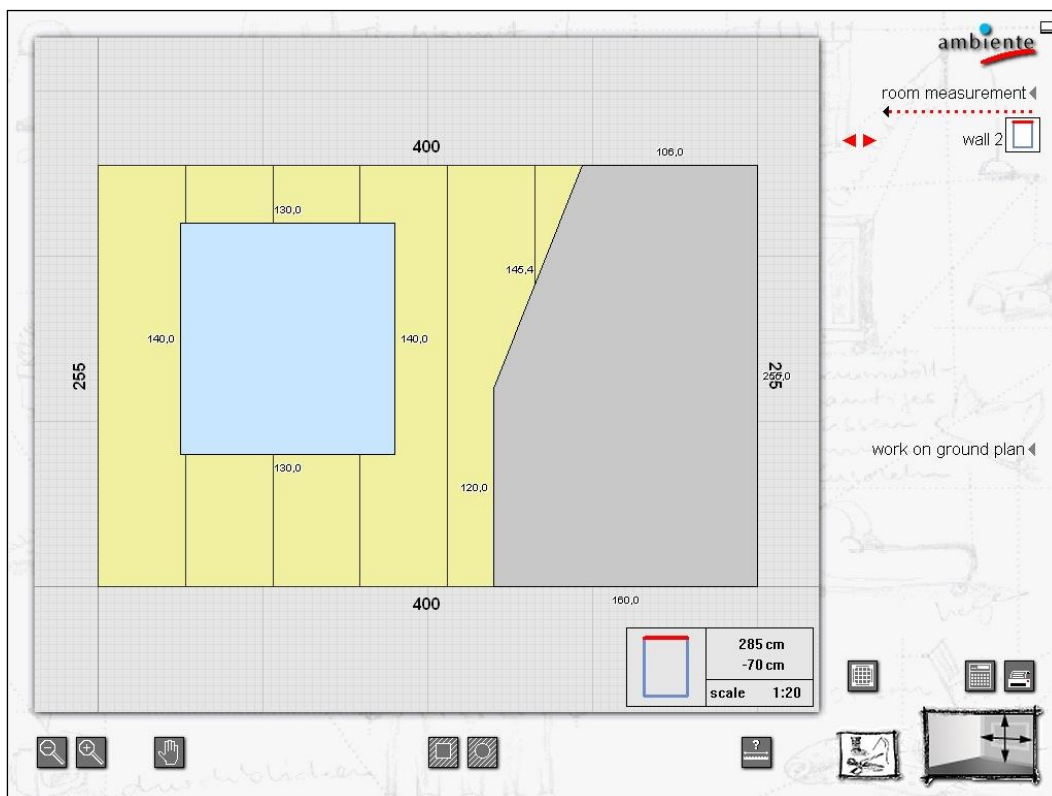


fig. 9-13 ready constructed subarea

ADVICE:

If you intend to put material on the subarea that won't replace the subjacent area but will be put upon it, then you can activate the **checkbox „opaque towards other areas“** (will be visible when you select the corresponding area, see fig. 9-14).

Now the surface area and the consumptions of this area will not be subtracted from the subjacent areas. This **checkbox** is visible for all created subareas.

The activation of the button insert round subarea (fig. 9-10) allows you to insert a round subarea onto the wall.

- As soon as you **move the mouse over the display** area the cursor turns into a cross and the measure lines are displayed at the wall area.
- The first mouseclick sets the middle point of the circle.
- If you let go of the mousebutton you can draw it over the wall area and enlarge the radius with it. Another mouseclick will set the radius of the circle and closes it.

Afterwards you can still modify the circle.

- Clicking and dragging the mouse button with the middle point can move the whole circle.
- Clicking and dragging the mouse button with the point on the outer circle arc changes the radius.

ATTENTION!!!

In order to fix the constructed area another click on the button **insert round subarea** is necessary. **This fixes the area – measure or position changes are not possible anymore.**

The third button in fig. 9-10 appears, after a wall area has been selected via the mouse. It provides the possibility to devide the selected area with a straight line.

After you have activated the subarea (red border) you can draw the parting line for the marked area.

ADVICE:

If the devision should take place at a corner, try to let the parting line begin at the corner point (use the grid raster).

- After setting the first point (**left mousebutton click**),
- you can draw the line (let go of the mouse) into the desired direction and set the second point (**left mousebutton again**) at the desired intersection point on the area parting line or outside the marked area (fig. 9-12).
- Now the line can be moved by clicking on the end points and drawing them further in any direction you like.

The seperation line has to cut the selected area at exactly 2 points.

This means, it's only possible to devide areas at their edges.

ATTENTION!!!

In order to perform the area devision you have to click on the button **area devision** again. **This fixes the devision – measure or position changes are not possible anymore.**

In order to position more precisely, you can zoom into the wallplan with the **,lens +'** button (fig. 9-8) and after that move it with the **,hand'-button** (fig. 9-9).

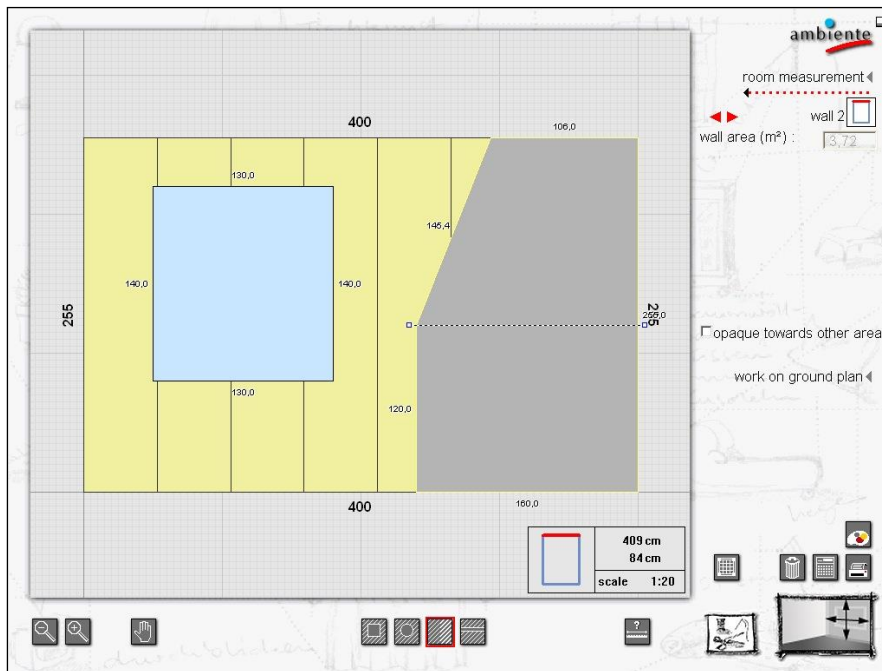


fig. 9-14 devision of an area

9.5 Starting point and orientation

The starting point and orientation of tracks or panels can be changed with the so-called **position tool** (fig. 9-15).

This tool can be freely positioned inside the wall area as long as it contains material. The arrow direction indicates the laying direction. When you click into the circle, you can move the starting point and laying direction inside the area with the pressed left mouse button. Here the set raster sizes are considered.

If you move the laying tool onto a wall edge, the laying direction will automatically be aligned upright towards the wall edge. If you move the laying tool into a corner point, the laying direction will be aligned towards the next (clockwise) cornerpoint.

In order to set a free laying direction click on the arrow of the laying tool and keep the mouse pressed. An angular dimension is shown. You can move the angle with the mouse and thus change the angle to a desired value.

Here the **raster for angels** value from the **settings for wall measures** dialog influences the size of the angle steps.

ADVICE:

You can adjust the angle exactly to a degree, if you – while holding the mouse down – enlarge the distance between the laying tool and the mouse pointer.

If the laying tool cannot be aligned towards a wall edge or a certain exact point, this is due to the activated grid. Deactivate the grid in the options dialog in order to avoid this (fig. 9-4).

The angle raster can also be activated and deactivated here.

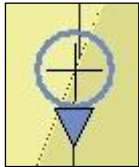


fig. 9-15 position tool

9.6 Creation of bordures

In ambiente® you can easily create a bordure inside a wall area. For this you first have to select the wall area (click on it with the **left mouse button**) which should contain the bordure. Now the bordure button (fig. 9-16) appears next to the subarea buttons.



fig. 9-16 button for the creation of a bordure

After a click on the button the article selection appears.

- If you want to create a bordure independent from materials then perform a left-click on the bordure button.
- Now you can select the desired article or colour and click on OK. If you have selected an article then a dialog opens (fig. 9-18) with which you can define the bordure parameters.
- If you have selected a colour, then first the dialog „planning relevant item data“ opens (fig. 9-17). Here you can choose the material group (wallpaper, bordure or colour) and the corresponding material width (this serves as bordure width).

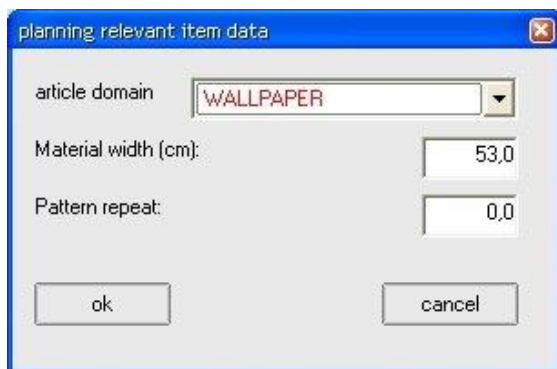


fig. 9-17 dialog *planning relevant item data*

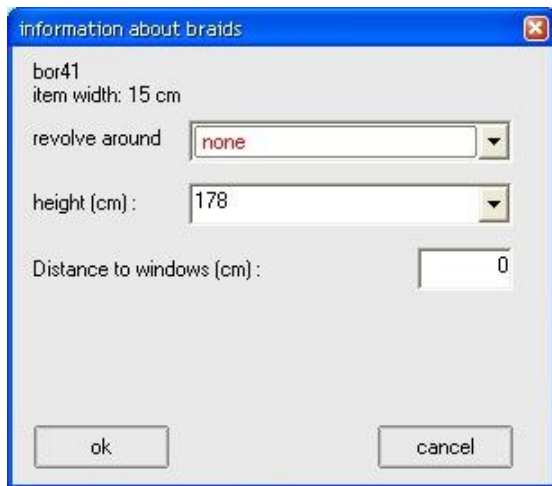


fig. 9-18 bordure dialog

First you can choose the way the bordure revolves around windows: either „**none**“, „**over windows**“ or „**under windows**“.

The next value is the height of the bordure. This value is always considered relative to the wall area in which the bordure is created.

The preset value in the entry field is $\frac{3}{4}$ of the current wall area's height. You can enter any other value or choose a value from the presets:

- under the ceiling („**ceiling**“),
- „**Window border top**“ or
- „**window border bottom**“

The last value you can manipulate is the distance that the bordure should have to the windows (cm).

Confirm the entries by clicking **ok**. The bordure will now be created inside the selected wall area.

ADVICE:

For bordures the checkbox „**opaque towards other areas**“ is activated, because bordures are usually put *onto* other materials, such as wallpapers, and don't replace them. They don't change the consumption of the other articles.

A bordure can consist of one or more areas. These can be manipulated just like any other subareas in the ambiente® module 3D wall. They can be devided, deleted or get other materials. This manipulation will only affect the currently selected subarea.

It is possible to change the bordure's orientation with the help of a special positioning tool. After a **click on one of the bordure areas** (only the areas that don't revolve around the window) a *violet positioning tool appears similiar to the blue positioning tool* (see fig. 9-15). The difference to the blue position tool is that any rotation or position-change affects the bordure itself and not its material. The example in fig. 9-19 shows a bordure that revolves

around and over the window, with a window-distance of 5cm. After creation the angle of the bordure was changed to 35° by using the position tool.

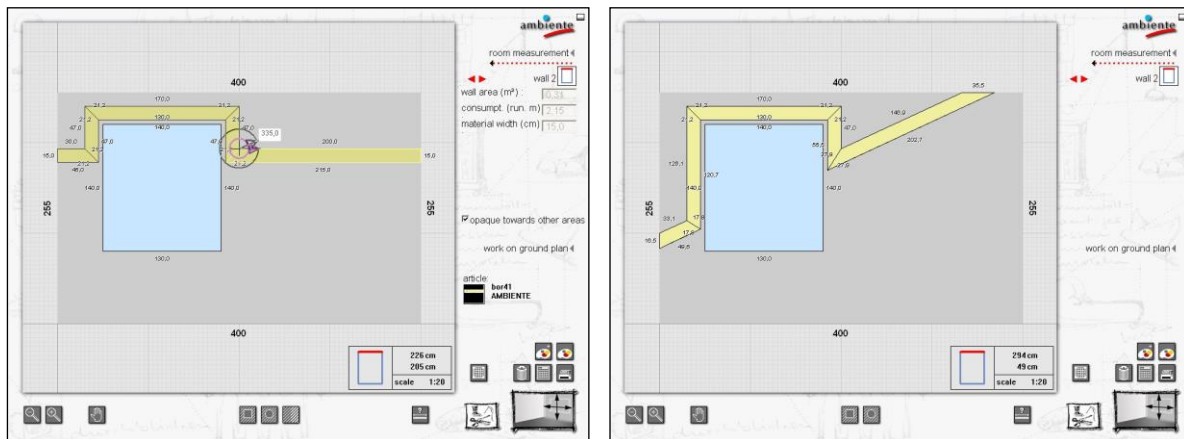


fig. 9-19 change of bordure orientation

9.7 Delete decors, areas and bordures

In order to delete a subarea it first has to be selected by **clicking on** it with the mouse. After that you have to click on the **trash-button** down to the right. If the main wall is selected, then only the decor will be deleted.

When deleting a bordure you will get the possibility to decide whether you want to delete the whole bordure or just the selected part of it.

All other areas, especially their material consumption, will be updated after an area is deleted.

9.8 Measure tool

For measuring and checking distances in the wall decoration the **measure tool** is used.



You can click on the according button at any time.

The tool will be activated then.

By **hitting the button again**, you can switch off the tool.

With a switched on measure tool, please click on a point in the wall from which you want to measure. Click on a second point, the point to which you want to measure the distance. The distance between these points is shown now (fig. 9-20).

By moving the points the distance value can be varied. The measure display will disappear after switching the tool off.

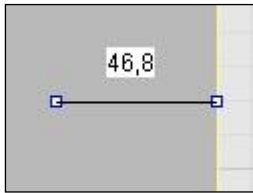


fig. 9-20 measure display

9.9 Further Functions

Like in the other design parts of ambiente® you can call a menu with additional functions by right-clicking into the display area (fig. 9-21).

The most important function is the **decor view**. This view provides a realistic 3D impression of the room situation (fig. 9-22).

ATTENTION!!!

In this view those walls are not displayed that are looked at from behind.

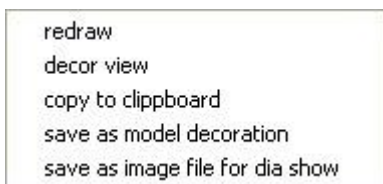


fig. 9-21 right-click menu floor planning

In the decor view you can navigate through the scene with the function that is already described in chapter 7.3 on page 36.

You get back to the wall decoration by using the right-click menu or the back-arrow up to the right.

Further functions of the right-click menu are **,save as model decoration'** and **,save as image file for dia show'** (see chapter 12 and 13)

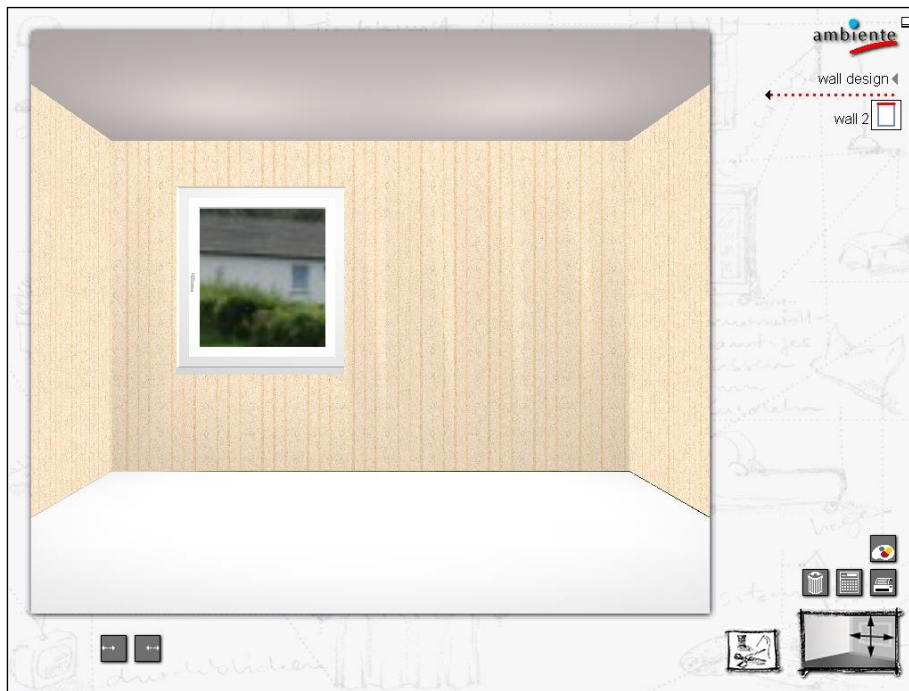


fig. 9-22 decor view wall decoration

9.10 Notes concerning calculation

You can switch to the **calculation** (see chapter 14) via the function button on the bottom of the page. All relevant information from the 3D Wall will be taken over to the calculation voucher that is the wall decoration and the consumptions.

ATTENTION!!!

After a **single position has been deleted** from the calculation, it **can't be displayed anymore in the position list**, even if you switch back to the wall decoration and the position is still available there.

10 3D Interior (additional function in 3D planning)

The module **3D interior** provides the possibility to insert furniture, rugs and heatings into the room. Furniture and rugs can be positioned and rotated freely in the room. The number of furnitures can be extended by importing furniture collections of real suppliers. Read more about data import in chapter 17.6.

You get to the interior by clicking the **small commode** in the function button (fig. 10-1). You will get a selection of 3 buttons and can choose between



The **furniture** and **heating** buttons open the article selection (see chapter 3.3). There you can choose your desired object from a collection of objects and put it in the 3D room.



fig. 10-1 3D planning – main button (interior selected)

The positioning of objects can be performed by dragging the object with the mouse. The desired rotation can be adjusted with a sliding control on the right side. Furniture parts can be coloured with upholstery fabrics from the article collection.

By clicking on the



a dialog opens that offers you the possibility to change every detail (e.g. seat, body, feet, ...) in the current furniture object.

Just select them with the left mouse button and click on the **palette symbol to choose**



ADVICE:

If you selected objects which can only be coloured (e.g. feet), then these objects will automatically be left out when you choose an article for every selected object.

You can remove colours and articles from the furniture objects by clicking on the trashcan symbol:



The **heating** can be positioned freely, but only within the range of the decoration area which it is contained in.

Heatings can also be scaled freely by entering the measures in the input fields on the right side and clicking the **redraw button** (see fig 10-2).

ADVICE:

For an ideal appearance the new measures shouldn't fundamentally differ from the basic measures (taken from the article data).

Rugs can be positioned by entering the exact measures, according to the center point. The input fields are named "**distance 1**" and "**distance 2**" due to the free positioning in the room.

In the standard view "distance 1" is the distance between the rug and the wall right in front of you. "distance2" is the distance between the rug and the right wall.

The "**angle**" field will enable you to rotate the rug.

All measures have to be committed by clicking on the **redraw button** (fig 10-2).

ADVICE:

Only the dimensions of uni-coloured rugs can be changed. The dimensions of all other rugs are taken from the article data.



fig. 10-2 new paint button

11 Customer's Image (additional function in 3d planning)

Let's get back to the room selection of the **3D planning module** and walk the alternative path in the 3D Window Decoration: the customer's image. With this module you can integrate digital photographs of room situations into the ambiente® 3D planning and design it in a true-to-scale manner.

ATTENTION!!!

Before visiting your customers, you should **import the properties of your digital camera to ambiente®** as described in 26.3.

After you have clicked on the button **customer's image** a user interface appears (see fig. 11-1) that allows a further processing of the image.

After 20 seconds a slideshow begins that shows the single steps that are needed to process the customer's image.

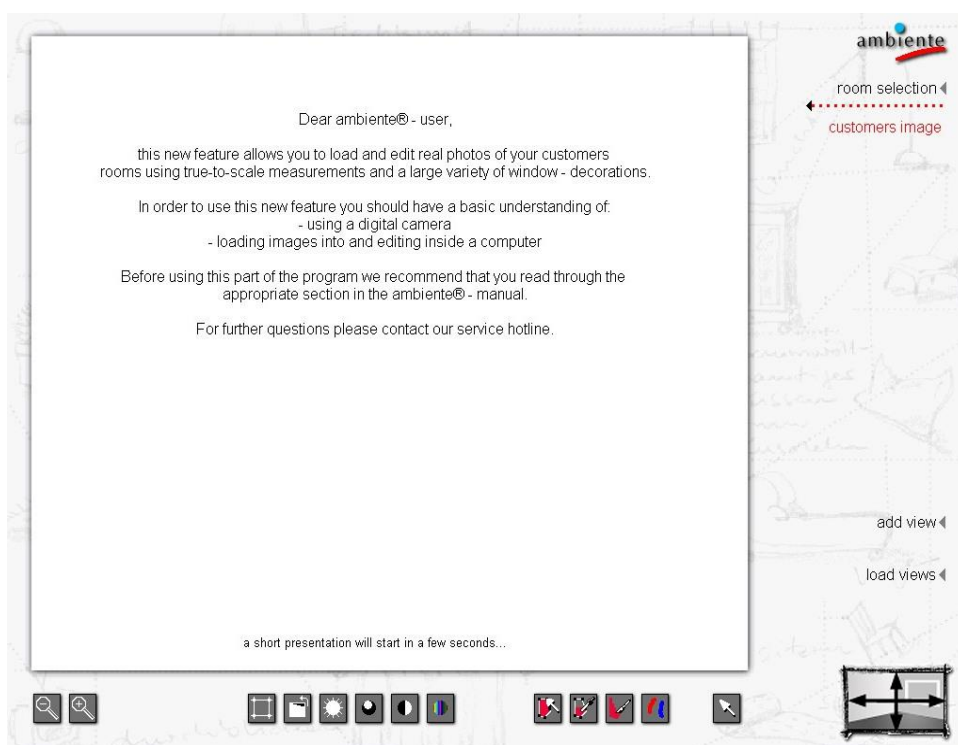


fig. 11-1 Welcome page of the 3D Window Decoration – Customer's Image

11.1 Preliminary work at the customer's place

In order to be able to integrate a digital photograph into the software, you first have to take that picture at the customer's place. You need a **digital camera (minimum 3 million pixels are recommended)** for this, or a **scanner**. When taking the picture of the room situation you have to follow these advices:

- **Remove all window decorations** before you take the picture.

- See that the window area is not covered by too many plants or other filigrane objects. Every object that is in front of the window has to be masked out in a later step.
- Remove, if possible, mirrors or reflective surfaces from the room, because the curtains that are designed with ambiente® won't be shown in the mirror image.
- Make sure that the room is lightened in a bright and evenly light, but not too glaring.
- Avoid spots and flashlights.
- When the light comes from behind (window) or when there are too many lights the reality effect will be decreased.
- Avoid distortion due to a small focal length
- Make a note of the focal length and the distance between the camera stand point and the window.
- Choose a display image in such a way that all wall corners are displayed on the picture.
- When you take a picture of windows in corners, at least the wall-edges above and under the window should be seen in the picture. This makes the defining of the walls (see chapter 11.4) and the wall measurement easier.

TIP:

If you are not so familiar with the details of the dialog „adjusting wall projection“ (see chapter 11.4), you should **take frontal pictures of the window**.

Apart from the window measurements you also have to enter some **additional measures**. **That's why it is recommended to use the** ambiente® - measurement sheet. You can print it with ambiente® by clicking on the **printer symbol** in the room selection (fig. 11-1).

After you have copied the digital photo to your computer's hard drive, the following **steps** have to be made:

1. load the image into ambiente® (view)
2. image processing (brightness, contrast, etc.)
3. mark windows and walls and type in measures
4. mask out objects in the front
5. adjust perspective
6. design and decorate the window

These steps are described in detail in the following chapters.

11.2 Load a customer's image

In order to load a customer's image into ambiente® click on **add view**. Through the file **selection dialog** (fig. 11-2) several views of the same customer's room can be chosen and be prepared for a „virtual walk“ through the room.

ADVICE:

All views have to be processed separately. That's why we begin with one view per room.

Please mind the **file extension of your pictures** when loading them.

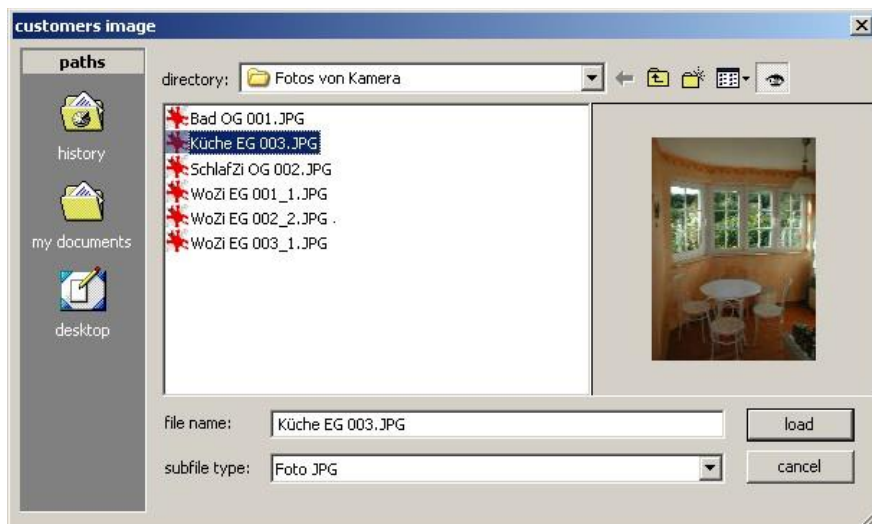


fig. 11-2 dialog for opening an original digital picture

After a view has been chosen an additional dialog appears (fig. 11-3), which you can specify the window front type (single wall, two walls at a corner, slope wall or window bay (3 walls)). Here only those walls are relevant that have to be decorated. Also the number and type of windows can be defined with the combo-box down left.

ATTENTION!!!

The **corner situation** can be chosen when the walls have a constant angle of 90°. Only the **window bay** makes a **free angle** possible.

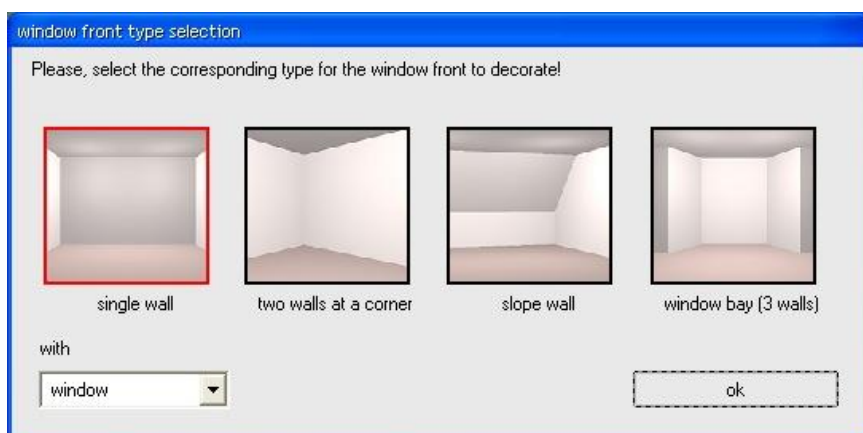


fig. 11-3 Selection of the window front type

The window front type can be changed later by clicking on the button **window front type selection**.

11.3 Image processing

The image processing can be performed in an **extern program**, but you can also **do it in ambiente**®. That will be described in the following.

When you use an extern image processing program, you can also define masks with it (see chapter Fehler! Verweisquelle konnte nicht gefunden werden.).

Save the result as PNG-file with alpha-channel.

The next recommended step is the image **adjustment concerning the brightness, gray value (gamma correction), contrast and colour**.

For this the buttons in fig. 11-4 can be used. In fig. 11-5 the dialog for the brightness adjustment is displayed.



fig. 11-4 buttons for image processing

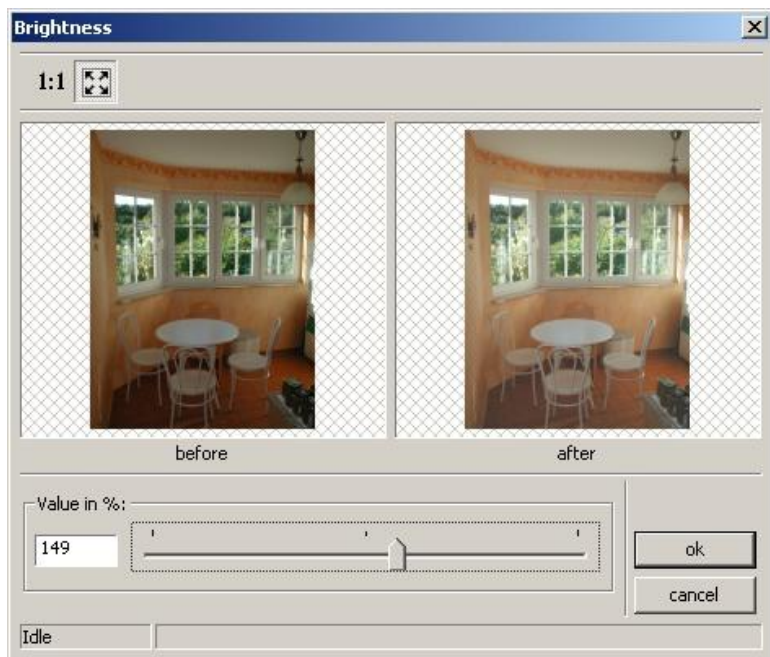


fig. 11-5 brightness adjustment


Furthermore the image can be cut. After activating the button **crop image** ( fig. 11-6) you can draw a rectangle by holding the left mouse button. The content of this rectangle will be cut out and be displayed as the whole image as soon as you confirm the corresponding question with **yes**.



fig. 11-6 button crop image

If the original image is kind of twisted or distorted, it can be made straight again with the button **rotate image** (fig. 11-7). The preview image in the corresponding dialog (fig. 11-8) shows the rotation in the desired angle.

The checkbox **adjust size** affects two different results when rotating the image. When the checkbox is activated, the image becomes larger, so that the content of the original picture remains complete. That has larger edges as an effect. That's why certain image areas are not covered by the original picture. In these areas a new background emerges.

The colour for the background can be changed with the button **background colour....** The background colour will be immediately visible in the preview image.

If the checkbox **adjust size** is deactivated, the size (edge lengths) of the image will be trimmed to this size.



fig. 11-7 button *rotate image*

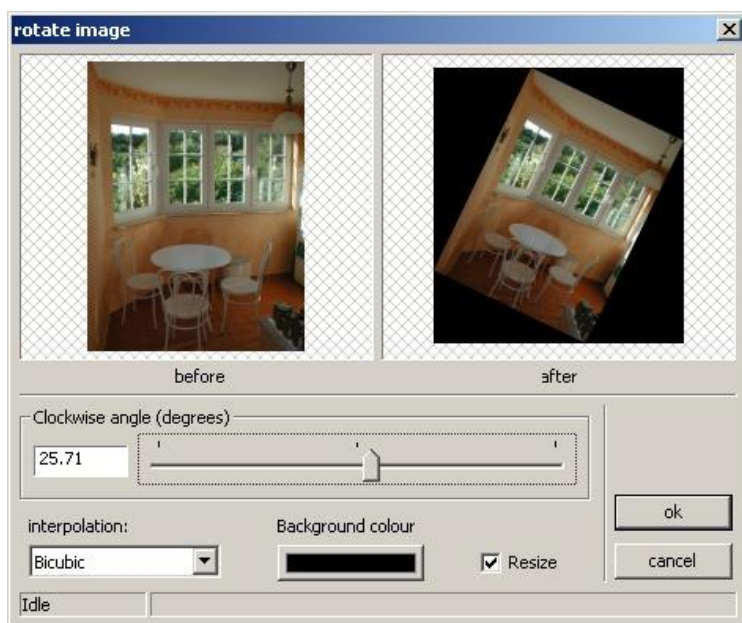


fig. 11-8 rotating the image

As soon as the button **mark walls and windows** (fig. 11-9) is activated,

- Four corner points for each, the wall and every window front (dependent on the chosen window front type, see chapter 11.2) are displayed.
- By moving these points with the left mousebutton pressed, you can specify the exact position of walls and windows in the image (fig. 11-10). The marking points have to be moved in a way that the outer points are congruent with the edges of the wall and the inner points are congruent with the complete window front.
- If the edges are not visible in the image please move the marking-points to the edge of the image.
- If there are more than one windows in the wall, the left outer edge of the left window and the right outer edge of the right window have to be covered by the inner marking points.
- The depth of the soffit and the wall measures (according to the marked area) should now be entered into the corresponding fields on the right side of the screen. Note that the measures relate to the actual marked area.



fig. 11-9 button *mark walls and windows*

ADVICE:

If you have chosen the room type „**window bay**“ (like fig. 11-10), you have to enter additional values (apart from the wall width and height) into the input fields on the right side: the diagonal left and right.

The left diagonal is measured from the front left corner of the left wall to the right corner of the middle wall. Analogical the right diagonal is measured from the left corner of the middle wall to the front right corner of the right wall.

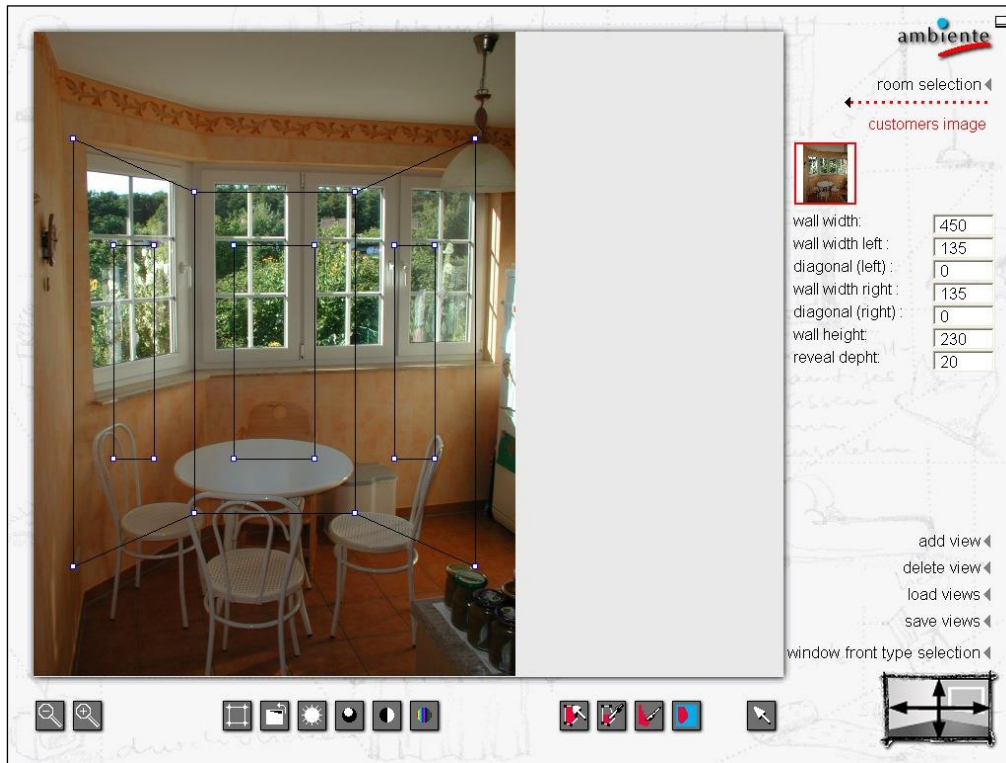


fig. 11-10 marking walls and windows

In order to avoid **objects in the front of the window** (like furniture) from covering the window decoration, these objects **have to be masked before the decoration**. You only have to mask those objects that are located in front of the possible decoration.

You have four different functions for **masking the objects**:

- *mask (border)*
- *mask (colour)*
- *mask (draw)* or freehand masking
- *mask (foreground/background)*

To be able to work more detailed, it is recommended to enlarge the visible image section with the help of the **lens buttons** (fig. 11-11). If the desired image section is not visible anymore after enlarging the image, then you can scroll the image by using the button **scroll image** (fig. 11-12), so that the desired area becomes visible again.



fig. 11-11 button *zoom in* and *zoom out*



fig. 11-12 button *scroll image*

After activating the button **mask (border)** (fig. 11-13) a border can be drawn around a certain object in the front.

Here a polygon emerges by clicking the edges of it with the mouse. It can be closed with a double click (fig. 11-14 left). It defines the area that will cover the curtains in the following decoration step (fig. 11-14 right). (The polygon should follow the object edges as accurately as possible.) This procedure is recommended for multicoloured objects that have relatively even outer edges.



fig. 11-13 button *mask (border)*



fig. 11-14 mask view (from left to right: closed maskborder, ready mask)

While you are setting the border you can delete the last set point with a click on the right mouse button. By typing the **<ESC>-key** you cancel the masking.

ADVICE:

As long as the button **mask (border)** is activated, the corner points of a closed rectangle can be clicked and moved (adjusted) with the mouse.

The mask will be fixed by another click on the masking button. The button will be deactivated.

After activating the button **mask (colour)** (fig. 11-15) you can frame an image area and after that „pick“ a colour with the appearing **pipette**: After the double click in order to close the polygon click on a desired colour in the image.

Above the **slider on the right side** you can see a preview of the selected colour (fig. 11-16). With the slider you can enlarge or scale down the colour range that specifies the tolerated colours that are to be included in the mask.

- If you, for example, have chosen a green coloured pixel in the image, you can expand the mask to brighter and darker green tones, by shoving the slider to the right.
- For image areas with other colours you need to build a new mask, which means you have to draw a new polygon in order to mask, for example, yellow colours.

This function is best suited for one-coloured objects with an irregular outer border, i.e. plants.



fig. 11-15 button mask (colour)



fig. 11-16 define colour range for the mask

By activating the button **mask (draw)**(fig. 11-17) you get a **brush tool** with which you can colour areas that shall be masked.

This function is best suited for postprocessing masks that have been built with one of the two other functions. In order to change the thickness of the brush, please use the **slider**. (fig. 11-18).



fig. 11-17 button mask (draw)



fig. 11-18 thickness of the brush for freehand masking

When you click on the button **masking (Foreground/Background)** (fig. 11-19), you activate the tool for automatically deviding the foreground from the background.

This tool can localize the position of the foreground, with the help of raw hints as to where the background and the foreground is situated. It then colours the foreground objects red, like we are used to.

After activating the tool, **3 buttons** appear on the right side next to the picture (see fig. 11-20). With these buttons you can perform the necessary actions to help the tool find the foreground objects:

- First you have to click on **mark foreground** (fig. 11-20, left) and draw raw lines over the objects in the foreground of the scene. It really suffices to draw a few well

positioned lines! The algorithm considers edges and colours, so you have to draw the lines over the colours and shapes that belong to the „foreground“ (objects you want to mask out). See fig. 11-21 for an example. The line thickness can be adjusted with the slider for brush thickness (see fig. 11-18).

- Following you can mark the background in the same way by using the button **mark background** (fig. 11-20, middle). The background lines get a blue colour (see fig. 11-21 again). The *background* is everything that does not belong to the objects you want to mask out with this tool.
- When foreground and background are marked, we can start the calculation of the foreground mask by clicking on the button **preview** (fig. 11-20, right).



fig. 11-19 masking (Foreground / Background)



fig. 11-20 buttons: mark foreground, mark background, preview

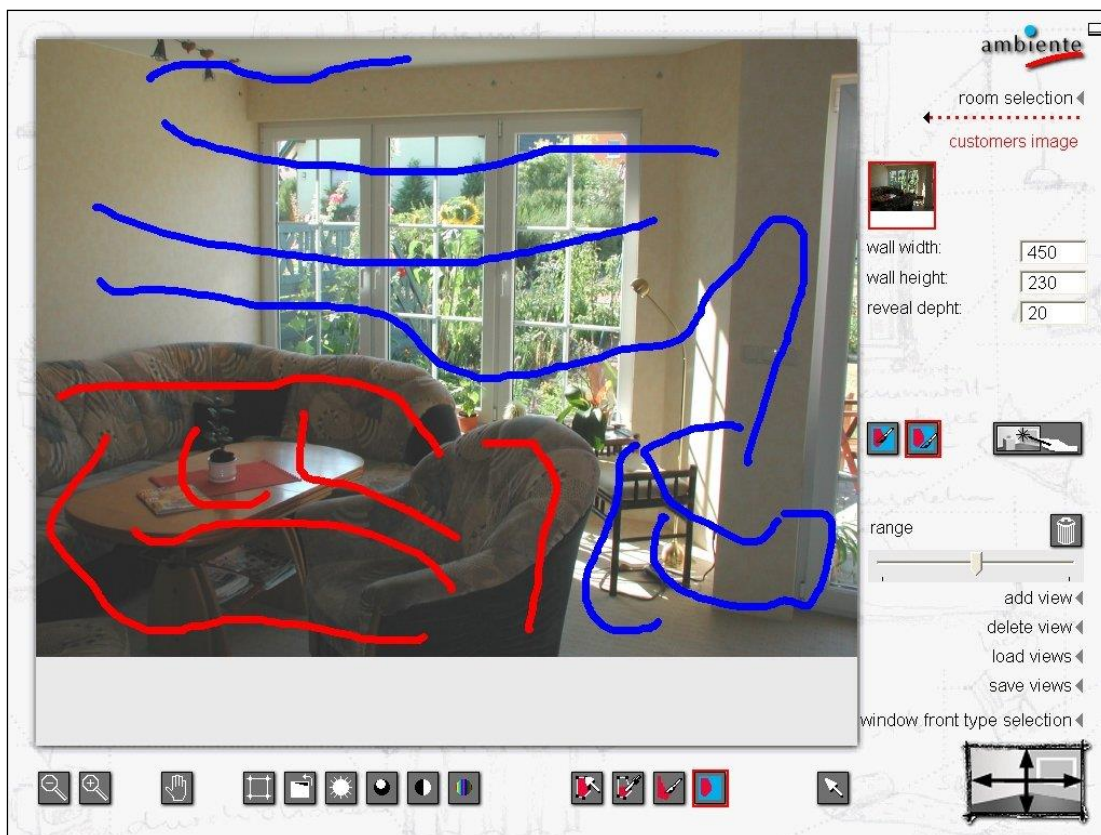


fig. 11-21 customer's image with masking (foreground / background)

After the preview is calculated (fig. 11-22) the calculated mask will be displayed as a red area.

If the result doesn't already fit your desires you can go on manipulating the masking by using the buttons for marking the foreground and the background again. The already drawn red and blue lines will stay in the image. You can add as many as you want to in order to achieve your goal.

For example, if the algorithm hasn't recognized an edge, you can add a **red line** for the foreground and a **blue line** for the background around this edge.

By clicking the **preview button** again, the mask will be calculated again considering the old and the new lines that we draw.

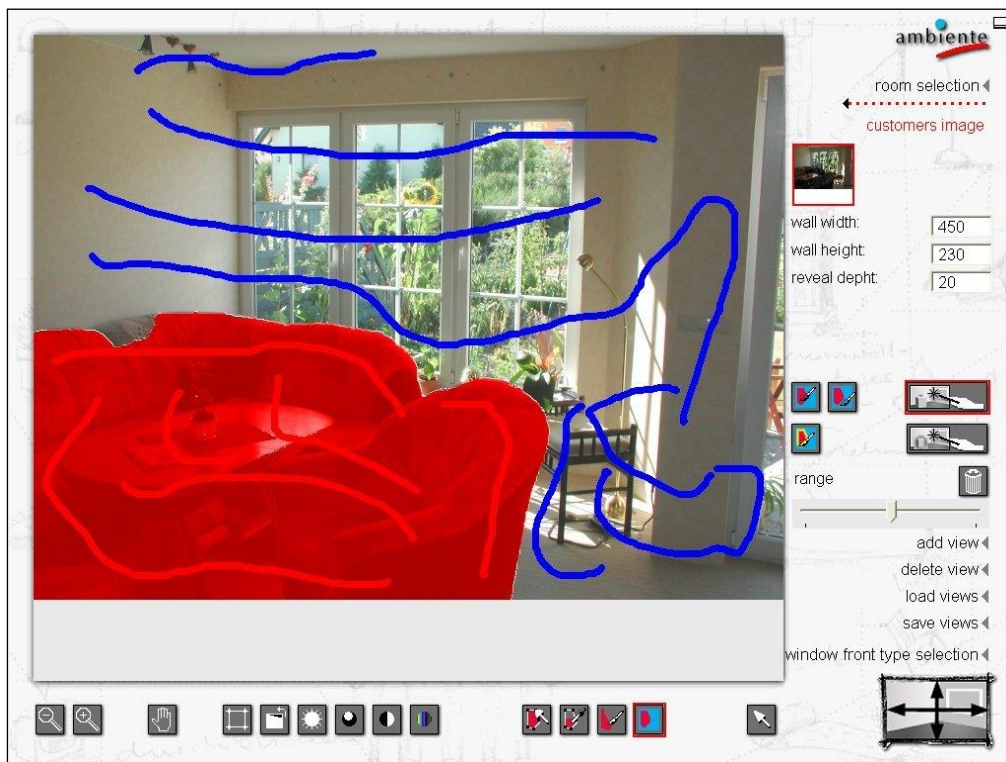


fig. 11-22 preview after marking with foreground / background

After the first click on the **preview button** two more buttons appear on the right side (fig. 11-23).

If you are content with the result, you can use these buttons to define a **tolerance area** around the mask's edges. This tolerance area is automatically calculated around the mask edges if you click directly on the button „calculate area of tolerance“.

The result is a white band which will later be faded out smoothly. Thus we have the result, that the edges around the mask are not hard but smooth, so that we get a more realistic view.

The tolerance area can either be defined manually with the button **define tolerance area** (fig. 11-23, left), or automatically determined with the button **calculate tolerance area** (fig. 11-23, right).

If you want to define the tolerance area yourself,

- click on the button **define tolerance area** (fig. 11-23, left) and mark the areas (with the **yellow brush**) in the image that you later want to be displayed half-transparently (e.g. edges or other areas in the image).
- Then click on the button **calculate tolerance area** (fig. 11-23, right), to calculate the half-transparency. The concerning areas will now be marked white or bright-red.

ADVICE:

If you click on **calculate tolerance area** (fig. 11-23, right) without having defined a tolerance area yourself before, then the half-transparency will be calculated for every mask edge in the image (result in fig. 11-24).



fig. 11-23 left button: *define tolerance area*, right button: *calculate tolerance area*

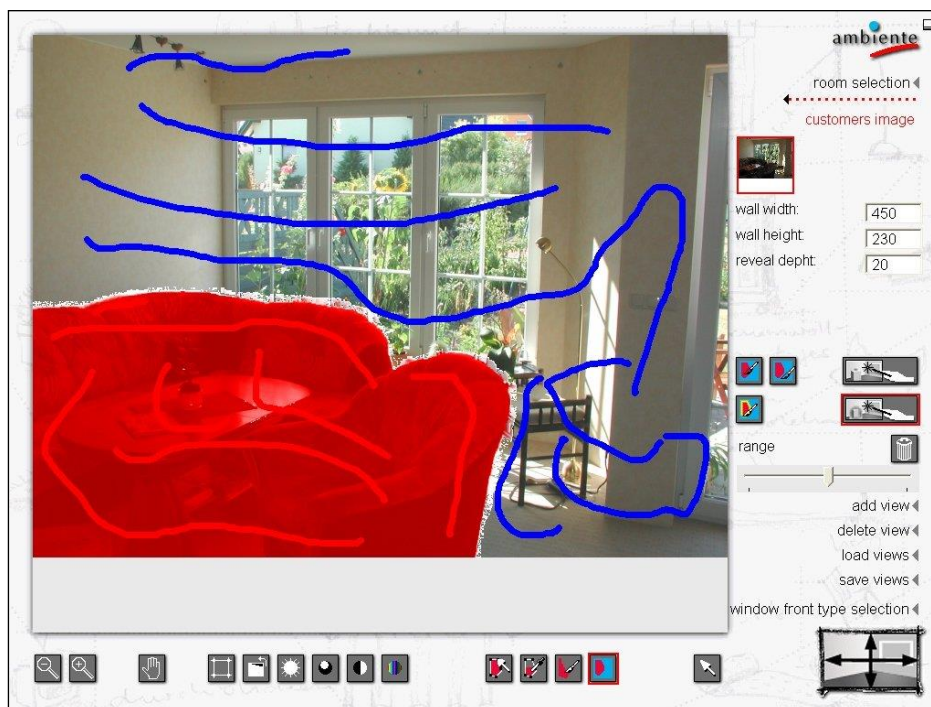


fig. 11-24 Preview result after automatic calculation of a half-transparent tolerance area

If you are not content with the result at all you can use the **trash-button** on the right side in order to go a few steps backwards:

- The first click on the trash-button deletes the tolerance area (if we have calculated one)
- The second click deletes the whole mask we just calculated. But masks from other masking procedures will maintain!

To end the masking process with the foreground/background tool, you have to click on the button **masking (foreground / background)** (fig. 11-19) again.

The helping red and blue marking lines and the help-buttons on the right side disappear and the calculated mask will maintain as a red area.

If you have masked too many areas by mistake, you can use the two masking functions (*Fehler! Verweisquelle konnte nicht gefunden werden.* and *Fehler! Verweisquelle konnte nicht gefunden werden.*) again in order to delete masks:

- Keep the <CTRL> key pressed.
- Choose one of the two masking buttons.
- Draw a border around the concerning image area (*Fehler! Verweisquelle konnte nicht gefunden werden.*) or colour an area with the brush (*Fehler! Verweisquelle konnte nicht gefunden werden.*), that should be deleted.
- click on the button again in order to deactivate.

You have the possibility to save a processing status under a certain name and go on with further processing steps later. For that you can save the current view as a project to hard drive. For that use the button **save view**.

In order to open an already saved view, click on **load view**. Saved views have the file extension „.png“.

After the preparations of the image processing are finished, the room can finally be decorated.

For that you have to click on the **main function button** (fig. 11-25) in order to switch to the **room measurement**.

ATTENTION!!!

A step back to the image processing is not possible anymore, that's why you have to confirm the switch. It is recommended to save the view with **save view** to possibly correct it later.

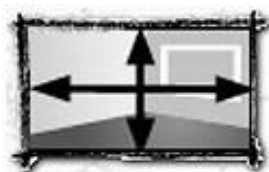


fig. 11-25 Main function button

11.4 Room measurement / perspective adjustment

At the beginning a gray wall modell with a window is displayed for every customer's image (fig. 11-26). If the wall in the picture should not be fully visible, you have the possibility to correct the wall width and height (and the window measures) now.

In the room measurement you can go on like described in chapter *Fehler! Verweisquelle konnte nicht gefunden werden..*

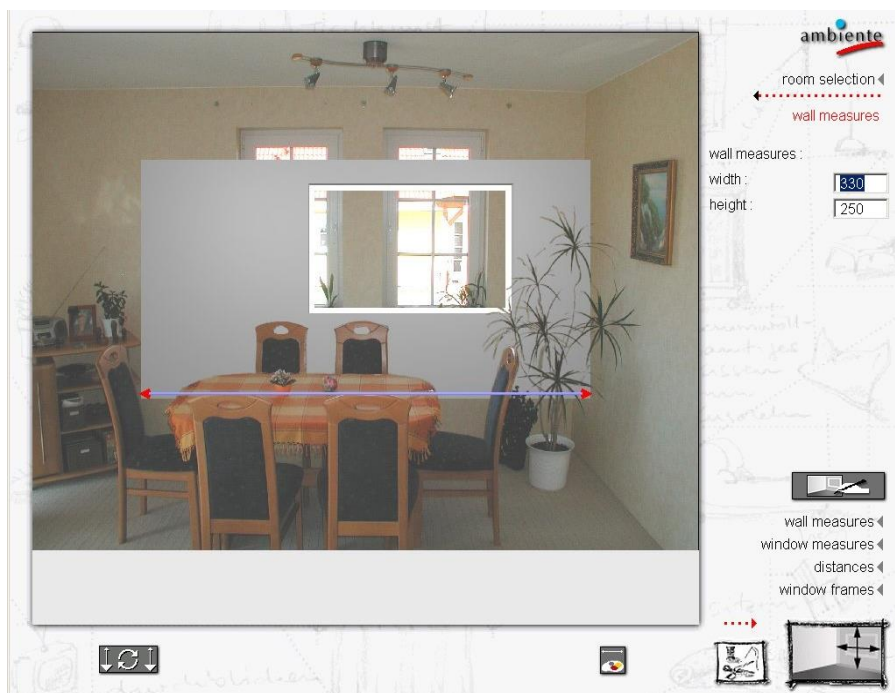


fig. 11-26 room measurement with a customer's image

In the following please click on the button **adjust wall projection** (fig. 11-27).

A dialog opens (fig. 11-28), with which you can adjust the perspective and the proportions.

The wall model will be displayed as a grid area, for the time the dialog **adjust wall projection** is open.

The desired result of this processing step is, that the displayed wall model will be projected as congruent as possible onto the picture, so that the curtains can be decorated in a true-to-scale manner in the decoration step.

- The dialog that appears after you click on *adjust wall projection*, is the simple dialog that contains the most necessary functions (fig. 11-28 left). With best conditions it suffices to just use this dialog and its functions.
- If the functions are not enough for you to adjust a certain wall area, you can use the extended dialog (fig. 11-28 right). You can reach it by clicking the button „extended“ in the simple dialog.
- You get back to the simple dialog by clicking on „simple“. All steps described in the following chapter are described using the extended dialog.
- The functionality and usage of the simple dialog develops on the basis of that.



fig. 11-27 button *adjust wall projection*

The following substeps are necessary:

- Input of **zoom** (flare angle / focal length of the object)
- Input of **camera location**
- Input of **viewpoint**
- Adjustment of **size / rotation**

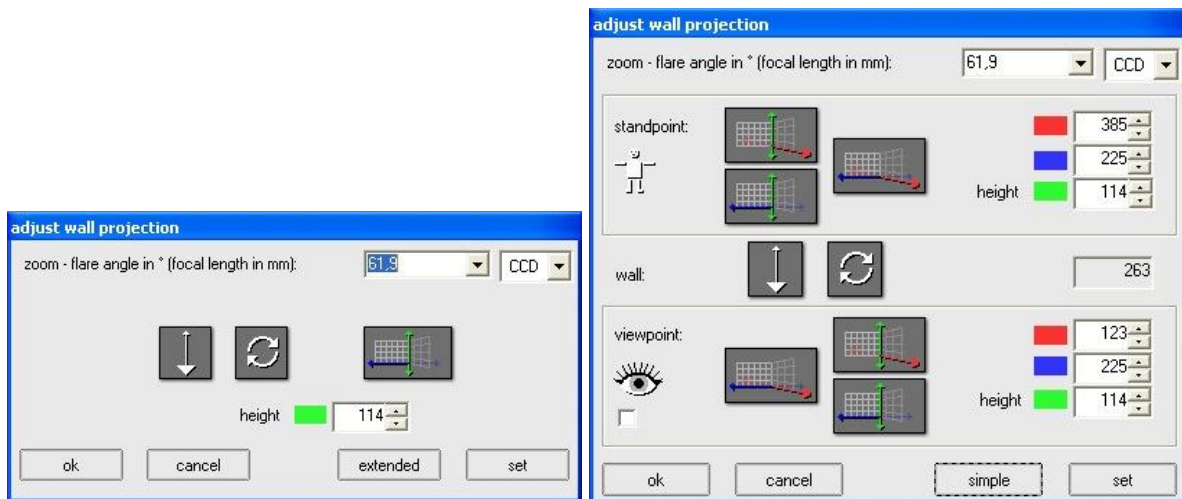


fig. 11-28 dialog „adjust wall projection“ – left: simple, right: extended

Type the **flare angle** with which you have taken the picture into the corresponding inputfield (fig. 11-29).

For support you find the corresponding focal lengths for each flare angle in the listing. The basis for the calculation is a miniature film. For digital cameras there is a conversion calculation for every camera model (CCD-size). Some manufacturers provide a conversion table for their camera models. Select the used flare angle or type in the degree directly.

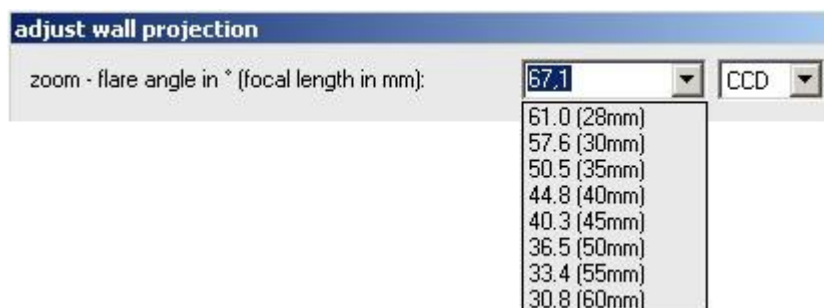


fig. 11-29 focal length input

If the flare angle with which you have taken the picture is unknown to you, try to **estimate** it according to the used zoom level and the possible zoom area. The perspective can then only be approximated, too.

TIP:

A general rule is: the larger the flare angle, the larger the perspective (the difference in size between near and far). A large flare angle results in a small display because more image content is shown.

The next substep is to detect the **camera location** from which the picture was taken. For that you first have to put the height in cm (distance between the camera and the floor) in the corresponding field (green). If you have also measured the distance between you and the wall, you can type it into the first upper field (red).

In order to detect the position of the camera in the room, click on the button **adjust standpoint** (fig. 11-30).

Now the **mouse movement** is assigned to the camera location.

- The **forward and backward** movement corresponds to the red axis,
- **side movements** are assigned to the blue axis.

Another mouseclick finishes the positioning mode.

ADVICE:

The movement is performed parallel to the axes, that's why it may seem that the wall is rotating. That's the case because the viewpoint stays constant. The displacement of the camera location causes practically a lateral wall view.

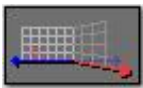


fig. 11-30 button *adjust standpoint*

On principle you can type in values similar to the camera location values.

But the viewpoint is the point in the picture that lies in the centre of the photograph, which means that this is the point that the camera was targeted at (if no area was cut out).

In order to move the wall in the picture, do always consider the colours of the arrows.

- When the origin of the coordinate system (cross point between the arrows in the picture) lies in the right image part (and the **red arrow heads to the front**), you should use the button with the blue and green arrow to position the viewpoint (fig. 11-31).
- If the **red arrow heads to the side**, then you should use the button with the green and red arrow (fig. 11-32). After a button has been chosen, the mousemovements are assigned to the viewpoint coordinates. Another mouseclick finishes the positioning mode.

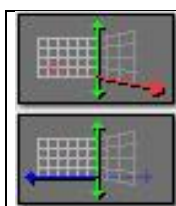


fig. 11-31 button *adjust viewpoint (height/depth)*

fig. 11-32 button *adjust viewpoint (height/left-right)*

With the help of the two buttons **adjust size** and **adjust perspective** (fig. 11-33) the wall size and wall situation in the room can be changed.

Adjust the wall model that way that it is congruent to the image wall.



fig. 11-33 buttons *adjust size* and *adjust perspective* (from left to right)

TIP:

The buttons in the dialog „adjust wall area“ can and should be applied in combination and in differing order. Get familiar with the **functions of the single buttons** and with the changing of the wall situation, when you activate a button and move the mouse. When you know what affects come along with which button, it will be easier for you to choose the right button for adjusting the walls.

ATTENTION!!!

When the **values for the flare angle and the camera location height** are not even close to reality, then the wall model will never fit well to your picture. Minimum one edge will then always be incorrect.

11.5 Decoration of floor and walls

With the customer's image module you cannot only redesign the window decoration, but you can also redesign the walls and the floor of the room.

The necessary steps for creating and **putting virtual walls and floor into the room** in order to recreate the room directly inside the image are described in the following. Afterwards the new **virtual walls (that represent the walls in the picture) and the floor can be re-decorated**.

For that procedure it is important that **all objects on the floor or in the front of the walls are masked out**. If, for example, pictures on the wall shall stay even after the redecoration, then they should be masked out now.

TIP:

If you want to **change the masking or add new masks** you can click on the button in fig. 11-34. This button appears after you have put decoration on the window. A click on it leads directly back to the masking mode. When you are done, you can come back to the decoration mode by clicking on the main button down right.

In order to redesign the floor and walls you can

- Click on the button in fig. 11-35. With this button you can switch the display of all virtual walls on and off. In this case (fig. 11-36) the window wall is displayed, which we have already created by entering the right measures and adjusting the projection.
- In order to rebuild all other walls as well, we have to switch to the floor planning, by clicking on the 'floor' in the button in fig. 11-37.
- In the floor planning (see chapter 8.2) there is only the window wall. Starting from this we can create the other walls in a true-to-scale manner. See chapter 8.2 for a detailed description.
- If you are done, you can get back to the decoration mode by clicking on the decoration area in the button in fig. 11-37. Now all new walls are visible.
- With the button in fig. 11-36 the display of the walls can be switched on and off. The walls and the floor can now be decorated with different materials, just like described in the modules
-
-
-
-
-
-
-
- **3D Floor (add-on module) and 3D Wall (add-on module)**. You can also put the same wallpaper on all walls by using the button in fig. 11-38 and choosing the desired wallpaper or colour.

An example of a holistic room planning can be found in fig. 11-39. Here all walls of the room were rebuilt, using the correct measures and starting from the correctly created window wall. Furthermore there is parquet on the floor and wallpaper on the walls. In addition panel curtains are hung in front of the windows.



fig. 11-34 edit mask



fig. 11-35 button to switch the additional virtual walls on and off (left inactive, right active)

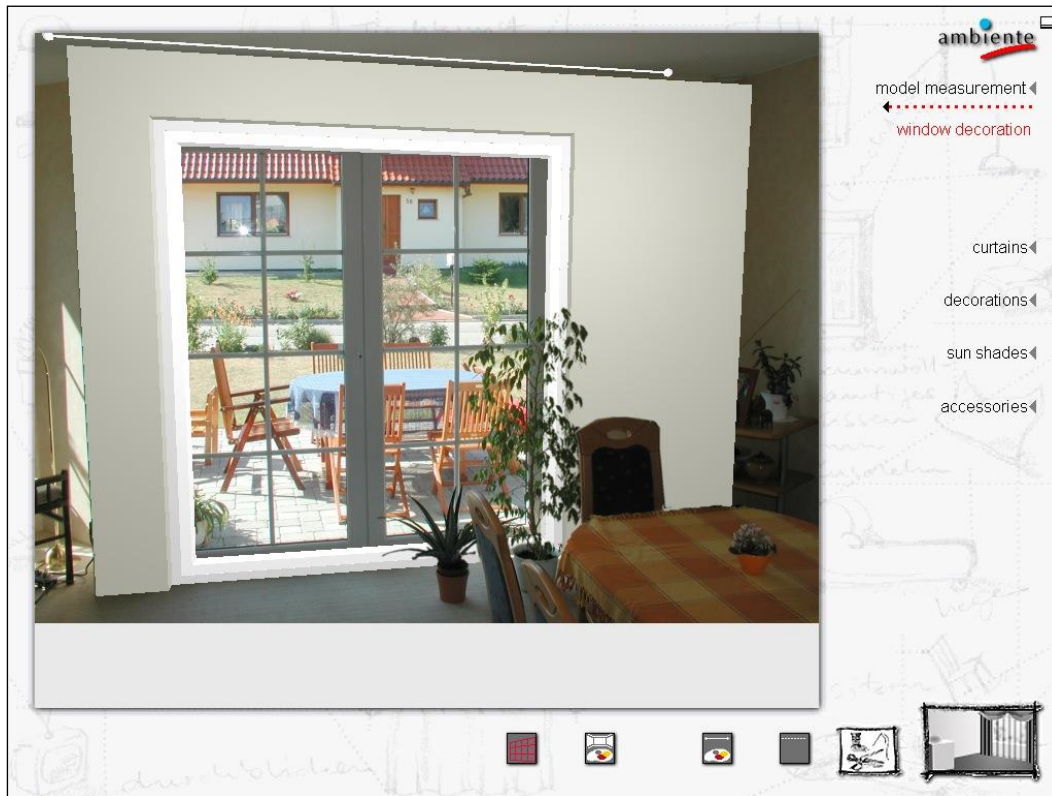


fig. 11-36 display of additional virtual wall



fig. 11-37 main button with marked decoration area (left), floor (middle) and wall (right)



fig. 11-38 colour button for all walls

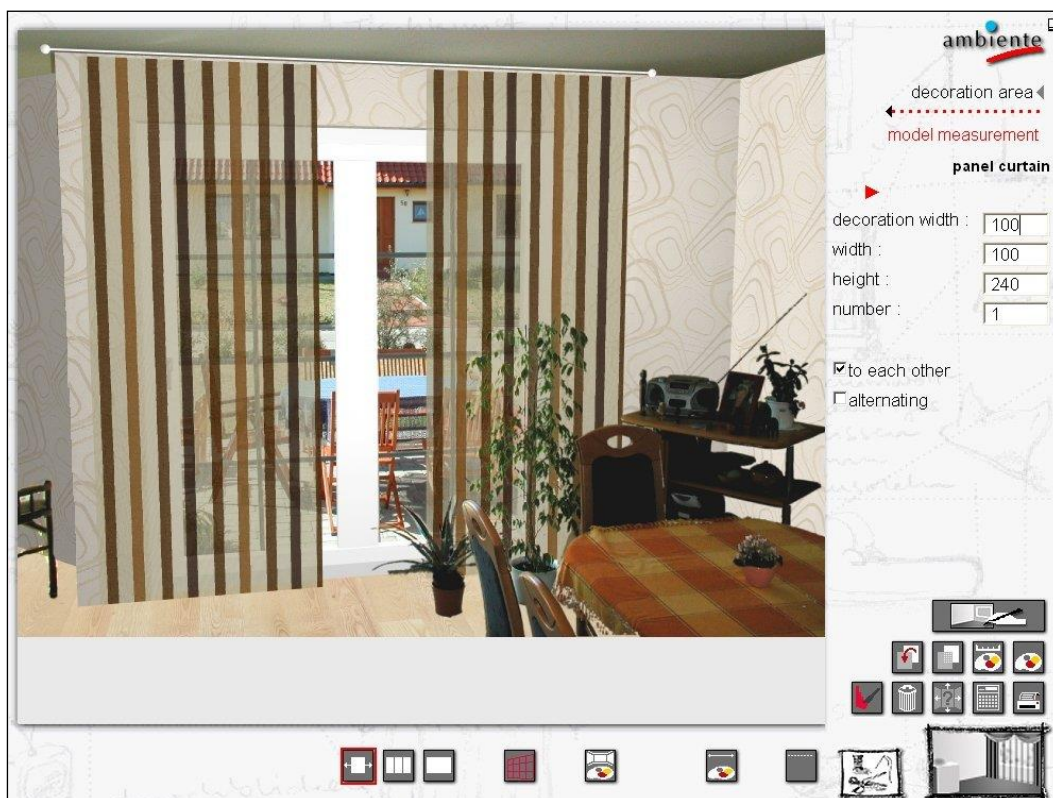


fig. 11-39 complete redesign of the room with recreated virtual walls and floor

In order to intensify the realistic impression of room that was virtually rebuilt inside a customer's picture, you can use the **right-click menu** to adjust object **brightness and transparency**.

Open the right-click menu by clicking with the right mouse button into the image. The context menu in fig. 11-40 opens.



fig. 11-40 right-click menu in customer's image

The object brightness can be adjusted with the menu item „**object brightness**“. You can change the brightness of all virtual objects on a scale from 1 (low) to 10 (high). This is helpful when the lighting of the virtual objects doesn't fit to the „real“ lighting inside the room. Another function from the right-click menu is the „object transparency“.

This item appears in the menu whenever you have performed the right-click on a virtual object in the scene. The transparency value that you can adjust here will only be applied to

the object that was clicked on. You can adjust a transparency value for objects where the subjacent areas from the picture are relevant for the room impression. This goes especially for the floor which contains all „real“ shadows of the scene. Shadows are an important criteria for a realistic impression, so it might be helpful to, for example, set the floor transparency to some value between 1 (very transparent) and 5 (middle transparent).

12 Model decoration collection

In **image design** as well as in the **3D Window Decoration** module any design draft can be stored into a **model decoration** collection, without any relation to a specific voucher or customer's data.

- Therefore, please move your mouse focus onto the display area of your design module and perform a **single right mouse click**.
- Via the following **pop-up menu** select by a left mouse click **save as model decoration**.
- In the next dialog (fig. 12-1) you can name the model decoration with numbers, letters or a combination of it and assort to a particular category, which is to designate freely, too.

ADVICE:

Model decorations can also be stored together with an already calculated position listing from the Calculation part of the ambiente® STARTpackage by clicking on **save as**. The already existing files of the corresponding categorie are displayed in the listbox.

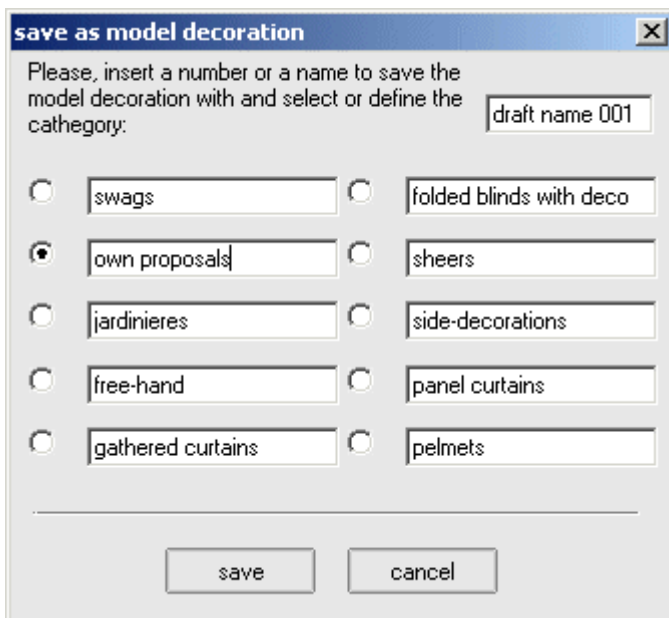


fig. 12-1 save a model decoration

Via the menu line interior **design/model decorations** at the start screen of ambiente® you always will have access to your model decoration collection. You will find overview tables, assorted according to the defined categories.

Make your selection by a single **left mouse click** (preview image focused by a red surrounding).

Clicking the **main button** leads to the corresponding design module of ambiente® or navigation via **functions/calculation** to the Calculation, where you can proceed the design draft as usual.

With the function **insert photo** store at your hard disk any image or photograph of reference decorations (you probably shoot after decorating at customers).

- This image can be displayed in big size and printed like any other design draft, made with ambiente®.
- If you switch to the calculation, your photo will actually be taken into the calculation and you will see it in a small preview image right beside the calculation mask. But you do not get any position listing, because ambiente® can not identify any decoration model from your photo. Although you can manually assign a position listing and its calculation by using the model catalogue of the program and calling up the referring model numbers by manual insertion (refer the model catalogue in the appendix of this manual).

The **model decoration collection function** of the program gives support with collecting numerous design proposals in a comfortable overview.

TIP:

We recommend to use this option mainly **for preparing your computer advises for the customer**. Herewith you have the chance to prepare various proposals, before making a computer advice appointment with the customer. During the customer's advises you call up your already prepared proposals, probably to modify just some details (a single decoration model or colours and material dessins). Hereby you save a lot of time presenting advices to the customer.

Model decorations that are not needed can be deleted from the collection by focusing and clicking the **trash bin**.

13 Auto-presentation / image gallery

At the start screen menu of **ambiente®** the function **auto-presentation/image gallery** leads to this section of the program. The supplied program version already contains some gallery images of decorated room situations or furniture, which are displayed with a pre-defined interval and slide effects like a dia-show.

TIP:

This function may be useful as program based screen saver or eye catcher when the monitor is placed in your shop window or anywhere else in the show room.

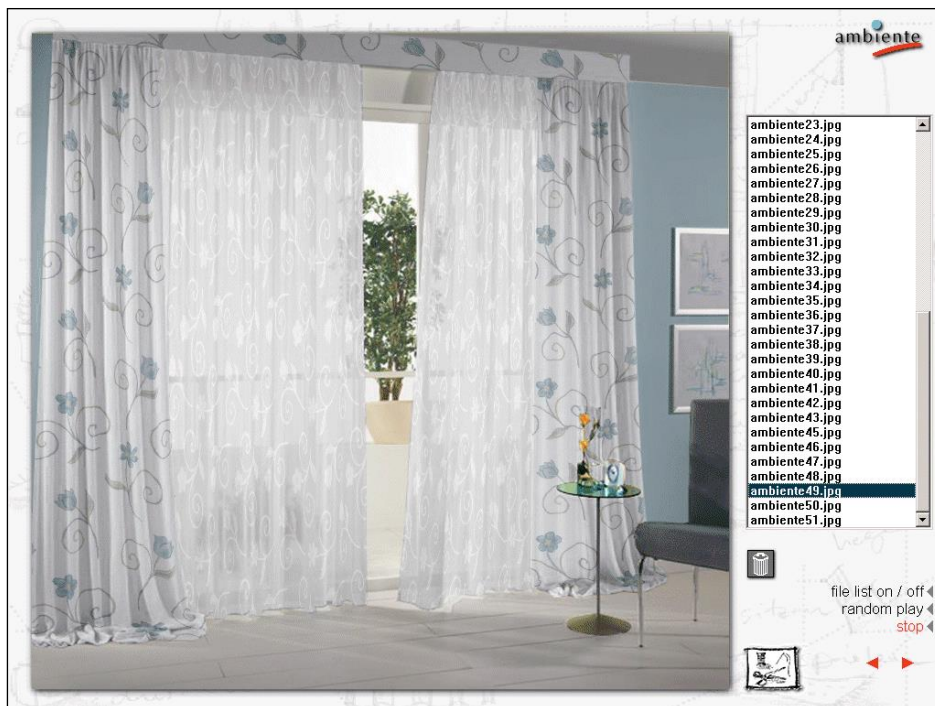


fig. 13-1 image gallery

Right of the display area you will find the operation menu. With **file list on/off** you can call up or hide a list box that lists all image files of the image gallery folder.

- By clicking **random play**, the image will be displayed in random order.
- With the standard gallery images (ambienteXX.jpg) it is recommended to run the dia-show in regular order as there is a logic follow up of design steps.
- Via **start/stop** you start or stop the dia-show manually. The text buttons shine red, if they are active and black, if they are inactive.

You always have the possibility to feed the gallery folder with own design drafts and model decorations by using the **image design, room design** or **3D Window Decoration** module.

- Click right on the display area in these design modules and select save as image file for dia show by a left mouse click in the following pop-up menu.
- **ambiente®** names the image file automatically and stores it in the **ambiente®** data folder. Here you can rename the image files, if necessary. You have selected this

directory during the installation. It is displayed in the program part 'info' (**functions/info**) in the area 'system information' under 'directories'.

Digital images or photos, that have not been generated with ambiente®, can be displayed in the image gallery dia-show, too. Therefore copy these images to the ambiente® program folder '*C:\Program Files\ANOVA\ambiente\Galerie*'.

This folder only exists on your hard disk, if you have selected image gallery while installation (ref. section 2.2).

If not, it will be generated as soon as you store a decoration draft or model decoration for the image gallery. Of course, you even can copy the gallery folder from the ambiente® disk afterwards or set up this folder manually.

ATTENTION!!!

The **optimum image size** to fit into the display area of the program is **762 x 717 pixel**. If the image does not meet this exact size, it will be stretched or scaled to the size of the display area. This might result in quality reduction of representation.

To **delete** images from the image gallery you have to call up the file list. Select the particular image by a left **mouse click** (it will be displayed at the left) and then click on the **trash bin**.

The image gallery can operate as a screen saver and **start automatically** in case of inactivity or user timeout. This option can be preset via **functions/properties/shut down time** (more information at section 19.3).

14 Calculation

14.1 Calculate your decorations

Having designed a window, a complex room set-up or a single interior object, you can immediately determine the consumption of materials, manufacturing and material prices and fitting costs in the calculation module after entering of the end-measures. The same applies if you are coming from the **3D Window Decoration** module, but in this case the already defined measures will be taken into the calculation automatically.

To start calculation, click on the **function button** (fig. 3-3) and then on **calculation**.

If you go to calculation directly from the start screen, the first room situation is automatically set as standard.

The **calculation** screen appears, on which the designed window is to be seen on the right in small preview format. In the left section (display area) ambiente® displays the position listing or calculation forms and right top of that the **register menu items**:

- customer address
- delivery address
- overview
- single position
- list of accessories

You can arbitrary switch between these register items. The following section informs how to operate with these forms in detail.

Use the **keyboard** to fill in the forms. The text cursor can be moved from one insert box to the next with the <TAB> or <ENTER> key. You can also **click directly** on the desired box with the mouse to place the text cursor.

You can return to other parts of the program via the **main button** (fig. 3-1) or the **function button** (fig. 3-3).

Some, very important functions, can be called via **Hotkeys**. An overview can be seen in the appendix.

14.2 Calculation input forms

The form **customer's address** is represented by fig. 14-1.

If you **register a new customer**, fill in the address data set. The program requires at least one complete address data set for an exact identification and to contact at least via the ordinary mail service. If one of the required address data is missing, the program will not allow saving the voucher and it asks for the particular missing data.

All other data (phone, fax, email etc.) are optional.

fig. 14-1 calculation form *customer address*

With the selection of **cost estimation**, **order** or **invoice** you define the status of the voucher, that effects to the prints of documents, storage of the voucher and to the statistics module of ambiente®.

The **voucher date** will be set to the calendar date of voucher generation or first storage and kept afterwards while reprocessing the voucher, except you define a new date manually.

ADVICE:

The specific **order status** affects the availability of main program functions in the calculation module. It is not possible to change the position list or details from single positions anymore if the voucher is set to invoice. It is prohibited by law to manipulate a bill after it has been made. Therefore in this voucher status you will not have the options **calculate** and **edit**.

Be careful while setting the voucher status:

- **cost estimation** for the offering phase – the voucher can be edited as often as you want to.
- **order** in case the customer accepted the offer – the voucher can be edited as often as you want to.
- **invoice** – changes to the voucher calculation are not possible anymore, a consecutive invoice number is attached to the voucher.

ATTENTION!!!

Don't set the voucher status to invoice before you have calculated the **whole voucher**.

If you made mistakes while editing the invoice or if the customer rejects the invoice for a good reason you will have to **cancel** the voucher and to create a new voucher. The invoice and voucher numbers that have been given to this "*cancelled*" voucher will not be released anymore, they will be kept reserved.

Save this voucher by using the function "**save as**" under a new voucher number. The new voucher is now available again under the status **cost estimation** and you can manipulate / correct and calculate the voucher.

If you mark **fitting**, the calculation includes fitting costs, otherwise it would be a **collectors order**. If the options order and fitting are selected both, including the setting of a **fitting date**, the voucher will be taken into account of administration and scheduling of fitting dates (ref. chapter 21).

An optional **note** for further customer related information might be helpful for the entire proceeding, for delivery or the decoration fitting, but also for possible classifying of the customer etc. It is on your decision if this **note** is to be printed at the vouchers or only stored with the customer data administration.

The box **delivery note no.** can be used if you have such registration of your vouchers. It will be printed at the voucher, but there is no further operation with this number by the program.

Text components can be pre-defined in the **properties settings** (ref. chapter 19). Often you will use standard clauses for your documents. Then you can use these once pre-defined text components just by some clicks for selection. This saves a lot effort of every input. But of course, here you always can enter individual texts for each voucher.

The form **delivery address** contains the address data for delivery if they should derive from the customers address.

The form **overview** (fig. 14-2) displays all decoration positions that have been decorated in the previous design module. These are given by model numbers and standard model designations according to the ambiente® model catalogue (ref. appendix of this manual).

This form asks only for **manual inserts** of

- the designation for the actual design draft (e.g. sleeping room) for better identification, especially in case of vouchers that include more than one decoration draft;
- probably a deposit amount and deposit receipt no. (box only appears, if deposit amount has been entered),
- may be a customers discount and a price for the delivery. A standard preset for the delivery can be made in the properties settings.

All other data will be displayed by automatic overtaking from the single position forms.

customer address ◀ overview ◀
 delivery address ◀ **single position** ◀
 list of accessories ◀

voucher no. 4 for customer: Mustermann

overview

designation:

pos.	pc.	model	end-width	end-height	price per unit	TOTAL price
1	1	101 voile curtain with leadweight tape	210	248	54,00	54,00
2	2	701 side decoration	60	250	88,00	88,00
3	2	R01 tie-back	70	5	14,00	28,00

discount (%)

manuf. costs:
 fitting costs:
 material:
 accessories:

TOTAL (gross): (all decorations: 150,00)

fig. 14-2 calculation *overview* form

In order to **change the order of the single positions**, mark the position to be moved and **right-click** on it. The dialog, displayed in fig. 10.3, appears.

move position

Where do you want to move the selected position 2 ?

NOTE:
 After changing the order the changes in the decoration parts won't be assumed to the calculation anymore!

< >

ok cancel

fig. 14-3 move position

The **single position** form (fig. 14-4) is for entering the end-measures, material references, accessories and further settings for manufacturing.

- Enter the **end-measures of the decoration (always in cm, if not requested else!)**.
- If the decorating material is a member the article database of ambiente®, you need only to enter the **article number**. If you made your decoration draft with a real material dessin of **an existing manufacturer or retail material collection**, insertion of the corresponding article number works automatically. All further corresponding article item information, such as material width, pattern repeat size and price/unit will automatically taken from the article database of the program. In this case there is no need for manual inserts.
- If the desired article item was not a member of the ambiente® article database, you have to enter **all article data – but at least the article number, material width and**

the price /metre or unit – manually. The material consumption, total material price, manufacturing and fitting costs will mostly be calculated by the program automatically. (There is a detailed description of the calculation background or pre-definitions for material consumption and manufacturing in chapter 15).

ADVICE:

If you did not assign an article identification, material width and price in the single position calculation form and if you click on **calculate**, the software system asks for these values by an insert wizard, that gives access to an article database **search** function.

With some decoration models and accessories there might be no automatic calculation support because of missing of the professional calculation background in the time and consumption tables. Then the program gives you a message to look at this item position again carefully and to enter the values for the material consumption or manufacturing costs manually.

As with curtains by standard side-decorations will be proceeded also as single position for left and right side each. This is necessary to support different model types or the same model type but with different materials. Of course, you can include more side-decorations in just one single position form, e.g. *“left, middle, right”* if they are made of the same material. This will effect to the material consumption calculation, because the material overages of one side curtain – that may result when widthwise processing – can be used with the next. The entire material consumption can be reduced by this way. Otherwise with separate single position calculation the material overages add up to a higher total consumption that reflects to the price to pay. When summarizing positions, be careful to delete the single position you included in just one calculation form. Switch to the particular position by the red arrows and click on **delete position**.

ADVICE:

With all decoration models the insert values for the end-measures have to be made in **cm**. You can select between widthwise or roomhigh processing direction.

Switching from one to the next single position form will work via the **red arrows** (forward/backward) at the form bottom or you can go via **overview** and double click the position.

fig. 14-4 calculation single position form

ATTENTION!!!

Delete position from calculation does not reflect to the display of selected decorations in the design modules of ambiente®, they will not be deleted from the design draft, whether in **image design**, **room design** or in the **3D Window Decoration** module. But reverse it works (deleting a decoration model in the design module will effect deleting the position in the calculation).

Accessories and trimmings (e.g. borders, satin tapes etc.) already set with the trimming options in the room design appear here automatically.

Further accessories can be taken into the calculation simply by clicking on the list boxes in section **tapes/accessories** of the single position calculation form. Here the item number or price/m for each one have to be entered. If you wish to delete a particular accessory item, delete the entry in the left panel and press **calculate** or delete all entries in the respective lines and then click **correction**.

As it may arise that the number of lines for possible or necessary accessory items are not sufficient in the single position form, then use a further accessory table by clicking on **list of accessories** (fig. 14-5), in which you may enter the articles you choose with quantities and prices. This accessories list is also suitable for including all other decoration items and goods you sell to the customer, that are not content of the ambiente® standard model catalogue.

customer address ◀

delivery address ◀

list of accessories ◀

overview ◀

single position ◀

list of accessories ◀

voucher no. 4 for customer: Mustermann

list of accessories

designation	remark	article no.	supplier	colour	pcs/m	unit price	total price	fitting total
Rosette				red	2	7,95	15,90	
Tablecloth					1	19,00	19,00	
Pillow					3	12,75	38,25	
							total:	fitting:
							73,15	0,00

fig. 14-5 calculation list of accessories

The **processing direction** (*material to rotate* or *roomhigh materials*) can be modified by clicking the respective buttons (fig. 14-6) or by checking/unchecking **left/right**. Such a general modification requires a new calculation operation. That's why the previous values for consumption, manufacturing or fitting will be deleted from the form.

With processing the material **widthwise** you should notice that the four values **material with**, **end-width**, **no. of width** and **fullness** (horizontal) do reflect to each other. Modifying one of these values requires a new **calculation**.

When modifying the no. of widths, delete the values end-width and fullness from the form manually before clicking calculate.

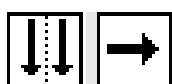


fig. 14-6 processing direction (widthwise, roomhigh)

You can work with the calculation of ambiente® completely independent from the design modules. Therefore, please act via the **start** screen of the program, **functions** to the **calculation**. Then you will get empty calculation forms to perform your manual inputs.

ADVICE:

If you have activated one or more design drafts in the design modules (**image design**, **room design**, **3D Window Decoration**) or via the model decoration collection (those position listings appear in the calculation) and you want to empty the calculation form, select **new voucher** in the right side function menu. Effected by this an empty form will be created.

If you like to work **with the calculation independently from designing** you can enter the model identification manually:

- Use the **direct input** of the model no. or the model designation.
- Please, follow up the ambiente® model catalogue (see appendix). You will find all model numbers and designations that are supported by the software.
- If ambiente® did recognize your input value, the rest of the corresponding data will be supplemented immediately by the system and you can be sure to have support of automatic consumption and manufacturing cost estimation.

With the selection of a **manufacturer** you define, which manufacturing catalogue is used for calculation:

- In general ambiente® is supplied with a calculation based on **self-manufacture** data, i.e. behind self-manufacture stand material consumption formulas and time tables for manufacturing (accessible via **functions/time & cons. tables**), that are suitable for the demands of a regular sized interior decorators company.
- If necessary and required, the given formulas and values obviously can be adopted to your specific demands and enterprise pre-conditions.

ADVICE:

Furthermore a series of **service-manufacturers** already support the branch software ambiente® and provide calculation extension modules for integration, that are aimed to their special manufacture service catalogues and price lists. These special modules are distributed by own manufacturer or retail related material CDs or collection downloads, and they do not belong to the standard delivery extent of the ambiente® program package. But if these **service-manufacturing modules** were installed in addition to the **STARTpackage**, you can decide for the entire voucher or for just particular single positions, where it should be manufactured, in-house or external. For external **service-manufacturing** the calculation basics (consumption and manufacturing times/costs) are different, not to modify and mostly not visible.

Of course, via the **properties** settings corresponding to the service-manufacturers module you can add a price margin for retail on this catalogue (purchasing) prices.

ATTENTION!!!

By changing the manufacturer all manufacturer related data of the actual position will be **deleted**. Manufacturer related data are tapes, trimmings and other sewing accessories as well as the consumption and manufacturing cost values.

14.3 The functions calculate, correction and print

14.3.1 Calculate

After you have filled in the required fields, click on **calculate**. An article is now requested for each single item and each accessory where no price or registered article item number is entered. Therefore a comfortable **article search dialogue** will be brought up as user interface to the article database.

By **several search criteria** you can make your article search efficiently.

If the boxes are **incomplete or wrongly** filled, an entering request, a corresponding remark or a zero value will be displayed as calculation result. For a few number of decoration models, trimmings or sewing accessories no automatic calculation of material consumption or manufacturing cost are available, because of missing pre-definitions. In these cases the values need to be entered manually. But you will always get an extraordinary remark.

For subsequent changes of article allocations, please click on **search article**. Alternatively you can use the **calculate** function, although if the article no. or price box is empty. Both functions then perform the same operation, opening the article search dialogue.

ATTENTION!!!

Subsequent article item allocation or modification via **search article** or by manual keyboard input does not automatically effect a calculation operation. In this case you necessarily need to click on **calculate** again, because calculation relevant data like material width, pattern repeat size or the price could have been changed.

Calculation of the **price for manufacture** is based on an extensive database for the required **production times**. The values in this database (ref. chapter 15) are based on years of experience of many interior decorators and service-manufacturers.

Of course, they can be altered at any time.

In **properties** settings you once set your price factor for a production unit (manufacturing minute). The price of manufacture ultimately derives from this factor, multiplied by the time unit of the corresponding measures of the actual decoration model.

Fitting costs are determined analogously.

The material consumption formulas are listed in the **time & cons. tables**, too (ref. chapter 15).

TIP:

If two consecutive single positions have the same model number and the first position has already been calculated, all the values entered for the first position are taken over when switching to the second item (by the **red arrows** at the bottom of the calculation form). This is quite useful, thus saving time in the input of calculation values.

In spite of that you should always carefully check the values, which have automatically been calculated or overtaken by the software itself.

14.3.2 Correction

After calculation, you can undertake **subsequent corrections** in the consumption, manufacture and decoration fee columns. To do this, alter the respective values as you wish and click on **correction**.

The system carries out a **new overall calculation** over the rows and columns of the calculation form on the basis of the altered values, but it does no calculation referring to the time & consumption tables again.

ATTENTION!!!

If you click on **calculate** again, the manually input values are replaced by the automatic ones again. In order to not lose the altered values, always click on **correction** if you want to keep manual corrections.

As some parts can be manufactured from overage materials, sometimes it is necessary to correct the respective values. First the theoretical, mathematic consumption is calculated to determine the production costs (manufacturing costs). Then material consumption has to be altered manually (e.g. 0) and clicking on **correction** will correct the total price.

14.3.3 Image and document prints

The draft of voucher documents like image print of the decoration proposals, cost estimations, orders, invoices, manufacturing orders and sewing labels can be made by calling the print function, available in the calculation.



fig. 14-7 print button

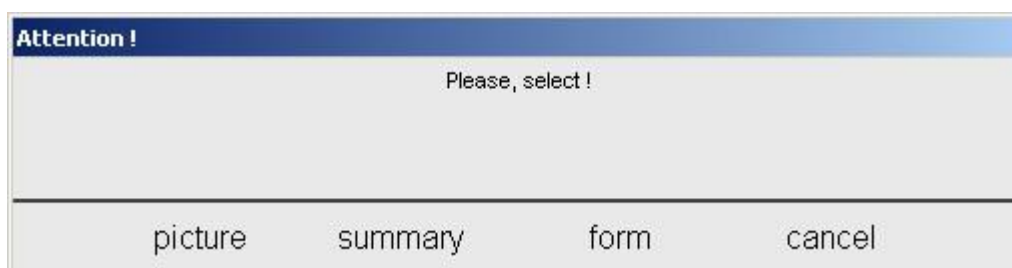


fig. 14-8 print pre-selection

With clicking the **print button** (fig. 14-7) in the calculation view, the following dialogue asks for selection of the desired print option

- To print an image of the current design draft click on **picture**.
- For a summary overview of more decorations drafts, click on **summary**. To print voucher documents, manufacturing orders or sewing labels, please select **form**.
- After clicking form the following print dialogue appears (fig. 14-9).

output of ...

cost estimation

☒ print
no of copies:

☐ in file
☐ via eMail

☐ top space for letter head
☐ for all pages

☒ with preview picture
☒ with prices at each single position
☒ with article information
☒ with sender address

manuf. order

☒ print
no of copies:

☒ top space for letter head
☒ for all pages

☒ with preview picture
☒ with prices

☒ sewing label
no of copies:

position:

☒ print with model icons

The single positions have to be separated by commas, mark ranges like this: 1,3-5.
Without any insert only the current position will be printed.

order of service manufacture

☒ print
no of copies:

☒ in file
☒ via eMail

☐ print with lines
☐ save voucher after print
☐ print VAT

fig. 14-9 Calculation print dialogue, printing vouchers

The **print dialogue** has got three sections.

1. voucher print (cost estimation, offer, invoice)
2. atelier order (self-manufacture)
3. order of service manufacture.

For printing voucher documents you have several **format options** in the first section.

- If you use letter paper that already has got a letter head line with logo and companies data, use the option **top space for letter head** and uncheck the option **with senders address**.
- Furthermore you can decide if the **preview image** of the design draft, **article descriptions** and the **price** information **for each single position** should be printed. In case of cost estimation you probably skip them. For order or invoice print they should be selected.
- Beside the documents that are used for the commercial processes with the end-consumer (section 1), you can print also documents for your internal processing, e.g.

a **manufacturing order** for your self-manufacture as well as so called **sewing labels** for each single position (section 2) or orders for external manufacturers in section 3.

- For a better overview and separation of the single positions in the listing you can select **print with lines**.
- As it is useful to save the document in the same status as printed, you can decide in addition whether the data should automatically be **saved after printing**.

TIP:

You can find print examples in the appendix of this manual.

14.3.4 Switch between different design drafts within a voucher

On entering the calculation, coming from one of the design parts of the program, the design draft - you are currently working on - can be assigned to the actual voucher, which already contains one or more design drafts. This way you can create multiple decoration vouchers to bring several decorations together in one voucher. A query dialogue will always ask for this. If you have assigned more than one design drafts into one voucher, you can switch between the design drafts by the **red arrows** underneath the preview image at the right side of the screen.

14.4 Save, search and open vouchers

Clicking on **save** saves the actual decoration draft into the actual voucher. The voucher number is automatically allocated by the program for unambiguous identification and administration and it can not be changed by the user.

ADVICE:

A voucher can only be saved if a complete customer address is available. It is therefore necessary to assign customers data by typing in to the **customer address form** or by allocation customer's data via the **customer's** data administration. There you can search for the already existing customers data set and assume it to the voucher.

ATTENTION!!!

Each design draft has to be saved individually, whereby a voucher may contain several design drafts.

With **save as** you can save the active design draft of a current voucher **to a new voucher** with a new voucher number or **as model decoration**. The first option is useful if you open an old voucher of the customer or you remember on a similar decoration draft at a different customers voucher or you like to use the room and measurement settings you already made by the **3D Window Decoration** module for your new decoration and to save the new or just modified decoration for a new voucher without overwriting the previous one. Saving as model decoration puts your design draft including the position listing and calculation to your model decoration collection.

To **search** for or **open vouchers**, switch to customers and voucher administration by clicking on **functions/customers** and read chapter 20.

14.5 Profit quotation

When clicking the **right mouse button** on **calculate** in the calculation form **overview**, after calculation of all single positions you will get a profit quotation. Related to the material costs it is based on the difference between the purchase price and the retail price, related to the manufacturing and fitting on your price factor, set in the **properties/more constants** settings (ref. chapter 19, fig. 19-2).

ADVICE:

By using the service of **external manufacturers**, the corresponding price margins to the catalogue prices, set in properties/more constants for the specific service manufacturer will be taken for this quotation.

15 Manufacturing database

15.1 manufacturing time units and material consumption

The administration of manufacturing base data is reached by clicking on **functions/time & cons. tables**. If you call up this function from an actual single item position of the calculation, the corresponding model number will be automatically overtaken into the program section and you will immediately see the corresponding manufacturing data form of this decoration model (ref. fig. 15-1)

If you go to **time & cons. tables** directly from the **ambiente**® start screen or from one of the other program parts, except of the calculation, you will get an empty form. Type in the insert box the *model number* (please, refer the **ambiente**® model catalogue in the appendix of this manual), hit **ENTER** and you will get the corresponding data form.

As the side decoration - shown in fig. 15-1 - can also be manufactured with *room-high* material, the tables for the two different calculation methods need to be switched by checking/unchecking **room-high**.

With the check box **calculate exact to centimetre/ linear per rm** (running metre) you have the possibility to define your standard calculation on a linear basis and exact to one centimetre of material measurements (according to the consumption) instead of the pre-setting at the non-linear raster values.

After selection of this option all values, except of column 1, will be deleted and the first horizontal measure will be set to 100 cm. Now the manufacturing of the decoration model will be calculated linear per running metre (rm), respectively exact to cm.

Do you like to calculate by standard **exact to centimetre, but within the non linear dependence**, mark this option and fill the form headlines with raster values for the width and height of the decoration model and the corresponding time units that represent the non-linear dependence in the table below. Now, the program calculates precious values between two raster values according to the estimated material consumption.

- Example:
- a) **cutting width 100 cm – manufacturing time 20 min**
 -> manufacture (linear per rm) for 50cm = 10 min
 -> manufacture (linear per rm) for 150cm = 30 min
 - b) **cutting width 1. column 100 cm – manufacturing time 20 min**
cutting width 2. column 200 cm – manufacturing time 25 min
 -> manufacture (exact to cm) for 150cm = 22,5 min
 -> manufacture (exact to cm) for 175cm = 23,75 min

The screenshot displays the 'ambiente' software interface for Windows. The main window is divided into several sections:

- Top Section:** Contains input fields for 'manufacturer' (set to 'self-manufacture'), 'model-no.' (701), and 'model/variant' (0). There are also checkboxes for 'calculation true-to-centimeter / per m' and 'roomhigh'.
- Table Section:** A large table with 'height' in the first column and 'number of widths' in the second column. The table contains numerical data for various heights (100 to 400) and widths (0.5 to 6.5). To the right of the table, there are checkboxes for 'calculate 1st width not to complete pattern repeat' and 'roomhigh'.
- Bottom Left Section:** Contains a text box with instructions in German: 'Dekos mit Sicherheitsnaht aneinandernähen, seitliche Kanten abschneiden und säumen, Saum nähen, Schienenband annähen, Bleiband einlegen, bügeln'. Below this is the 'last update: 18.10.2001'.
- Bottom Right Section:** Contains a list of variables: 'a - no. of widths' and 'b - end-width'. Below this are several input fields for 'consump.', 'lining', 'tracking tape', 'pleated tape', 'leadweight tape', 'velcro tape', 'lace trimming', and 'trimming'.
- Right Sidebar:** Contains a vertical list of icons and labels: 'manuf. times/consumption', 'fitting time units', 'new mask', 'correction', 'export', 'import', 'save', 'delete', and a 'calculator' icon.

fig. 15-1 manufacturing time and consumption tables, model pre-settings

All **measurements in this program section** as well as in the entire program, especially calculation, are related to **centimetres**.

In the **comment area bottom** left are the steps to be observed in determining production times. Bottom right are the formulas or tables used for calculating the consumption of the basic model cutting and the corresponding trimmings or tapes.

ADVICE:

If you wish to use **different formulas**, you can do this by keeping strictly the structure of the formulas (ref. variables designation in the list box above).

Next to each formula is a red arrow, leading to a table you can fill in using your own judgement. If this table is serving as the basis for calculation of consumption, the word **TABLE** is entered in the formula field. Tables are useful if consumption cannot be accurately determined with a formula and a tabular summation is more suitable.

In **consumption tables** the heights are always entered in the **left-hand column** and in the **lower half of the top row** are the cut width (usually end-width*fullness) or the number of required widths.

If values outside the entered data occur in the calculation, an appropriate value is determined by linear extrapolation from the existing data. Thus meaningful manufacturing time units are calculated even in critical situations.

With the values **max height** and **max width** you can define the upper limit for extrapolation. Is there an override of this limit, the program will give you a notice.

ADVICE:

In general, however, all manufacturing units and consumption values that are represented in the calculation **should be carefully checked for plausibility**, as errors can always occur through input of values (e.g. end-measures).

If you wish to **alter the manufacturing times of a decoration model completely**, but you like to keep the non-linear dependencies, you can do this by entering the appropriate values in the panels **reduce by ... per cent and increase by ... percent** and clicking on **correction**. It is equally possible to alter single values.

If the changes should affect the program, you need to click on **save**, of course.

ATTENTION!!!

First make a **safety copy of the manufacturing time and consumption table** of each decoration model, in order to be able to return at any time to the original values. To do this, you **export** the particular form to a floppy disk or a certain folder at your hard disk or networks, before altering any data.

Then if required, you can always reload this form by **import**.

The panels **lower hem**, **side hem** and **fullness** can be filled with standard values that can be altered in particular cases in the calculation, if necessary.

- The pre-set panel for price **increase for lining (%)** is for setting a percentage add-on on the manufacturing time units, when manufacturing the decoration model with lining.
- If you fill the panel price **increase for lining per unit**, the respective value will be taken as a start value for an own virtual manufacturing time unit table for the lining. The table will automatically be filled up with further values according to the linear or non-linear dependencies of the base table of this model.
- By checking **fix** for price increase for lining per unit, the value set in the panel will be added fix to the values of the base table.

In calculation (chapter 14), the manufacturing time units are multiplied by a price factor from the **properties/more constants** settings section (chapter 0), giving the manufacturing costs.

For example, if you want to increase all your manufacturing costs by 10%, you simply need to increase your manufacturing costs **factor from say 1.00 to 1.10**.

A printout of the various consumption formulas can be obtained by clicking on **print**.

If you are missing certain decoration models which also cannot be replaced by similar ones, please use the **models 101 – 120** for your individual needs.

Giving us all the important information (model sketch, photograph, cutting instructions, sewing tips, etc.) will allow us to take account of this model in one of the next program upgrades.

15.2 Fitting time units

In the right function menu you will find the function **fitting time units**. If selected, fitting time unit tables will be displayed like fig. 15-2.

These tables do not correspond to each particular decoration model, but they cover groups of decoration models, because the fitting of a straight standard curtain and of a cut-out jardiniere do not distinguish essentially.

The tables contain the end-measures or respective the number of widths (decos) and assigned time units for fitting. According to the end-measurement - coming from the calculation form, the table value will be multiplied by the price factor for fitting that has been defined in the **properties/more constants** settings.

With **modifying of just the price factor** you can simply adopt your fitting prices to your requirements. Of course, you can also make adjustments within the fitting time unit tables themselves.

[illegible]

fig. 15-2 fitting time units

16 Curtain Cutting Module (add-on module)

This module helps you to generate more complex cutting patterns automatically in just seconds, which would otherwise demand years of experience and deep expert knowledge to create. In the shortest time, you obtain true-to-scale prints of many common cuts. Extra sewing tips support your practical work.

Clicking on **functions/curtain cutting** takes you to the decoration model selection, similar to the selection of the room design. The curtain and decoration models are classified and collected as usual in curtain type classes, where they can be selected.

You will find an **overview of all the curtain and decoration cuts, that are currently supported by ambiente®**, in the appendix of this manual.

A curtain type class is selected by **clicking on the respective symbol in the pictogram menu at the right interaction area** of the screen. All the cutting models belonging to this curtain type class then appear.

ADVICE:

The service manufacturers selection box limits the selection of cutting models or respectively modifies the calculation result for the cutting pattern as on the one hand not all service manufacturers provide all cuts with their service profile or on the other hand they appreciate to use own, special cutting know-how.

Click on the desired model to start with the actual creation of the cutting pattern.

- At the left display area a curtain model image appears as it would look like in ready made condition.
- Measurement input panels appear on the right (. Enter all required values (end-measures) in the appropriate panels.
- With most panels, a measurement arrow is displayed on the left that helps to assign the correct values.
- Some measurement panels are blue highlighted and indicated by a star ("*"). Those measures have not to be entered as they are calculated automatically by ambiente® according to the professional rules.
- But of course you can modify and overwrite this values if necessary. For confirmation of this modification click in another input panel. By this operation the respective panel will lose the blue highlight.
- By clicking the button **pre-fabricated model** the outline of the pre-fabricated curtain and the entered measures will be displayed on the left hand side.
- To generate the cutting pattern, click on **calculate**.
- The program now checks the values you have entered. If important values have not been entered or permitted limits have been exceeded, an **error message** appears, advising how the errors can be corrected. If the input is correct, the cutting pattern with all required measurements appears in the display area according to fig. 16-1.

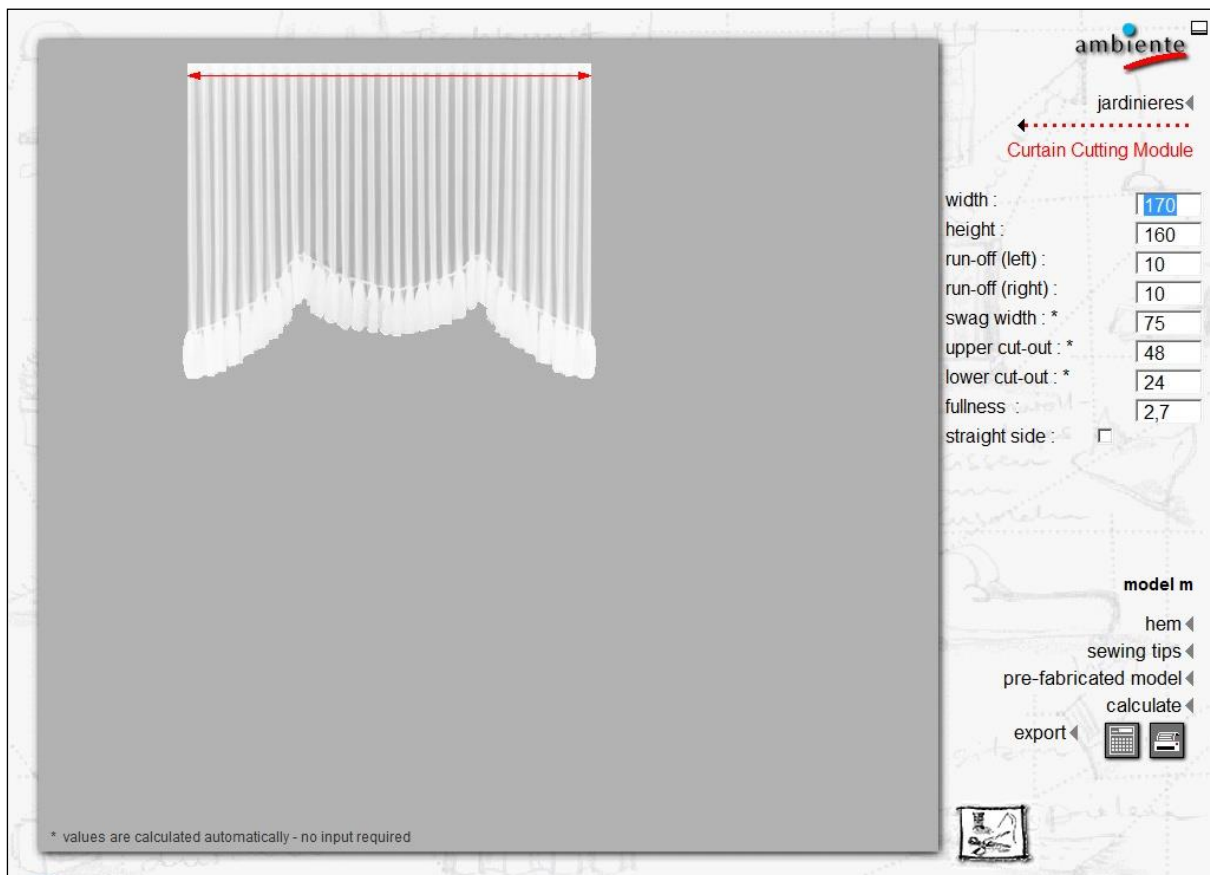


fig. 16-1 measurement of the cutting model

The measurements include all side border and hem extras. If the cut still needs to be altered, simply enter new values and click again on **calculate**. If you need a printout, click on **print**.

If you are not particularly familiar with manufacturing particular curtain or decoration models, you can obtain a number of practical tips by clicking on **sewing tips** (fig. 16-3).

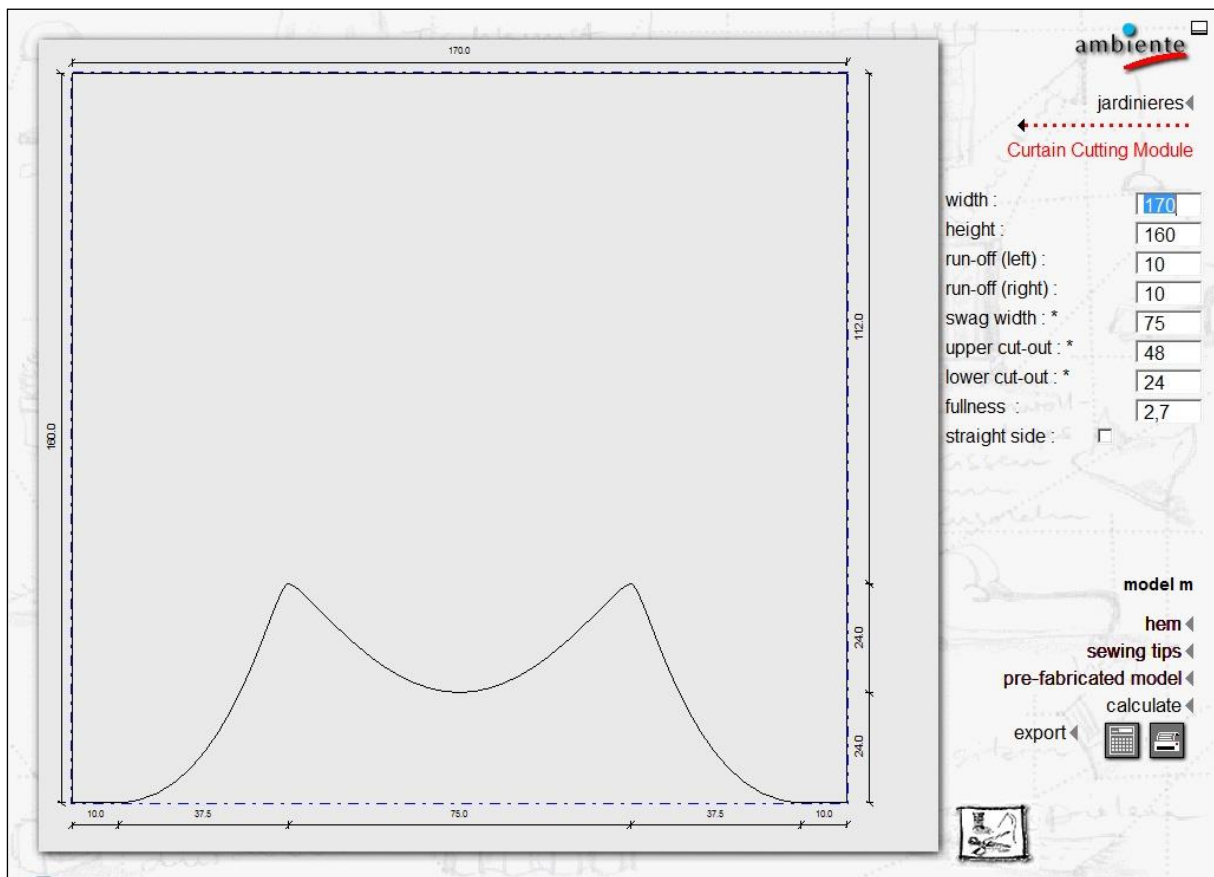


fig. 16-2 calculated cutting pattern

If you click the menu item hem you will get access to an input dialogue for adopting all necessary hem measurements for the shape surrounding hems.

Please, pay attention to the left bottom footprint underneath of the calculated cutting pattern. There you will recognize, which hem measurement is used with each specific curtain model.

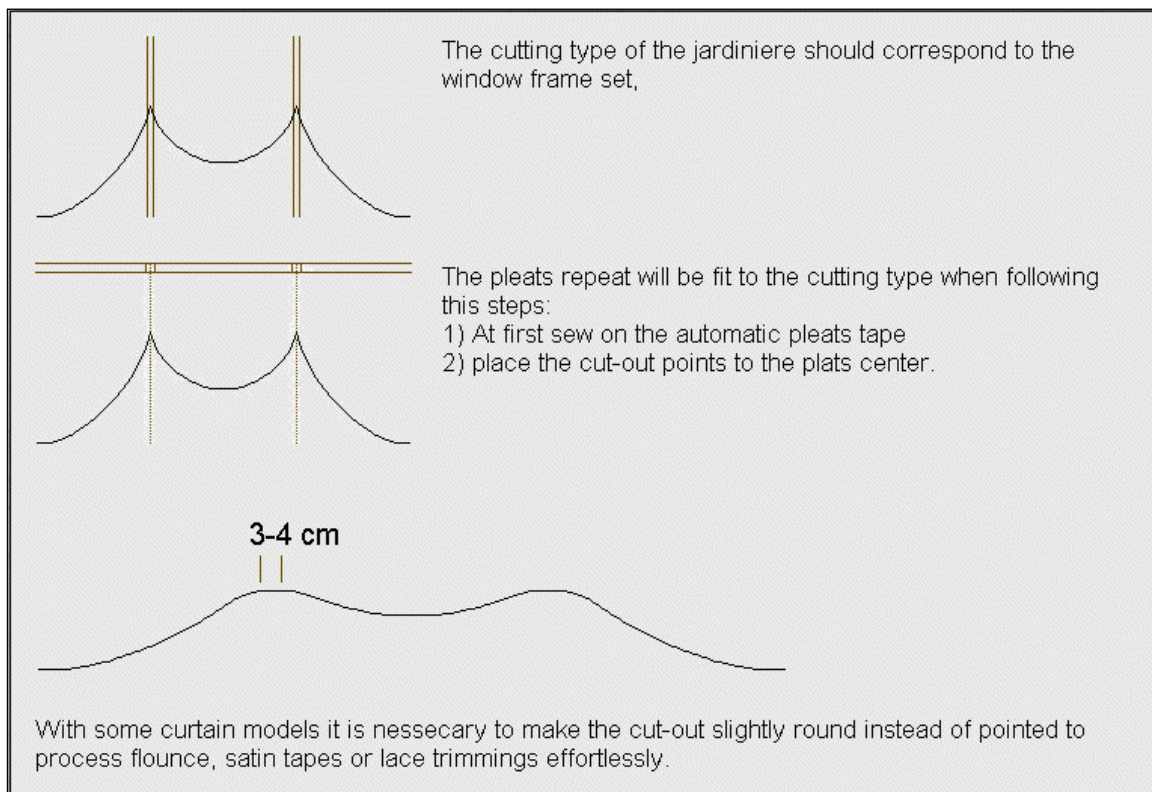


fig. 16-3 sewing tips

Do you like to generate a cutting pattern for another curtain model, please navigate to the model selection menu by the left directed arrow at the top of the right side function area of the screen.

Because sometimes it might be difficult to transfer a complex cutting pattern with a lot of cutting points and circles to the fabric only by taking the given border measures, you have the possibility to overlay a measurement grid over **the cutting pattern print**. This gives help to identify any measurement point in the cutting pattern by using f.e. a ruler.

TIP:

Grid printing you preset once in the **properties settings** dialogue (ref. chapter 19).

17 Article data management

The article data management is called up via **functions/article**. The display form, shown in fig. 17-1, appears.

The article management records all kind of materials for interior design, such as fabrics, wall and floor coverings or accessories and makes them available to the design and calculation modules. The **article database** is manufacturer independent and open for any collections. You can introduce your own individual collection and material data, too.

The screenshot shows the 'article' management interface. It includes a table with columns for 'number' and 'material width (cm)'. The table lists several articles, with 'zb_968' highlighted. To the right of the table are fields for 'designation', 'article domain', 'supplier', 'on stock', 'pattern repeat', and 'manuf. price add.'. Below these are fields for 'material', 'collection', 'price group', 'style', 'colour theme', and 'collection book'. A preview image of a material pattern is shown, with a 'preview' checkbox and 'image file' field below it. The bottom of the window shows '41 articles' and a search criteria summary.

number	material width (cm)
TAP_968	53,0
za_968	140,0
zb_968	140,0
304968	50,0
364968	50,0
96801/032	150,0
96801/033	150,0
96801/034	150,0
96801/074	150,0
96801/191	150,0
96801/206	150,0
96801/214	150,0
96801/216	150,0

fig. 17-1 article data management

In fig. 17-1 you see **top left a scrollable area** with the article item numbers and the respective material width. **Right beside** you can see the suppliers and the collection designations. Underneath are given the original measurements of the material section the pattern repeat image contains (important for proportional texturing of material dessins to the decoration elements). Furthermore on the right are the data on pattern repeat and price. When you click on **preview**, a section of the material pattern appears down to the left. If the rapport cannot be seen in full, it can be moved with the mouse.

17.1 New (adding article items)

If you wish to **add new item collections** by a quick and easy way, we offer you our article digitising service.

If however you want to add new article entries yourself, click on **new**.

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An **input form** (fig. 17-2) appears in which you can enter all relevant data.

- Middle right you are required to enter the image file name. This is the link to the pattern repeat image file of an article item.
- Above this image link you have to enter the original measures of the real pattern which is represented by the pattern repeat image file (important for the true-to-scale pattern display in the design sections of **ambiente**® in relation to the proportions and dimensions that are pre-defined in **image** or **room design** or exactly measured in the **3D planning**).

article administration

number: zb_968 0

designation:

article domain: DECO FABRIC

supplier: AMBIENTE

collection: Ambiente

material: BW

colour theme: beige, black, blue

style: floral, avant-garde, classic, country house

collection book:

webbing type: application, batist, bobinett

Design: acacia, animal, animal-leather-fur

image file: image width (cm): 60,0 image height (cm): 40,0

☒ preview

ZB_968

Insert the dessin file name (without 'k' refer

per fabric width pattern repeatable

colour code (Pantone, generic term: 0

standard trimming: no standard trimming

accessories group: none

notes:

on stock (m/pcs): 0,00 min.: 0,00

EAN-Code:

article validity term: 31.12.2004

manuf. price add.: 0,00

material width (cm): 140,0 pattern repeat (cm): 0,0 packing quantity (): 62,0 weight (g/m²): 0,00

per m/pc (EUR): 0,00

rec. retail price per m/pc (EUR): 0,00

gross retail price per m/pc (EUR): 0,00

price group:

Please, notice ! Data fields, that are not related to a specific colour variant, will be changed for all colour variants of this article no. !

ok cancel

fig. 17-2 article data input form for *new* and *edit*

The image data for the material dessins are achieved as follows:

Create up to 4 files for each article dessin. You can use any standard graphic file format for storage.

TIP:

We recommend **JPEG (*.jpg)**. This file format is a good compromise between coverage of storage and quality.

pattern repeat (rapport) image:

- File with at least one full pattern repeat for texturing the pattern onto the decoration elements.
- File name: "**nnnnn.***". (nnnnn is any file name. We recommend to use the article number).
- With shifted pattern repeats the entire pattern shift has to be the content of the rapport image.
- Creating this image file has to be done very carefully (photograph, scan or digital camera picture), as distortions have to not arise, even lighting have to be guaranteed and the rapport cut out has to be extremely precise.
- Subsequent colour adjustment is often necessary. For only displaying the rapport image in standard resolution (150dpi) or
- printing it, a size of 6 to 8 pixel per cm of material (wallpapers, floor coverings) should be enough. Only 4 to 6 pixel per cm of material is required when using dessins and other materials.

Optional:

preview image:

- Image file (90 pixels wide, 156 pixels high) for the overview page in material selection.
- File name: "**nnnnn_k.***".
- If this preview image should not be available, it will be generated automatically out of the rapport image. Occasionally it could happen that the aspect ratio within the preview images is not consistent or the decoration part does not look like it was supposed to be.
- Because this image is used for preview purposes only, it can be stored data reduced (JPEG with a lower compression ratio or 8 Bit BMP files with indicated colour palette). This way the preview image needs only a few kilobytes on your hard disk.

detail image:

- Image file (pixel size 658 x 664) for detail material view.
- Photograph or scan the material with low distance and high resolution (no complete pattern repeat is necessary, just any representative material section).
- File name: "**nnnnn_d.***".
- Because the detail resolution of the rapport image often is not enough for a professional detail view there is a special picture taking- and editing process necessary.
- The colours of the rapport image and the detail image have to match exactly.

transparency image:

- Image file for displaying transparencies of sheers, organza, voiles etc.
- File name: "**nnnnn_t.***".
- Take the **pattern repeat** and define a 256 colour grey scale. Define all parts of the pattern with grey scale that are transparent. As more transparency as more grey

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you define, no transparency is white. If no transparency file exists, you will have no transparency in the design parts of **ambiente**®.

- Defining transparencies requires some experiences in working with digital image processing software. If you do not succeed, we offer our professional article digitising service.

With **entering a new article item**, link the rapport image file name ("nnnnn.*" /without further file name extension) and attach the corresponding real measures (in cm) that are represented by the material piece that is content of the rapport image file (single or multiple pattern repeat). Due to this measurement the dessin will be decorated on the decoration area in right proportion to all other picture elements.

The article image files have to be **placed in the folder structure** of the corresponding article domain below the **ambiente**® program path. There is a further folder structure of suppliers. Please, make an own suppliers folder, name it with the suppliers short name.

If the article domain folder does not exist on your hard disk (in case of minimum standard installation, application run from CD) generate the folder structure according to the definition at the **ambiente**® program CD.

ATTENTION!!!

All image files of one and the same article item – mentioned above (pattern repeat image, preview image, detail image, transparency image) – have to be located in the same folder.

Example: A rapport image file for a deco fabric of supplier XXX has to be stored in the folder **C:\program files\anova\ambiente\stoffe\deko\XXX** if **ambiente**® was installed to the standard destination **C:\program files\anova\ambiente** on your hard disk.

Of course, you can also enter your article items **without any image information**, too. Then these article items are available only in calculation for a wide range of calculations, but they can not be selected within the design parts of the **STARTpackage** or within the **3D Window Decoration** module.

With editing article items you need to observe the following:

All **standard items (supplier AMBIENTE)** may not be altered.

If you have added a digital article collection from a particular supplier by **automatic article import** via material CD or article download, in some cases it is not possible to make any changes in the purchase and recommended selling price, as these data have been pre-set by the supplier.

- In the **colour value** field, the colour of an UNI item can be entered (no image necessary). Admissible values are e.g. 'RGB 120 200 0', 'RAL 210 60 30' or 'PANTONE 14-0452'. The **ambiente**® system generates the corresponding RGB value, the rapport and preview image automatically. You can select the article and decorate it in the same way as it would have been digitalized. In the *generic term* field, the UNI article

items can be collected into groups.

- The **price group** field is only used by certain manufacturer-related calculation modules.
- You may also enter the **current level of stock** and **minimum stock**.
- A **sewing surcharge** may be set within the calculation e.g. for difficult to handle materials.
- This **surcharge** should be entered as a percentage.
- The **validity date** is important, if an item is deliverable for example only up to the end of the year. All these items can then be listed with the **search** function in the January of the following year and deleted or **evacuated**. It is recommended to evacuate article items that are not in use anymore, because hereby you relieve your system.
- The **gross retail price** field is for your current selling price. If the value is 0.00, the **recommended retail price** will of course be used for the calculation. **Price corrections** (ref. 17.3) always affect this field.
- The **packaging quantity** is important for wall coverings parquet, laminate or accessories. As there is a unit price (e.g. 15,- a roll, parquet, packaging unit), the ammount of material on the roll (e.g. 10,05 m wall papers, 50 m curtain tape) should be entered. This is important for consumption calculation for wall coverings even for other materials that come with such packaging quantities, like tapes and accessory items.
- You determine different colour numbers of an item with an entry in the field **colour / variant**. This value is then always added to the article item number in the various program tasks with a slash (/).
- You can feel free to use the field **article name** for your own article data while the software puts the article into a specific *article domain*.
- You can attach the article to a specific **supplier** after you have created a new suppliers entry or you just make a selection from an existing suppliers list.
- You can individually name the fields **collection**, **material**, **colour theme**, **style** and **collection book** to find them again when searching for the article.

ADVICE:

If you want to use some criteria more often you should attach them to the **selection list**. Therefore you need to use the **buttons with the 3 dots attached to them**.

If you apply these fields you will get the dialogue fig. 17-3. Here you can save your individual criteria to a static list. This way you do not have to create new criteria every time, you can select the wanted criteria from the list and assign it. For all these fields you can also assign more than 1 article, the names get divided by comma.

The check boxes *pattern repeatable* and *material to rotate* are important, too. Here you decide whether and how the material can be put together in cutting/laying (or be used in different directions).

A material with a landscape pattern should not be used vertically.

ADVICE:

Materials from the **ambiente**® collection from the supplier ANOVA are only for imagination purposes. This is not a real collection and it can not be ordered or calculated.



fig. 17-3 definition of article criteria

17.2 Search for articles

With the **search** function you can filter a group or particular single article items from your entire article data base of probably thousands of items, e.g. a particular manufacturer or supplier. The result of filtering can be printed, edited or further processed.

If you check the panels *article no.* or *designation* in the search form (fig. 17-4), the article database will be traced through for the text line or value you entered – starting at the beginning/first letters/numbers.

If the check was not set, also results that may contain the entered word or value at any position will be displayed, even in the middle or at the end.

The selected or entered search criteria have to fit to an article entry all together. If there are particular criteria non-relevant, the corresponding **panel should be empty** or **ALL** should be selected.

There are a lot of possibilities for an efficient search and selection of single article items or article groups, e.g. for evacuation or for price adjustment etc.

fig. 17-4 article search form

17.3 Price adjustment

With the **price correction** function (fig. 17-5) you can adopt prices for the currently active selection of articles. In combination with the search function you can do this for particular single items as well as for entire article groups. Enter a percentage value or absolute value in the desired panel (*increase*, *decrease*) and click on **ok**. After confirmation of a safety query dialogue **the gross retail price** will be adopted by the system for all articles in the current selection list.

In the price correction dialogue you can define the **base value for the price adoption** by selection between **purchasing price, recommended retail price** and the probably previously already defined **gross retail price**.

Furthermore you can make use of various mathematical rounding rules to make your calculated *gross retail price* more suitable for the customer.

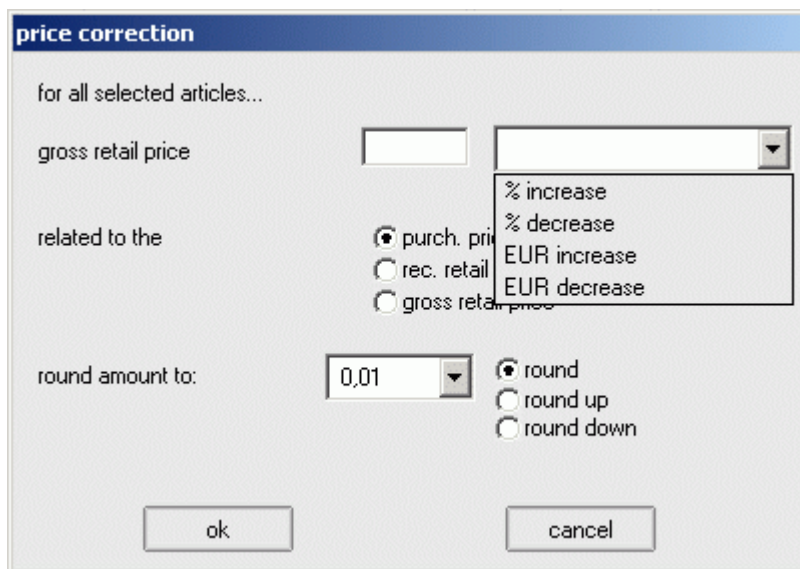


fig. 17-5 price correction

ATTENTION!!!

Price corrections **can not be reversed**, because of the rounding rules. But by the fact, the price correction only modifies the gross retail price, related to the fixed purchasing or recommended retail prices it can be adopted or corrected easily – even once you did misuse the operation. But this means also management and administration of purchasing or recommended selling prices is also very important if not delivered with the digital supplier's collection.

17.4 Delete article data

In combination with the **search** function the function **delete** can be used systematically. All article items, that match to the search criteria and which are displayed in the left-side scroll box, can hereby deleted from the article database (article master data) and from the ambiente® program folder (article image files).

- If you click on **delete**, at first a query comes up if the currently selected article item (in the scroll box a specific article item is always selected/red focused) or the entire list of article items should be deleted.
- You can select **yes** for the currently focused single article item or **no** for the entire list. The following dialogue gives you the opportunity to continue the delete process or to abort.

The **delete process** is performed in two steps. At first the corresponding article master data will be terminated from the article database. In a second step deleting the article image data will be inquired extra and can be aborted. Hereby you can decide to delete the article entries from the active article selection for designing and generating vouchers, but to keep the

article image data for recalling and regeneration of model decorations and previous vouchers, that are containing these article dessins.

ADVICE:

If you delete even the article image files, the dessin data will not be available for reproduction of model decorations and vouchers.

17.5 Archive article data

By **archive** you can clean up your system from article items that are not available anymore to order at your suppliers and/or not on stock anymore. Articles, that are expired, can be selected for evacuation into an external ASCII file and for deletion from the article data base.

The evacuation function corresponds to the expiration date that has been defined with the article master data. With **archive**, articles that lost their validity because of expiring the **validity date**, can be displaced from your system. Evacuation does the export of this article data into a re-import container, which can be placed anywhere at the computer or external data carrier, and it will delete this data from the current ambiente® data base. This cleans your system, makes disk space available and prevents losses of performance because of a too big database.

ATTENTION!!!

Deleting of article image files has to be confirmed extra. If you confirm by **YES** they will be deleted from your hard disk without storage in the evacuation container (Only article master data will be evacuated!).

Usually the article image data would be required only for calling up of past vouchers. Ergo, in sense of data reduction and setting free memory space, you have to decide if you like to abandon these data.

In emergency you can refer to a safety copy of the original collection data (material CD or collection download). If you did modify the article master data to your requirements (e.g. prices), this would be contained by the evacuation container, which you simply import after re-import of the original collection data.

17.6 Article import / export

With the **article import** function you can automatically import article master, image data and - if available - service manufacturer's calculation modules from a material CD or from a digital collection download you have acquired at the ANOVA website or at the supplier.

Clicking the **article import** function, a path finding dialogue will be opened to browse for the destination of the collection import file. This dialogue only displays file formats, that are compatible to the ambiente® standard article data interface. Select the provided import file ("**supplier.aki**") and click **open**.

If you import article data for an already existing supplier who always delivers a complete data set of the entire article assortment, you can increase the import speed when deleting all existing data of this supplier at first (In such a case the system will provide this option.).

The automatic import of data sets into the ambiente® article database will be displayed with a horizontal growing status bar and accounting the number of data sets. If finished, the system will give you a message and instructions for further proceeding.

After the import of the article master data, an installation wizard (InstallShield) will ask for the transfer of the article dessin image data to your hard-disk.

You will find **digital collections** of various manufacturers and suppliers for download at the service & update section for ambiente® in the Internet at www.deco21.de (.at, .ch).

ADVICE:

A username and password are required to download available digital collections from our website. Only registered ambiente® customers with a **valid software service agreement** will get this account for collection downloads at ANOVA free of charge.

Each digital collection consists of a **container file with the file extension “.aki”**.

With a left-click on the **aki** file link a menu opens which helps you to import the contained collection data into ambiente®. Just click “open with” (ambiente® will be pre-selected) and confirm with OK.

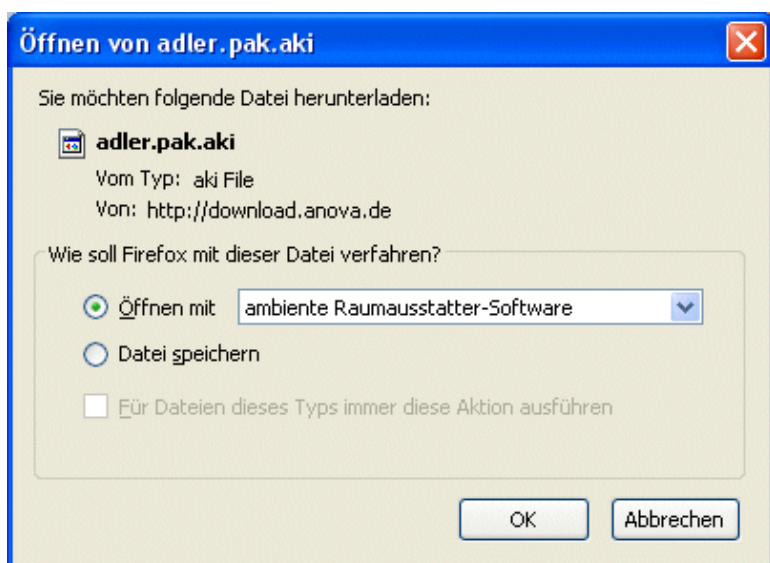


fig. 17-6 import collection data

To **export article** data select the desired article entries by using the search function at first. All data-sets of the selected articles (search result list) will then be recorded into an ASCII text file you define in the destination dialogue that occurs after clicking article export. With this function you make manual article data backups or exchange with other ambiente® workstations.

18 Supplier's data administration

Supplier's addresses are recorded with the form shown in fig. 18-1. It operates analogous to the customer's data administration dialogue (ref. chapter 20). An important data field is the suppliers **short name**, that will be used with the article selection and any search operations.

For introduction of yourself as a supplier (e.g. short name "My stock"), call up the suppliers administration via **functions/article/suppliers** and click on **new**. Enter your address and contact data and assume by **ok**.

Thereafter you will find your suppliers entry in the supplier's list box when you start introducing new article item data.

Entering a complete mail address is obligatory, but all other data are often quite useful.

ADVICE:

The entire suppliers address will be used for material or confection order prints.

edit suppliers data

Please, insert the new address data !

short name: SUPPLIER

company: SUPPLIERS Company Ltd.

contact person: Mr. Supplier

street: P.O. Box

ZIP-code: 12345 place: Suppliers Location

phone: 1234/567890 fax: 1234/567890

e-mail: info@supplier.com

cust. no. at the supplier:

bank account:

bank name: Bank of Supply

bank code: 123456

bank account no.: 78901234

ok cancel

fig. 18-1 suppliers data administration

18.1 Material orders

The program section **orders**, part of the article data administration module, supports ordering materials for a specific quantity of orders at the supplier, independently or corresponding to current customer commissions. Orders will be printed for each supplier.

Furthermore the order quantities will be booked to the corresponding voucher after settlement of the material order to the supplier. This should exclude unintentional further orders of the same material. After confirmation of an inquiry dialogue on stock materials will be booked (subtracted) from the current stock quantities.

In the order form (fig. 18-2) you select the particular **supplier** first to place your order.

Then define the **voucher numbers (from – to)** that should be considered for this order. After click on **search**, all open positions (not already ordered or booked from the stock) - regarding to this supplier - will be collected/accounted from the defined vouchers and displayed in the order form on screen.

If you like to order special article items at a supplier, that are not related to any concrete voucher or commission, e.g. for filling up your stock, then click on **new** after selection of the supplier. The article item search dialogue will be brought up for selecting arbitrary articles from your database and **assuming** them to the order form.

ADVICE:

But please, when direct entering of article items take care about assuming only articles of the supplier you previously selected. Otherwise errors or order returns may occur. **At this point no plausibility control will be performed by the system, if the entered article item is listed by the selected supplier.**

In the **quantity** panel you have to enter or to correct the automatically accounted (material consumption of the same article out of several vouchers) material quantities, i.e. probably to round up.

The **button at the end of each line** gives an information overview of the single positions and voucher relations, where the article quantities come from.

To **order** (print of an order form) or **book** (to the voucher or from the stock) only the checked positions will be considered, for **order printing** the order check has to be set in addition.

After order print/settlement of the order all article positions, assumed from current vouchers, have to be booked by click on **book**. Only then, the marked positions (order positions and stock orders) will automatically be deleted from the order list and a flag (ordered) will be set to the voucher.

Positions, that have been booked once, do not appear in the order list again when making a new request for open positions.

If you order more material as consumed by the vouchers, then you should add the material overage to the stock amount manually in article data administration.

18.2 Print of article listings and labels

- With **article list** you can print an overview list of articles that are members of your actual selection. This actual selection you previously defined by **search**. This list displays the article number, colour variant number, designation, collection, material width, prices and suppliers name.
- **Article label** print supports the labelling of material samples. In the corresponding dialogue (fig. 18-3) you can define the format of the label (width, height, number of columns as well as the position at the label paper) and the relevant content of the imprint. The format of the labels you have to define only once, the values will be kept by the system thereafter.

article label dialogue

Please, select the items to print on to the article label.

moving to the right (mm)	<input type="text" value="0,00"/>	<input checked="" type="checkbox"/> date	<input checked="" type="checkbox"/> material
moving downwards (mm)	<input type="text" value="0,00"/>	<input checked="" type="checkbox"/> article number	<input checked="" type="checkbox"/> computer planning
width (mm)	<input type="text" value="90,00"/>	<input checked="" type="checkbox"/> designation	<input checked="" type="checkbox"/> supplier
height (mm)	<input type="text" value="50,00"/>	<input checked="" type="checkbox"/> material width	<input checked="" type="checkbox"/> price group
number of columns	<input type="text" value="2"/>	<input checked="" type="checkbox"/> price	<input checked="" type="checkbox"/> pattern width
horizontal distance	<input type="text" value="0,00"/>	<input checked="" type="checkbox"/> care symbols	<input checked="" type="checkbox"/> pattern height
vertical distance	<input type="text" value="0,00"/>	<input checked="" type="checkbox"/> EAN-Code	

fig. 18-3 article label print dialogue

19 Settings

The settings are for making your **individual** set up of the software, that has to be done normally once after first installation. With further processing and all subsequent updates the program will refer to theses pre-settings.

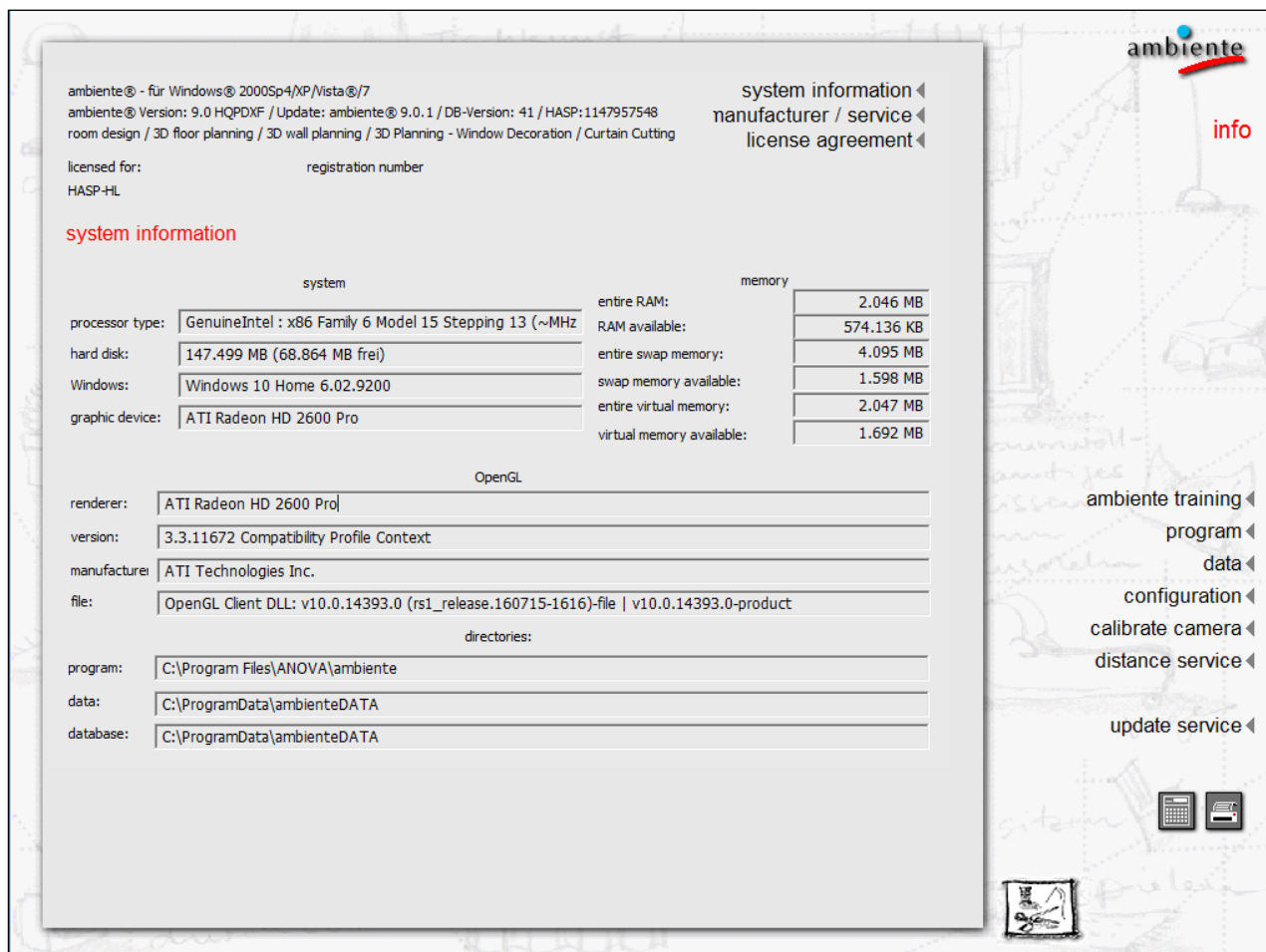


fig. 19-1 properties settings

Calling up this part of the program via **functions/properties** leads to the following screen form.

Here you can enter your **own delivery address** (reference address of your showroom, shop or atelier location), the program **language** or the actual **currency** as well as the **VAT rate**.

With checking the **password option** you can protect sensible program parts, such as the article or customers data administration, calculation and confection data against unauthorized access.

The preset for **decoration at the customer** takes always delivery and fitting costs into account.

The article collections of the pre-defined **standard supplier** will always be displayed at first when switching to the article selection in the design modules of ambiente®, even there are more suppliers collections in the database.

The same works for the **standard service manufacturer**. If you are mainly manufacturing yourself, **self-manufacture** should be the standard setting here.

Furthermore with checking *start with presentation*, after starting the program **ambiente**® will go into the automatic slide show of the image gallery immediately (ref. chapter 13).

If you have installed a colour profile for your monitor (CMS Colour Management System) the **interpolation option** will automatically be displaced by **colour management for article view**. Then you have got the possibility to activate the colour adjustment for the article view instead of the interpolation function. Here the colour profile in use (file name: *.icm) will be notified. In the article selection **overview** when clicking article view (**right mouse click** at the article preview image) the material design image will be adjusted to your monitor display. Hereby the impression of the real material colours will be optimised.

With **high resolution texture mapping** for the 3d room design the program internal image size for new image calculation will be set to double size of display area. This results in a better quality pattern display. This option is rather intensive regarding to memory and processor performance.

ADVICE:

You should use this option only if your computer is equipped with at least 128MB and a processor unit with minimum 500MHz frequency rate. Otherwise the performance could extremely slow down.

TIP:

When **activating/de-activating the option high resolution** texture mapping after saving your presets you should go via functions to the start screen of **ambiente**®. Otherwise, if you immediately switch back to one of the design modules, display errors may appear.

When setting the check **show print dialogue**, the standard Windows print dialogue will be displayed with any print job, that has been generated with **ambiente**®. In this dialogue you can change to another printer, define individual printer settings or the number of copies.

If you have any problem with image printing (especially with old printer types), **de-activate** the option **print true-colours**. Then the colour depth for the print will be reduced to 256 colours, what may solve the printer problem and makes almost no sense to the print quality on standard paper.

If you connect **more than one printer** to the computer system that is running **ambiente**®, you can assign different jobs to each printer. You can send forms (cost estimations, offers, orders, invoices e.g. to a black/white laser jet, the images and design drafts to a colour Ink jet or laser jet, as well as cutting patterns and instructions to a third printer or wide width plotter.

Furthermore for the cutting pattern prints you can overlay a supporting measurement grid (similar to graphic paper) by a 10cm raster. This may help to locate measurement and cutting points that are not explicitly notified or to fit the cutting pattern to the material or work desk.

At the bottom of the properties form are two link lines for setting an image file link for an own **image** and the **logo**, that should be used for all document prints.

If you have already installed a specific manufacturer related program extension, such as a service manufacturer calculation module or others, these links could be already set to manufacturer related definitions.

If you delete these link lines the ambiente® product identification image will be displayed as standard title image and for the prints the ambiente® logotype will be used.

Of course you can define your own title image (optimum pixel size 762 x 717 at screen resolution of 1024 x 768), even your own logo (companies logo, size approx. width 2x of the height – landscape format) for the prints.

All modifications and adjustments in the properties settings have to be confirmed by clicking on **save** to make them default values for further program use.

ADVICE:

Default settings and constants are aimed to adjust and adopt the software system to your own individual requirements and to make working with the program as easy and effective as possible. In general: as many default settings as possible save a lot of unnecessary clicks and inputs during the customers advise. This gives a feeling of secure handling to you, but moreover a good impression to the customer about a competent advisor, who knows to utilize his sales support instrument in a professional way.

This reflects to further program sections (more constants, time & cons. tables, article administration etc.), too.

19.1 More constant data

At this screen page you can pre-set several further default values for the calculation. By the supplied standard software package only the calculation default values for **self-manufacture** are available here. As soon as you have installed other service manufacturer calculation modules, the list box above **more constants** is active and you can select the manufacturer, for whom you would like to see or to adjust the more constants settings. For *self-manufacture* the more constants form appears like fig. 19-2.

Important default values are the price constants per time unit for the manufacturing, fitting and the delivery costs as well as the panels for price increase for manufacturing or fitting. The option *discounts only on material prices* – in case you grant discounts to the customers while carrying out the voucher (**calculation/overview**) – will affect only on **material costs**, not on services like **manufacturing, fitting or delivery**.

You will reach a further section of the more constants settings () by clicking the red arrow on the right bottom of the screen. Here you can define your **sales relevant article domains** and the **constraint input values for the calculation**.

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manuf. costs per min. (EUR):	<input type="text" value="1,00"/>	price per eyelet (EUR):	<input type="text" value="0,50"/>
price increase manufacturing (%):	<input type="text" value="0,00"/>	price / pc for loops (EUR):	<input type="text" value="2,00"/>
fitting costs per min. (EUR):	<input type="text" value="1,00"/>	material addition for fixing loops (cm):	<input type="text" value="8"/>
price increase fitting (%):	<input type="text" value="50,00"/>	price / pc for Flemish Pleats (EUR):	<input type="text" value="2,00"/>
flooring works costs per min. (EUR):	<input type="text" value="2,00"/>	support material for eyelets per rm (EUR):	<input type="text" value="2,00"/>
price increase flooring works (%):	<input type="text" value="0,00"/>	price / rm for hidden sewing of stand. gathering tape (EUR):	<input type="text" value="2,00"/>
delivery costs (EUR):	<input type="text" value="0,00"/>	double hem per rm (EUR):	<input type="text" value="2,00"/>
<input type="checkbox"/> discount only on material prices		washing/deco pleats per rm (EUR):	<input type="text" value="2,00"/>
<input checked="" type="checkbox"/> discount visible		price for extra backstitch bedspreads (EUR):	<input type="text" value="2,00"/>
		price increase for roof slope (%):	<input type="text" value="2,00"/>
		price / rm blind stitch (EUR):	<input type="text" value="2,00"/>
		price / rm for cap stitch (EUR):	<input type="text" value="2,00"/>

fig. 19-2 more constants default settings, section 1

<p>Please, select the article domains that should be considered by this voucher! Non-selected article domains will not be taken into the calculation.</p> <ul style="list-style-type: none"> UPHOLSTERY FABRIC FLOOR COVERING DECO FABRIC / VOILE CURTAIN WALLPAPER CARPET TILES (FLOOR) PARQUET LAMINAT CORK FLOORING BED LINEN DOUCHE CURTAIN SUN SHADE 	<p>Please, check the obligatory inputs! The values for this obligatory inputs will be questioned automatically in the calculation module. Hereby they can not unintentionally omitted.</p> <ul style="list-style-type: none"> <input checked="" type="checkbox"/> the pelmet height <input checked="" type="checkbox"/> the number of tapes <input type="checkbox"/> the head height <input type="checkbox"/> the tunnel height <input checked="" type="checkbox"/> the flounce height <input checked="" type="checkbox"/> the loops height <input checked="" type="checkbox"/> the single length of the tie-ribbon <input checked="" type="checkbox"/> the material width <input type="checkbox"/> the pattern repeat <input checked="" type="checkbox"/> the deco pleat height <input checked="" type="checkbox"/> the height of the 2nd deco pleat <input type="checkbox"/> the height of washing pleat <input checked="" type="checkbox"/> text components <input type="checkbox"/> leadweight tape / side deco <input type="checkbox"/> leadweight sticks / side deco
---	---

fig. 19-3 more constants default settings, section 2

19.2 Colour adjustment

The menu function **colour adjustment** displays a test image for normalizing of colours. This is necessary and recommended as the wide range of graphic hard/software and even in combination also monitors display the same colours by a different way. With the test image you can adopt your graphic and display settings, to get representation results that meet the normalized environments where the image data (especially the material images) have been produced (normalized graphic engines).

Unfortunately not all graphic adapters provide a so called gamma correction. If your graphic device should support this function, please follow up the next steps:

- Click on **colour adjustment/properties** and the Windows display properties dialogue will appear. You see several registers, select *properties/settings* and click the button **advanced or more settings**. Further registers will come up.

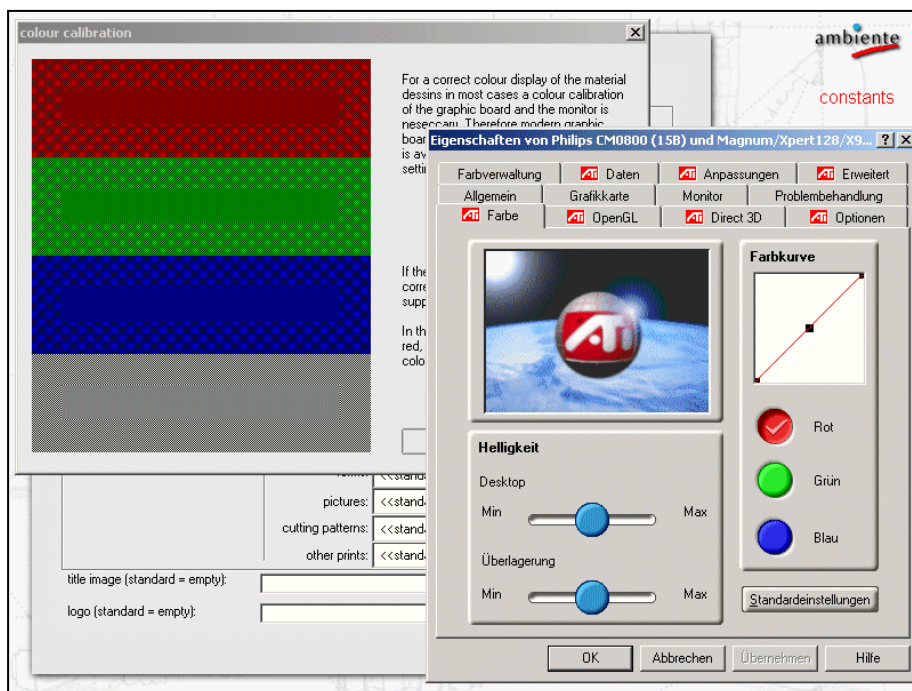


fig. 19-4 colour adjustment for graphic device and monitor

- Select the register **colour** (or similar). Here you can adjust the **gamma value** for the colour components red, green and blue.
Place the dialogues on your screen to see the test image and the gamma control panel.
- Adjust the colour components so, that the colour bars of the test image display almost a plain colour (match the inside to the outside rectangle). We recommend to keep a viewing distance of 0,5 to 1 metre to the monitor, as you can better adjust the colour adjustment.

ATTENTION!!!

If you use a calibrated monitor (active colour profile) do not extra use the colour adjustment function of **ambiente**®, because of eventual normalizing mismatches.

The settings in the Windows display **properties** dialogue reflect to the entire Windows environment. If **ambiente**® detects an installed graphics/monitor colour (*.icm) profile, it will particularly be used only with the 2d big size article view of the material dessin that can be called up from the article selection overview in the design parts of the program.

19.3 Shut down time

With the **ambiente**® properties settings you have the possibility to define a shut down time to **switch the computer off at a desired time**. The menu entry **shut down time** in the right side function menu calls for the dialogue represented by fig. 19-5.

To activate this function you should select the option **automatic daily computer shut down at** and enter the desired shut down time in 24 hours time format. **ambiente**® will close all running applications, the Windows operation system and - if supported by Windows (from WinME and higher) - automatically switch of the computer.

In this dialogue you also can define a timeout for starting **the image gallery dia show**. This timeout value (minutes) represents the time with no interaction (any insert, or mouse click). This function operates as a screen saver and transfers furthermore attractive image information to catch the eyes of customers. All Windows based screen savers and energy modes should be de-activated when using this ambiente® option.

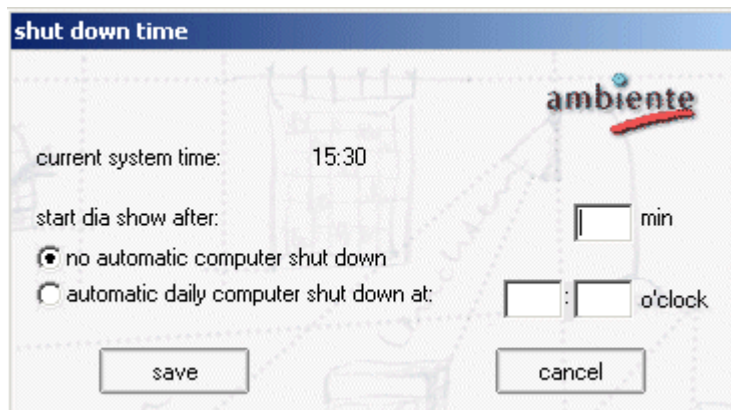


fig. 19-5 shut down time setting

ADVICE:

After setting the shut down time the computer should be rebooted.

In general the automatic shut down function will be activated earliest 15 minutes after the start of ambiente® and proceeded at the dedicated time if there was no mouse click or other interaction 15 minutes before.

If ambiente® would be started after the shut down time, no shut down will be performed. Please notice, that with no further inquiry are previous storage of data other running applications will be shut down, too.

This function is related to the actual day time, i.e. if there is a shut down time defined for 18:00 o'clock, the system will be shut down after 15 minutes with no interaction until 23:59 o'clock. If you are still working with ambiente® during that time, there will be a YES/NO inquiry to confirm before shut down.

The automatic dia-show of the image gallery is **no** active system use! That's why you can combine both parameters and start the dia-show after a certain time of inactivity and shut down the computer after the desired shut down time.

19.4 New registration / activation of modules

If you have acquired additional program modules, they will be integrated in your current ambiente® system by a **new registration** and key code exchange. This process has to be performed in the matter described in chapter 2.3.

Please, care about the correct module selection and transferring or entering the correct numbers.

ATTENTION!!!

A new registration is liable to pay (license fee) and should be used only in agreement with or respectively by instruction of our service personal! This function is because of that protected by security inquiries. If you inadvertently clicked on this function, you always can abort it without any impairment to your system.

An unauthorized use of this function may cause to a loss of your current system registration!

19.5 Text components

Text components can support and rise the efficiency of your commercial processes (cost estimation, offering, invoicing etc.).

They contain standard expressions for address line, introduction and conclusion texts, payment conditions etc. that can be assigned to a current voucher when performing it. This saves time for manual inputs of text lines, what although is always possible in the calculation form individually.

- When clicking on **text components**, at first select the text type (category),
- Click on **new**, move your cursor (mouse or tabulator key) into the text box and make your text input. Please, keep in mind that the available space on the print documents is not unlimited. So try to keep your text information short but pregnant.
- After text input do not forget to confirm by **save** before doing a next interaction to store your new text component.
- You can store as many text alternatives into one category as you like and trace through by the **arrow buttons** (forwards, backwards).

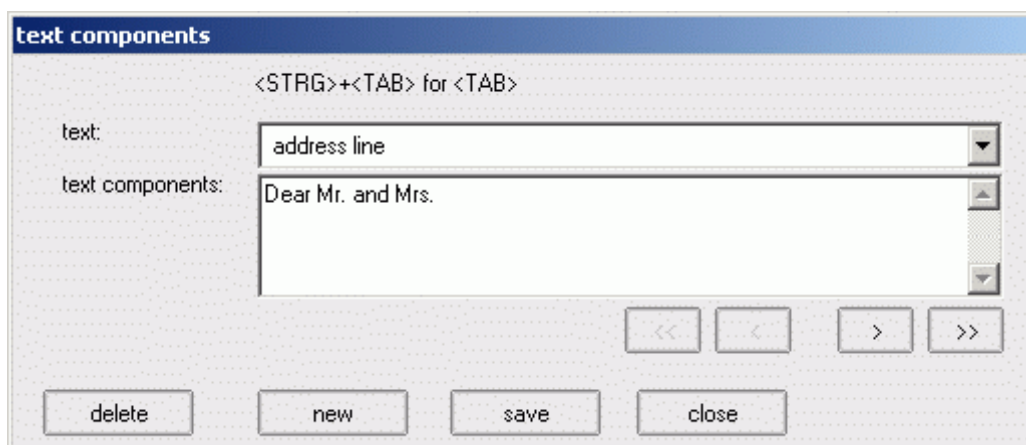


fig. 19-6 text components

19.6 Data backup

The regular data backup is important and essential. In the properties settings section of the program you will find two corresponding menu functions **data backup** and **restore data**.

By selecting **data backup** you are asked for the destination to place the data backup to (hard disk drive, network or CD/DVD-drive etc.). Make your selection and after confirmation the backup will be created automatically.

With the backup the complete dynamic database directory of your **ambiente**® installation will be stored to a compressed storage file. Image data will not be saved because this would result in a too large backup size. You can restore image data by copying it from the original **ambiente**® disk or by installing the original digital collection data.

For more explicit information, refer chapter 24.

20 Customer and voucher administration

The screenshot displays the 'customer and voucher administration' interface. The 'customers' panel on the left contains a table with the following data:

customer no.	Multimedia Studios GmbH, ANOVA
1	
2	Mustermann, Erich

Below the table, the details for the selected customer (customer 2) are shown:

1 customer of 415

company/ title: Multimedia Studios GmbH
surname: ANOVA
name: Jungius Str. 10
street: 18059 Rostock
ZIP-code / place: 0381/4059550
phone 1: 0381/4059551
phone 2: info@anova.de
phone 3: discount (%):
fax: notes:

The 'voucher' panel on the right shows a table with the following data:

voucher no.	10.06.2003 - invoice
2	
3	12.06.2003 - offer
4	12.06.2003 - order

The sidebar on the right lists the following functions:

- customer / order administration
- open voucher
- search voucher
- delete voucher
- import voucher
- export voucher
- new customer
- edit customers data
- search customer
- delete customer
- assume customers data

At the bottom right, there are icons for a calculator and a printer.

fig. 20-1 customer and voucher administration screen

This module is reached by clicking on **functions/customers**. The form shown in fig. 20-1 appears. It is divided into **customer and voucher section**.

In the **customer section** customers can be recorded (**new customer**), existing addresses altered (**edit customer's data**) and **assumed** particular **customers data** (i.e. assign to the current voucher).

When entering into the customer's data administration only the first data entry will be displayed, to prevent long loading time at this point.

For locating a specific customer's data set use the **search customer** function.

ATTENTION!!!

When a customer is deleted, **all pertaining vouchers will be deleted automatically**, too.

In the **voucher section** on the right side, all voucher numbers – related to a customer – are displayed with status and date. When you have clicked to select a voucher, you can **delete** or **open** it.

20.1 Input and editing of customer data

The insert form represented by fig. 20-2 appears after click on **new customer** or **edit customers data**.

- With **new customer** enter the corresponding data. Please, notice to enter a complete mail address to post the voucher to the customer at least via the postage way.
- If there any address parameter is missing, the system will ask for, before you can save the new customers entry or any further interaction.
- All other information is optional, but mostly quite helpful for the proceeding of the entire business and hereby recommended to input.
- Beside the address and contact information you can assign a special **discount** to the customer. This discount value will be used then for any calculation related to this customer.
- The **notices** are useful for internal information and proceeding of the customer commissions, e.g. for customer classification, important additional information for the delivery or for the fitter.
- Even a customer **birthday** greetings function is available as a good service from our side. Via the **search customer** operation this filter can be set to the entire customer's data base.

customers no. 1

company/
title:

surname:

name:

street:

ZIP-code:

place:

phone 1:

phone 2:

phone 3:

fax:

e-mail:

discount (%):

notes: ☐ print

date of birth: ☐ 30.12.1899 ▼

ok cancel

fig. 20-2 insert / edit customer's data

20.2 Search for customer's data

For searching your database for a particular customer data set click on **search customer** in the right side function menu. In the following search form (fig. 20-3) enter your search criteria and confirm by **search**. All customer data sets, that meet your search criteria, will be displayed. All criteria have to fit to the data set at all. For example: if you enter an "M" for name and "S" for place, all customers will be listed, whose name starts with "M" and who live in a place that starts with "S".

ADVICE:

As more detailed you define your search criteria as fast and direct you get a positive search result. Please, care about correct typing of the criteria in the search form as with type mistakes the search operation will not succeed.

The screenshot shows a Windows-style dialog box titled "search customer". The main text inside says "Please, insert the suppliers data you search for !". Below this text are several input fields: "number:", "company:", "surname:", "place:", "ZIP-code:", "street:", "notes:", and "birthday:". The "birthday:" field is unique as it includes a checkbox and a date dropdown menu currently showing "08.07.2003". At the bottom of the dialog, there are two buttons: "search" and "cancel".

fig. 20-3 search customer dialogue

20.3 Voucher administration

Vouchers, attached to a customer, will be displayed in the right section of the customer administration form according to fig. 20-1. With a single left mouse click you select the desired voucher.

In the right side function menu line you will find the operations for the voucher administration, as there are: **open voucher**, **search voucher**, **delete voucher**, **voucher import**, **voucher export**.

- With clicking **open voucher** the program switches to the calculation of the corresponding voucher. From here, via the function button, you can navigate to all other program parts, e.g. for modifications of the design draft in the respective design module of ambiente® or for changing any decoration position etc.
- Following to **search voucher** you have to enter the dedicated voucher number that should be selected. You will get the search result to mark the voucher and proceed further as mentioned above.
- **Delete voucher** removes the voucher bindingly after a security inquiry. The voucher number that was assigned to this voucher will be kept covered and not be given to further disposal. This guarantees a continuous upwards counting of vouchers according to their date of generation.
- With **export voucher** you can provide the voucher data for exchange from one ambiente® computer system to another. This operation has been developed for working with more than just one user licenses or computers for external customer service. For example, the interior designer generates a voucher when he is taking the measures/advising the customer at home, which includes all up to date entered measures and customers data. But the voucher administration as well as the entire customers, suppliers, article and voucher administration should be performed on a central computer at the shop or at the office. ´
- Then the voucher will be exported from the external computer (notebook) and imported via **import voucher** into the central system. There will be assigned a new voucher number according to the next available number at the voucher importing system. At the system that was delivering the voucher, it can be deleted after successful transfer.

21 Fitting planner

This part of the program is reached by clicking on **functions/fitting dates**. The display form shown in fig. 21-1 appears, where you are able to search for fitting orders.

fig. 21-1 fitting planner

ADVICE:

If you define **order** status at the customers form in calculation (fig. 14-1, section 14.2) together with **fitting**, the fitting date is transferred into the fitting plan, when storing the voucher.

- All dates planned as fitting dates via **calculation** appear in the scrolling *fitting date* field.
- If you click on a **particular date**, all customer numbers with open (not invoiced, yet) vouchers that contain this fitting date will appear in the number panel.
- When you click on a **customer number** now, all the voucher numbers applying to this customer with this fitting date appear on the right. Now click on a voucher number and then on **open voucher**. This leads to the calculation of this voucher.

22 Statistics

22.1 Turnovers overview

The statistics module is called up via **functions/statistics**. A summary of sewing, fitting cost and material turnovers of the current year in comparison to the previous year is displayed. This summary can be printed.

month	manuf. costs (EUR)		fitting costs (EUR)		material (EUR)	
	2007	2008	2007	2008	2007	2008
January	0,00	0,00	0,00	0,00	0,00	0,00
February	0,00	0,00	0,00	0,00	0,00	0,00
March	0,00	0,00	0,00	0,00	0,00	0,00
April	0,00	0,00	0,00	0,00	0,00	0,00
May	0,00	0,00	0,00	0,00	0,00	0,00
June	0,00	0,00	0,00	0,00	0,00	0,00
July	0,00	187,20	0,00	60,00	0,00	725,49
August	0,00	0,00	0,00	0,00	0,00	0,00
September	0,00	0,00	0,00	0,00	0,00	0,00
October	0,00	0,00	0,00	0,00	0,00	0,00
November	0,00	0,00	0,00	0,00	0,00	0,00
December	0,00	0,00	0,00	0,00	0,00	0,00
TOTAL	0,00	187,20	0,00	60,00	0,00	725,49

fig. 22-1 turnovers overview

ADVICE:

Only saved *orders* and *invoices* are included in this summary. *Cost estimations* or offers are not taken into account.

22.2 Article hit-list

Clicking **article hit-list** in the statistics module leads to an overview of the summary accounted articles, that have been calculated with your orders or invoice status vouchers. The display list can be reduced to particular article domains (list box) and by a date.

Herewith you will get information about best or less sold articles and you can extract your conclusions regarding trends, purchase activities, stock management etc.

pos.	article no.	supplier	quantity (rm/pcs)	<input checked="" type="checkbox"/> downwards
1	0825	MASSA	14,07	from 10.07.2008
2	0817	JOY	5,79	
3				UPHOLSTERY FABRICS
4				FLOOR COVERINGS
5				DECO-FABRICS
6				VOILE CURTAINS
7				WALLPAPERS
8				BRAIDS (WALL)
9				ROUND CARPETS
10				CARPETS
11				TILES (FLOOR)
12				
13				
14				
15				

fig. 22-2 article hit-list

23 Export / Import

With this program section (navigation via **functions / import/export**) article data, customer and suppliers data can be exchanged between ambiente® and other external software programs in ASCII text file format. Hereby the data set structure is arbitrary variable.

23.1 Export

For export, please select at first the desired **data group (article, customer, supplier's data)** in the left upper section of the import/export form (fig. 23-1).

The box right beside lists all data fields, which are content of the data group. By double left mouse click or single click and using the assignment button (arrow button) you transfer the data field designation in the actual selection list (selected data fields). The order of data fields in this list follows the order of your selection, i.e. you can variable define the data set structure (order of data fields) in your output file to adopt it to the requirements for providing the data to other external software systems.

The row with **data set separator**, **data field separator** and **data field hyphen** defines the use of the respective separator signs for clear identification.

By filling the **designation / preset** boxes the data for export can be staked out. The assorting before export can be defined by the check boxes in front of the particular key data field.

TIP:

Such a pre-defined export setting can be stored for subsequent use and, of course, reloaded any time thereafter (**load form / save form**).

23.2 Import

The selection of data groups and data fields as well as the storage and reloading of pre-defined forms work analogous to the export.

fig. 23-1 import/export form

With import, care about the selected data field structure (order of data fields) and the data set/data field separators/hyphen do correspond to the import file, which has been provided by an external software system. Furthermore the designation / preset boxes of the key data fields, which are used by ambiente®, should be filled, if they are not already content of the import file.

Example:

The import file does not contain the data field colour/variant. Then this value can be preset by an "0". The assorting check does not reflect to the import, as the import data will be integrated into the ambiente® data structure automatically.

ATTENTION!!!

Be careful when using this import function without any basic knowledge of data base structures. Anyhow, an advance data safeguarding (**functions/properties/data security**) is recommended.

24 Data backup

Working with such an extensive branch software, those data content continuously changes and grows the data safeguarding is of high importance.

To secure all laboriously generated data against irrevocable loss by a technical break down or in case of an accidental misuse, you need to care about storing the sensible data content of ambiente® **regularly** and - by recommendation - **apart from the computer** at a save place. In case of emergency, then you can recover your data any time, although there was a complete loss or exchange of the computer itself.

Therefore ambiente® provides all possibilities by **data security** and **restore data** functions in the properties dialogue (to reach via **functions/properties**, ref. chapter 19).

When clicking **data security** you will be asked for selecting a destination directory to write the complete data base. After saving you can e.g. burn the data to a CD-R. All data from the data directory will be saved and compressed.

Image data (own material dessin images, logotypes etc.), which you introduced into the software by yourself manually or by automatic article import are not covered by the data security function. These data you need to save separately and manually.

ATTENTION!!!

Save your data regularly (e.g. weekly). It guarantees a minimum injure if your computer should fail. In order to save all data including the installed collections, please save the data directory (e.g. with the help of the Windows Saving Function)

To recover data from your last security copy, click on **restore data**. You need to insert or connect the safety copy data carrier, from which the data will be reloaded into the ambiente® system.

ATTENTION!!!

With restoring data from your safety copy all data of the current ambiente® installation will be displaced, except of article image data!

If meanwhile you deleted article data including their image data, after restoring these article items would be available only with their article master data for administration and calculation.

25 Updates and Upgrades

25.1 Updates or upgrades via DVD

Installing the update/upgrade is analogous to the initial installation (chapter 2.2.1).

Take notice that the database is updated after starting up the program for the first time after the update/upgrade. If you have edited the manufacturing or fitting times units, material consumption formulae as well as further presets in your previous **ambiente**® installation, you should select **own** in the dialog that follows the first program start after the update/upgrade to make sure to keep all individual (not standard) values (fig. 25-1).

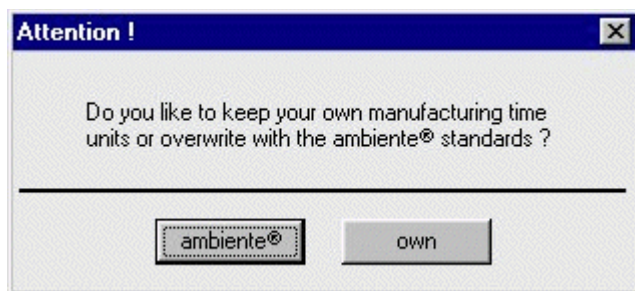


fig. 25-1 individual user data import

ATTENTION!!!

If you select **ambiente**® instead of **own** in this dialogue, the manufacturing and fitting time units, material consumption formulas and further presets will be reset to the **ambiente**® standard values. Your own individual values will get lost. You can recover these data only if you have made an extra recovery copy (ref. chapter 15).

25.2 Updates via internet

If the need arises, an update function is provided via the Internet at our product service site (**service & downloads**). In this case you can download a self-extracting .EXE or .ZIP container file to your hard disk (e.g. to C:\Temp).

Double click this .EXE or .ZIP file to extract the container file and call up the **SETUP.EXE** file thereafter to start the installation program for updating your **ambiente**® software.

26 External service tools

26.1 Compact database

According from the extent of use of **ambiente**® from time to time it is necessary to clear up and re-organize the database. Herewith the data sets will be re-organized and assorted for optimal access. This will reduce the storage coverage of the database and fasten up your system performance.

Furthermore this service tool provides the function to display the user login status for **network licenses** and – if necessary to correct corresponding login faults.

Call up this service tool via the start menu “**start/program files/anova/ambiente/compact database**” and you will get the dialogue as follows:

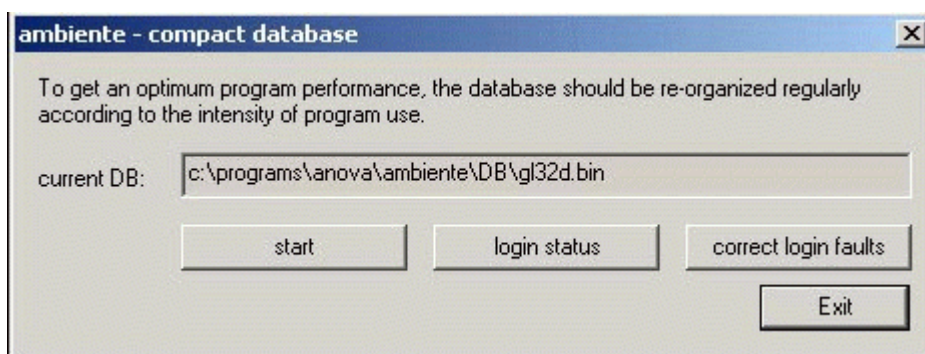


fig. 26-1 compact database dialogue

26.2 AmbienteConfig

This service tool is located in the **ambiente**® **program folder** on your hard disk. It is made for error fixing regarding to eventual graphic display problems (fig. 26-2) and it is used normally only under instruction of our service personal.

Please, make use of this service tool only if your computer has got any problem with the graphic display, but call our service hotline at first.

The meaning of the options is follows:

- **Linear texture**
An alternative algorithm for texturing the material dessins onto the areas and decoration shapes is used. This option makes sense only together with hardware supported 3D graphic display (OpenGL support by graphic device), as otherwise (with just Windows bases OpenGL soft-support) the display processes may slow down.
- **Texture border**
This option should always be activated.
- **Doublebuffer**
With this option the display image will be calculated in the background memory stack at first and be displayed thereafter. With modern graphic devices this gives an performance win. Moreover this option should be activated if the image is built up on the screen visibly (too slow).

- **hHigher quality of dessin patterns**
With this option the image size will be doubled for the texture calculation process. This results in higher texturing quality with more visible details. This option requires high memory equipment and should be used only if the computer is equipped with minimum 128MB RAM.
- **Alternative pixel format**
You can activate this option when display errors regarding to transparency or display errors in 3D module occur.
- **Multisampling**
Several graphic cards support antialiasing (edge smoothing) on the hardware side. The antialiasing is activated by default. If you encounter any display problems you can deactivate this option.
- **Other number of printed copies**
If you get more than the required amount of copies when printing out a calculation form, then you can activate an alternative internal program function with this checkbox to solve the problem.
- **Show 3D-rug**
This option lets you choose whether you want the rugs to be displayed with a certain height (3D appearance) or only as flat objects.
Note: the 3D effect requires more computing time.
- **Shadows**
Here you can select if the interior, furniture and decoration objects in the 3D room design shall throw shadows. Activation of this option needs more memory. Deactivation can fasten up your system.
- **Pbuffer max.**
In order to accelerate the printing ambiente® tries to make use of the graphics card. If your graphics card has a lot memory (at least 128MB) you can also benefit from the antialiasing in the print-out. This value sets the maximum image size for one image processing run. A value of 1 deactivates the use of the graphics card for print-outs. If you enter 0 the maximum image size will be determined and used automatically.
- **Texture Gamma**
Sets the transparency of the used fabrics. A value lower than 1 reduces the transparency. Range of values: 0.25 to 1.5.
- **Save automatically**
Sets the time range (in seconds) between the background backups. The default value 0 saves every 5 minutes. All other values more than 0 will be interpreted as seconds. Range of values: 0 to 3600.

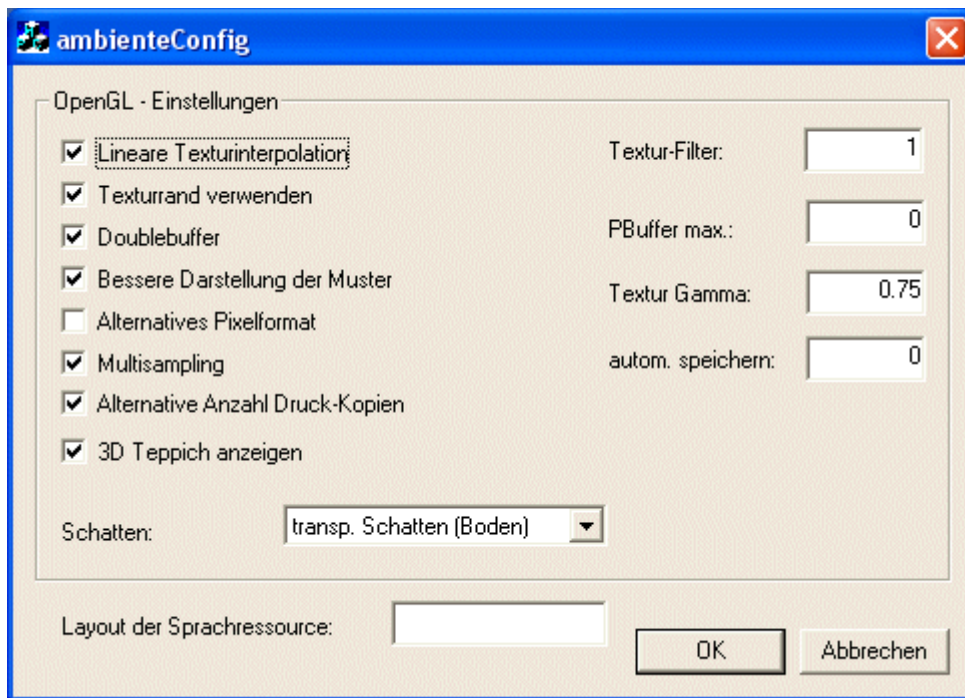


fig. 26-2 AmbienteConfig dialogue

26.3 Camera Calibration

With the help of this additional program you can “tell” ambiente® important **properties of your digital camera**. This way the complex perspective adjustment in the customer’s image module (11.4) will become unnecessary. ambiente® recognizes your camera on the basis of an image and can **determine the correct perspective automatically**.

You can open this program directly from ambiente®. Go to the info dialog via **functions/info**. On the right hand side click the button “**calibrate camera**”. The dialog shown in the following picture opens.

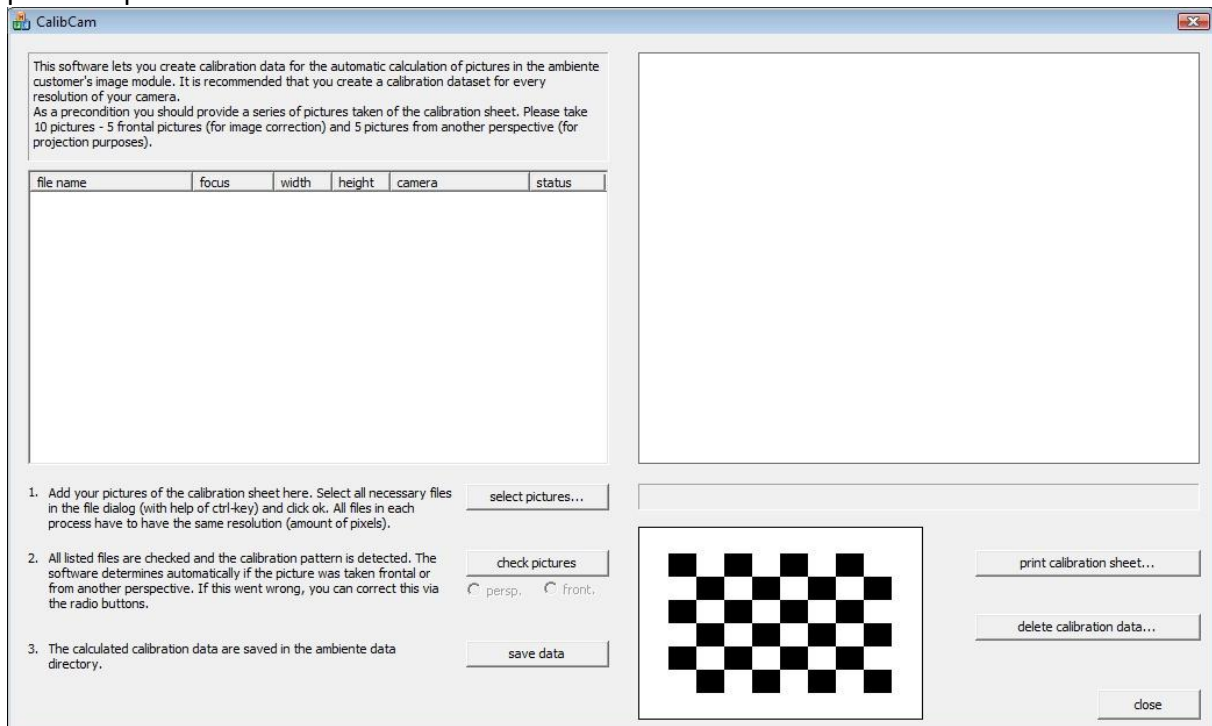


fig. 26-3 Camera calibration

Proceed the following way:

1.) **Print out** the calibration pattern on an **A4 paper**. (click button “**print calibration sheet...**” on the right hand side).

2.) **Put the sheet on the ground** and place your camera **upright over the print-out** in such a way that the paper edges form a right angle when looking through the camera. Take **several pictures of the sheet** in different zoom levels. For every zoom level you have to mind that the sheet should always be completely visible in the picture (like in picture 25-4 and 25-5). You can ensure that by moving the camera towards or away from the sheet.

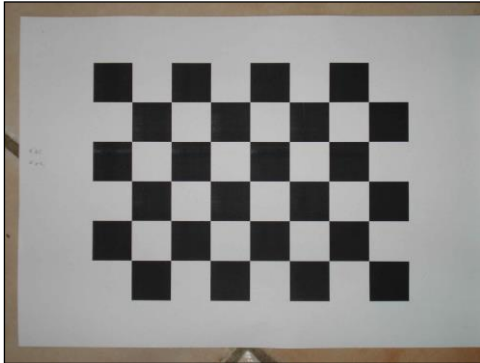


fig. 26-4 frontal



fig. 26-5 perspective

3.) Then **change your camera position** in a slight perspective view (place it not directly upright towards the paper, but a little bit to the side). Then take pictures of different zoom levels again. Again, the sheet should be displayed in the picture completely. The larger the sheet is in the picture, the better the software can recognize it.

4.) Connect the camera to your compute, click on the button „**Select pictures**“ and select the according pictures from the camera. You might have to copy the pictures to your hard drive first.

5.) Next click on the button „**Check pictures**“. Now the program determines the status for every picture: frontal of perspective? The process might take a while, depending on the size of the images and the performance of your computer.

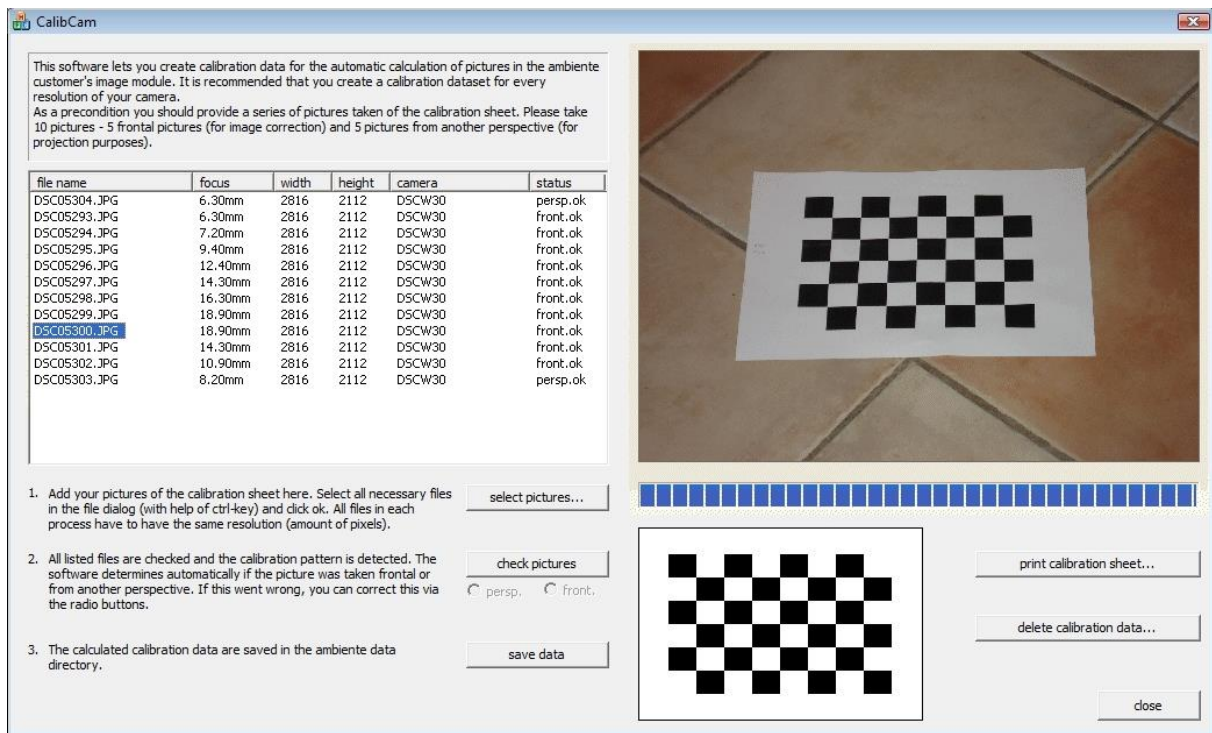


fig. 26-6 determining the picture status

6.) Now click on every picture and **correct** the status, if it is necessary. In this example () the status has to be changed from frontal to perspective

7.) When all pictures are checked and the status is correct, click on the button **“save”**. Now the pictures and the camera information will be saved in the ambiente® directory on your hard drive and will be available for the customer's image module at any time.

ATTENTION!!!

The customer pictures must not be processed by another program (e.g. image processing software) before you import them into ambiente®. Important information that the camera stored in these pictures will be destroyed. So ambiente® will not be able to recognize the camera that has taken the pictures – the perspective information that you saved during the calibration will be useless.

27 Networking operation

Working with ambiente® via a local area network, some extras have to be considered.

For the network use a special network program DVD is required, as the installation routine and several other program parts differ from the standard single user package.

The network computers should work with a unique file system (e.g. Windows access account management for files and folders on a server/computer that operates as a server).

A central folder at a server can be assigned as a virtual drive to the client computers. So called UNC file names are also possible.

In general all clients access to the ambiente® database, that is installed on the server. Here all voucher data, model decorations, article, customer and supplier's administration as well as the manufacturing database are stored to ensure the access of all users to just one database to feed and update.

27.1 Special networking functions

The most striking difference between network and standard single user program version of ambiente® is the user login query after program start.

Starting first time the standard user **,admin'** is installed. The standard user password is **'h'**.

You can alter the password for admin via **functions/properties/change password**.

Furthermore, here you will see the menu entry **personnel**, the user administration dialogue (fig. 27-1).

fig. 27-1 user administration (personnel)

When selecting a user from the list box, all corresponding data and user checks appear in the form. You can separately define user rights for any user you introduce into the system.

- By this you can limit the access or modification rights for customer, suppliers and article administration, for the personnel administration, the program properties settings, statistics or manufacturing time and consumption tables and calculation. The settings for ,admin' are not to alter.
- New users can be introduced by entering a user name into the panel **personnel no.** . This name (numbers can also be taken) is for system identification. The two lines below are for detail designation of the users name and surname. Assign the respective rights to the user by checking the options and click on **save** thereafter. The user entry is stored by the system, now. The standard system password is '**h**' and should be changed by the user immediately.
- Therefore the user has to **login** to the system by his user name (personnel no.) and the standard password '**h**'. Changing the password works via the function **change password**. The change password dialogue appears (fig. 27-2). Here, at first you enter your previous password (in this case '**h**').
- The next line asks for your **new password** that has to be confirmed in the third line by entering again.
- With click on **ok**, the new password is stored. By this way you can always and regularly change the password for your login.

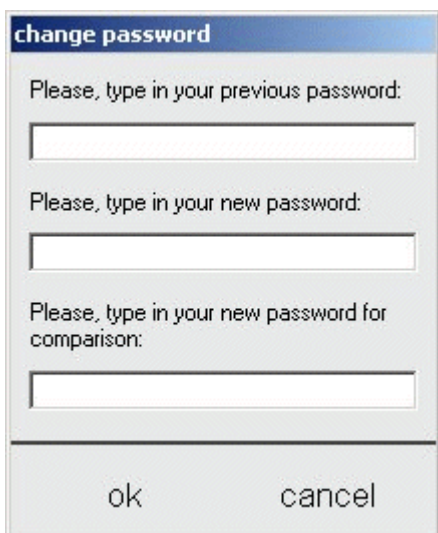


fig. 27-2 change password dialogue

In the right upper corner of the screen the name of the current user will always be displayed, wherever you are in the program. Each user can be logged to the system only once at the same time. If the user did not logout from the system and the computer gets any reset, there is a timeout, within the user can not log to the system again, because his account is reserved yet. This timeout can be set by the admin user. By standard this value is 30 seconds.

In order to send messages to other users, click on the button **send message**. A dialog opens in which you can select the desired receiver and type in a message (fig. 27-3). By clicking on **send** the message will be sent and be displayed at the receiver's computer after the set time.



The image shows a Windows-style dialog box titled "Send Message To User". It has a light gray background and a blue title bar. On the left side, there are four labels: "personalnr", "name", "vorname", and "message". To the right of "personalnr" is a dropdown menu with "admin" selected. To the right of "name" is a text box containing "Administrator". To the right of "vorname" is an empty text box. To the right of "message" is a large text area containing "Hello World!". At the bottom of the dialog, there are two buttons: "senden" on the left and "zurück" on the right.

fig. 27-3 Send Message To User dialog

With the network/multi-user version of **ambiente**® there is a further statistic function available. The turnover overview can be displayed related to the users (personnel no.).

28 Extended program versions for special purposes

Beside the standard program version of **ambiente**® ANOVA provides several special extended functions. They are aimed to the individual demands of e.g. the industrial manufacture of curtains or for making of professional image prints.

These special versions of **ambiente**® will be extra licensed on request. The upgrading of a standard **ambiente**® program version to a special extended version is always possible.

28.1 **ambiente**® DXF

This program version contains in addition to all standard functions of the full extended software package (Startpackage + 3D Window Decoration + 3D Floor + 3D Wall + Curtain Cutting) a **special extension for the Curtain Cutting Module** by the menu function **export**. Herewith all cutting patterns – generated with **ambiente**® - can be exported/stored in a vector data exchange format (*.DXF).

Then the cutting data can be used as driving information for automatic working cutting machines. Via the mainframe software of such machines the cutting data of **ambiente**® will be uploaded and further proceeded for automatic cutting with various modern technologies (distance laser cutting, knife cutting, Inkjet marking etc.).

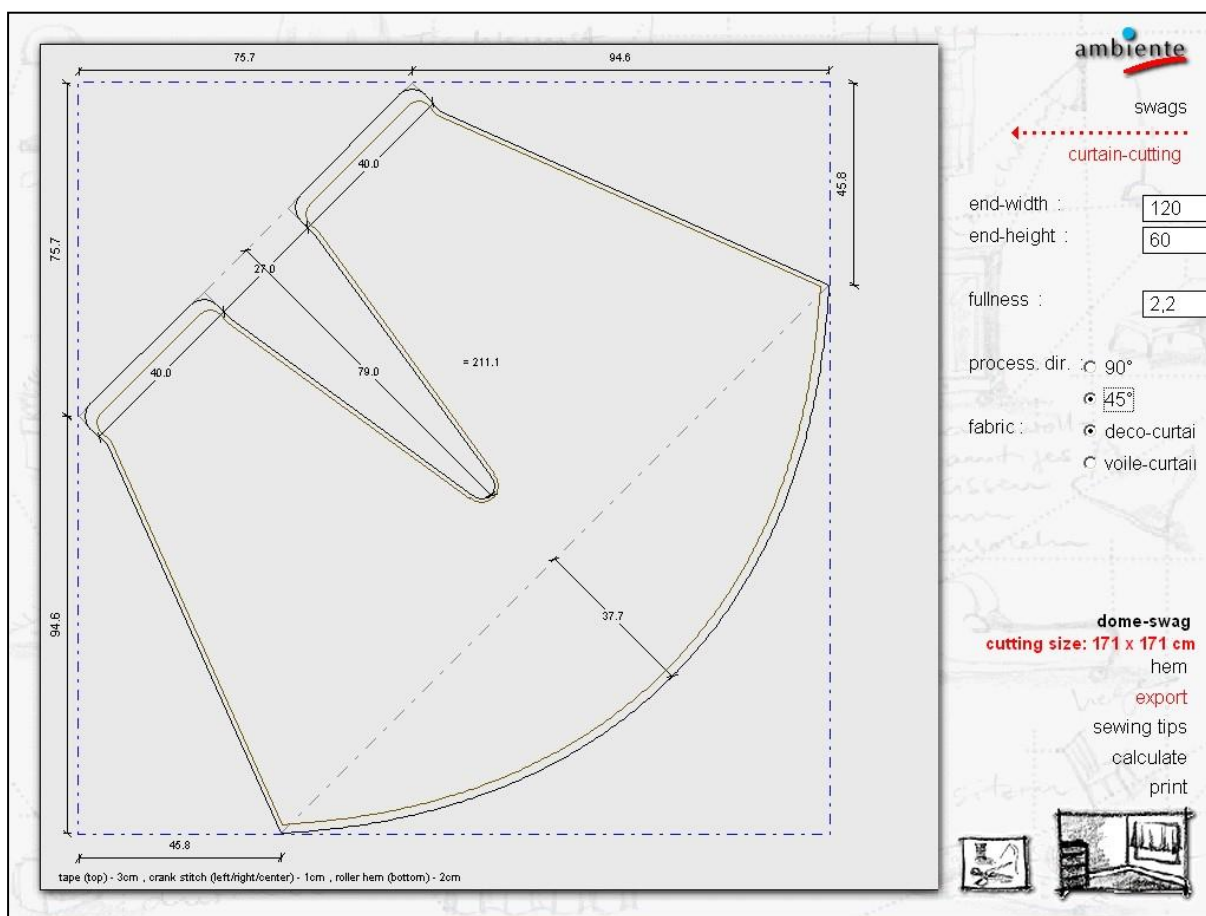


fig. 28-1 **ambiente**® Curtain Cutting Module with DXF export function

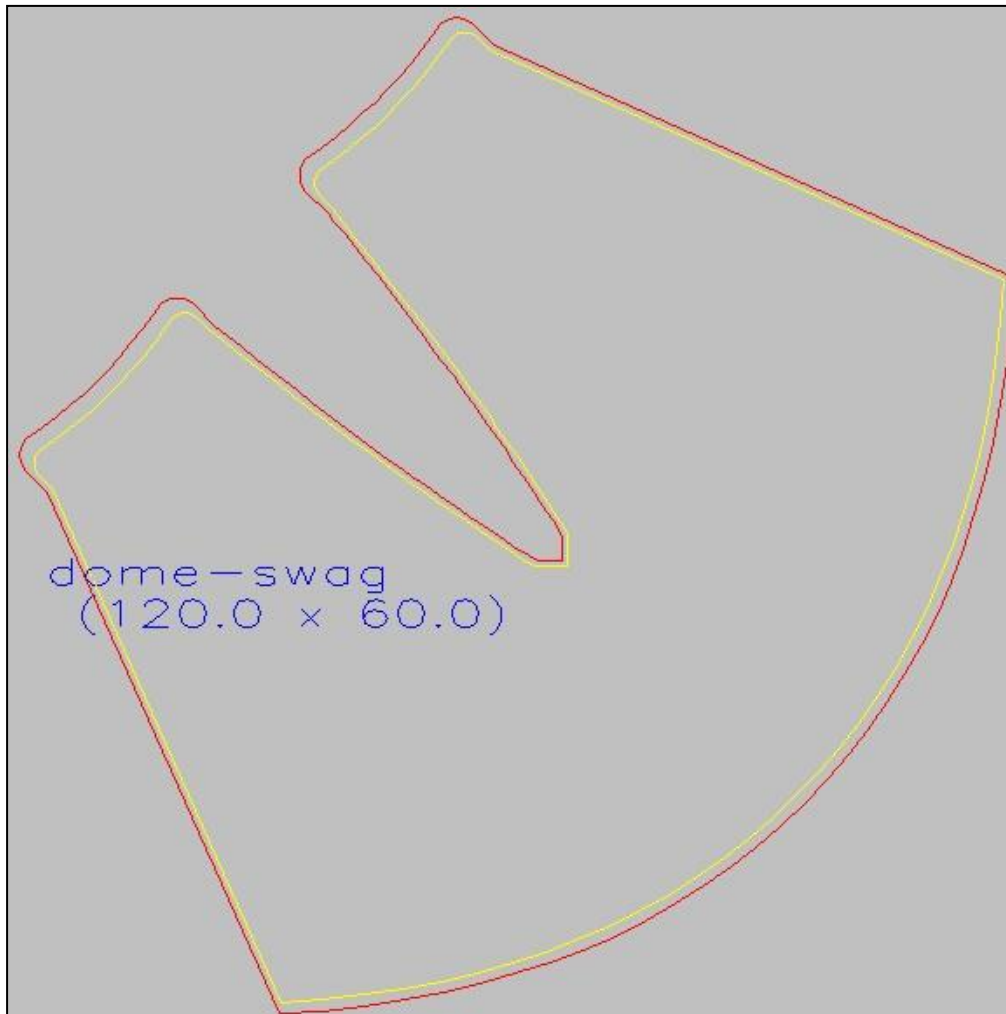


fig. 28-2 DXF file, processible for machines; cutting line: red - hem and other marking lines: yellow

ambiente® DXF requires no extraordinary computer hardware equipment apart from the standard requirements (ref. chapter 2.1.1).

28.2 ambiente® HQP (High Quality Print)

28.2.1 Image design and output for preliminary print stage

With this special program version of ambiente® the standard image print function is displaced by an extended print function for generating of professional image material for the preliminary print stage.

All design modules of the **STARTpackage** (image design, room design) and the **3D-** module provide this extended print function, that supports the generation of direct prints or storage of image files (design drafts or model decorations) with individual setting of size measurement and pixel resolution (dpi).

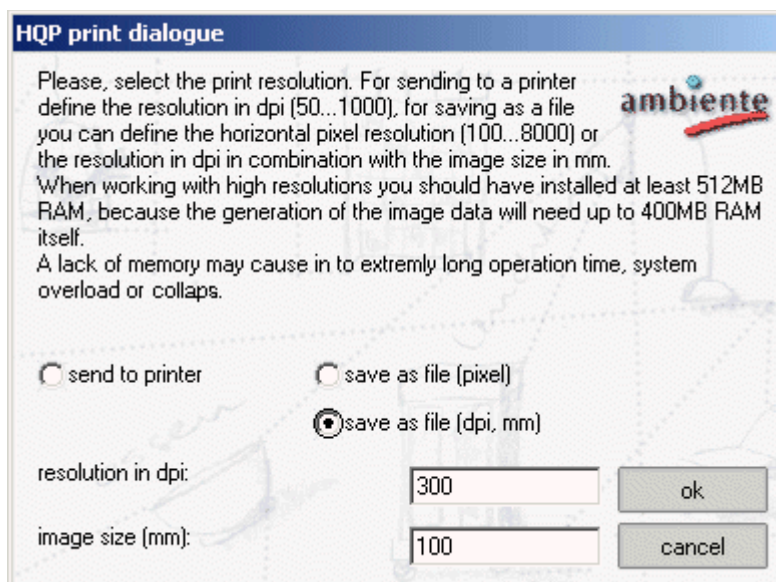


fig. 28-3 HQP print dialogue

With flexible selection of quality parameters the output of print material in relatively low storage standard resolutions or in high resolution and image sizes (e.g. 300dpi or up to 600dpi) is supported.

The high resolution image material meets the requirements for the preliminary print stage and makes the image prints of ambiente® suitable for production of brochures or other advertising prints like product, sample or model catalogues etc.

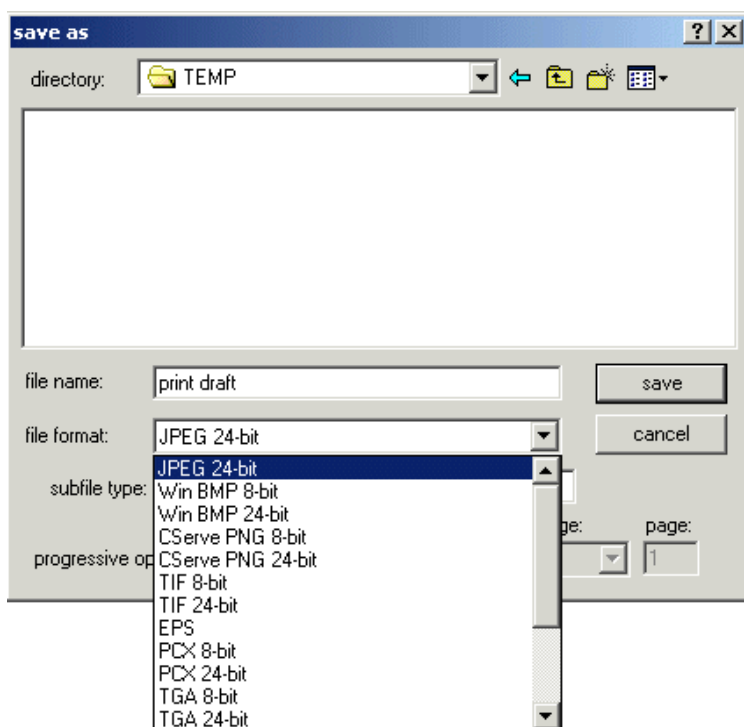


fig. 28-4 save HQP print images

ATTENTION!!!

Because of the possibly high data mass of the high quality image prints ambiente® HQP is very **memory and processor intensive** and requires high-end hardware equipment such as minimum Pentium III 1GHz (or adequate processor) and minimum 512 MB RAM (higher is recommended).

Running ambiente® HQP on computers with less equipment level may cause to system overload and in following to system break downs. In best case it causes to extremely long waiting and blockade periods for image data calculation.

28.2.2 Catalogue print

Printing model or service manufacturing catalogues (service directory and price lists) is generally possible with ambiente® HQP and with the currently available special program version basely realised.

Via the menu interior **design/model decorations** you will find a colour palette and a print button in the model decoration overview sight.

With the **colour palette button** you can assign further article items to the model decoration, that are explicitly not covered by the model decoration itself, probably further colour variants or combination articles.

These article items will be stored in an extra attachment list to the model decoration file and they can be displayed in the material selection overview of the design modules by clicking **catalogue article**.


To include any article item into an attachment list of a model decoration, select it via the material selection, perform a right mouse click at the article preview image and assign it to the **catalogue selection**.

By clicking the **print button** in the model decoration overview the model decoration, including all attached article items, will be printed on a catalogue page.

For the images you can define the pixel resolution in dpi as usual for the high quality print option.


Because of a wide range of different and very specific requirements regarding to the layout, orderly content, intention of use and individual systematics of model or service manufacturing catalogues in the practical use, the catalogue print function – as mentioned above, of course, can be for example only.

ANOVA is likely your competent partner for implementation of your individual requirements and functionality in kind of a supplementary module to the standard or extended ambiente® program versions.




STORE: 5636360
supplier: SONNHAUS
summary: STORE 563636/300 WEISS
material width: 300 cm
pattern repeat: 72,0 cm
retail price: 77,14 EUR/m
material: Mischfaser
book: Serie 2200


DEKO: 5130730
supplier: SONNHAUS
summary: DEKO 513073/160 UNI ROT
material width: 160 cm
pattern repeat: 0 cm
retail price: 33,64 EUR/m
material: Kunstfaser
book: Serie 2600




artículo no.: 401050
material width: 0 cm
retail price: 38,57 EUR/m
book: Sonnparkett




artículo no.: 563636
material width: 300 cm
retail price: 77,14 EUR/m
book: Serie 2200




artículo no.: 563637
material width: 300 cm
retail price: 77,14 EUR/m
book: Serie 2200



artículo no.: 513073
material width: 160 cm
retail price: 33,64 EUR/m
book: Serie 2600



artículo no.: 112202
material width: 400 cm
retail price: 43,69 EUR/m
book: Assuan



artículo no.: 614424
material width: 53 cm
retail price: 22,52 EUR/m
book: Petit Motifs 2003

fig. 28-5 HQP catalogue print example

29 Software interfaces and co-operative software

ambiente® has got an extensive functionality. Currently the emphasis is on the interactive photo-realistic and true-to-measure design possibilities for individual computer-aided advise of customers, supplemented by essential commercial, sales and business supporting functions.

Besides, you probably have further demands for software solutions that may support other branches of your business or certain processes as there are: neighbouring construction or interior architecture, stock keeping and warehousing, financial accountancy, cashier systems, time registration and more.

There are very good and well established software products that are aimed to these demands, on the market.

But flexible use of all software systems, that exist in the company or are planned to work with, is very important. Especially the data exchange between all applications is an essential condition to work further with the data or results of one software with another.

This data exchange or in ideal case even the interoperability can be realised by software interfaces.

ambiente® provides such interfaces in general or special kind. Hereby it represents itself as an open branch solution in any direction.

A general software interface has already been designated in chapter 23, the import/export function that supports the exchange of customer, supplier and article data with other external applications.

In the following, special interfaces to other co-operative software applications will be described. These interfaces will become available **if ambiente® and the respective partner program are installed on the same computer**. Only then the corresponding program parts of ambiente® offer access buttons or functions to start the external programs or to exchange data.

29.1 RaumLevel

RaumLevel is a modular software package for interior designers, floor covering companies and home-textile retailers that is aimed to the different special demands for interior decoration. This software covers exclusively **functions for order administration and proceeding, stock keeping and warehousing, service administration, cashier system, financial accountancy and payroll accountancy and hereby it supports entire office works.**



fig. 29-1 product information RaumLevel

29.1.1 Import of RL customer's data to ambiente®

To transfer customer data already recorded in RL to ambiente®, switch to the ambiente® customer administration (**functions/customers**) and you will notify an extra menu item **import from RL**. After selection you have got the decision for tracing through the RL customer data or overtaking the entire database.

When tracing through the **single** data sets, **all** customers will be displayed address by address in a queue. You can **assume** the actual data set, **skip** it or **abort** the entire action.

While import the customer numbers of both systems will be compared, if there already exists a customers number in ambiente®, a query will ask for overwriting. Even the name, the place of residence and the ZIP-code of the customer data sets will be compared. The customer numbers assigned by RL will be used by ambiente® as well.

29.1.2 Export of voucher data from ambiente®

To transfer the position data of a voucher made with ambiente® to RaumLevel for further processing, click on **export** in the menu line of the ambiente® calculation.

With export the voucher data will be stored into the open directory

"...\Programs\ambiente\export".

Thereafter start RL and import the voucher data that has just been exported by ambiente®.

For adjustment and use of the software interface at the side of RaumLevel, refer the helpdesk or the user manual of RL, please.

29.2 VELUX Decorations and Sun Shades

Since middle of the 90's VELUX successfully utilizes this software product at the interior designers or at home-textile or handcraft retail markets for advisors support or in kind of Point of Sale (POS) Terminals for direct public customers use. This software distinguishes of a simple user guidance that leads the user to the advised result in shortest time.



fig. 29-2 product information VELUX Decorations and Sun Shades

The complete assortment of decoration and sun shade products, including accessories and technical equipment for VELUX dormer windows will be presented via a window type selection, dessin selection and environmental user tips. Graphics, texts and video clips provide information regarding assembling, fitting and operation of the products.

The VELUX Decorations and Sun Shades CD-ROM was developed and annually updated by ANOVA in kind of contract service development.

The software interface connects **ambiente®** with the VELUX Decorations and Sun Shades CD-ROM in **room design** and **calculation**.

In **ambiente® room design** with **sun shades** and exclusively with **dormer windows** an additional button – the **VELUX logo** – will be displayed in the design section, when both software systems are installed and recognise each other.

Do you wish to include VELUX products within your **ambiente®** design draft for customers advise, by this button you can start the VELUX program directly from **ambiente®** to perform the special product advise, measurement, selection of technical equipment and price finding. After storage of your product selection in the shopping basket you can return to **ambiente®** by clicking the corresponding button. The selected decoration model (sun shade product), including the selected material dessin will be taken only into the calculation of **ambiente®** to be an integrated part of the entire commission voucher.

29.3 ambiente® online

ambiente® online is a web service that is provided by ANOVA via a central web server. You can embed **ambiente**® online into your website.

Detailed information can be found at www.deco21.de.

Decorated rooms can be sent by email and imported into **ambiente**®.



fig. 29-3 web service **ambiente**® online

30 Advices and Tips

- **De-activate** all Windows and other **screen savers**, if possible.
- **Train regularly** work with ambiente® to know in advance the response of any mouse click when advising customers.
- Links in this manual are always **interactive**, that means you can click on this link and you will get immediately to the linked reference position. This works for the index, chapter links and figures as well.
- If you can not recognise or remember the function behind any pictogram button, move your mouse focus onto this button and wait a second. A corresponding **tool tip** will explain the meaning of this button. A complete overview of pictogram buttons will be given in the appendix of this manual.
- When editing boxes for entering values do not accept any input, please check if your '**Num-Lock**' or '**Caps-Lock**' keys at your keyboard are activated.
- If you like to format your text inputs by „next line“, use the hot-key combination '**Strg + Enter**' or '**Ctrl + Enter**'.
- If you like to copy a value from one editing box to another, click with the **right mouse button** to it and use the functions **mark all**, **copy** and **paste**.
- Modifications in the program sections **properties** and **time & cons. tables** will be overtaken only after confirmation by **save**.
Do use the **save** function in the calculation as often as possible!
- **Save** your ambiente® data regularly (ref. chapter 24)!!!

31 Service & Hotline

For any questions concerning the operation of ambiente®, please contact us:

ANOVA GmbH
Joachim-Jungius-Str. 10
D-18059 Rostock
Germany
fax: +49 (0)381 / 202602-20
fon: +49 (0)381 / 202602-21
e-mail: info@anova.de
internet: www.anova.de

We offer the possibility to get direct access to your computer via **remote maintenance**. To prepare for it you can go to **functions/info/remote maintenance**.

Please let us know if you discover any errors and if you have any suggestions for modification or supplementation of the software and its documentation.

This will allow us to care about this with the next program versions.

For printer problems or remaining computer hardware problems refer to your system administrator or hardware supplier, please.

Of course, you will continuously be informed about the latest developments for ambiente®.

Also you can use our extensive information service on the internet at www.deco21.de (.at, .ch).

Here you will find our **ambiente® service and download area**. Beside current product information, information about new program releases, seminar dates, fairs and press articles you will find an online helpdesk and the FAQ's. In addition to this you can also download program updates and current article data.

We wish you good working with ambiente® and hope you will achieve good business results!

A Attachment

A.1 Navigation text and pictogram buttons

A.2 ambiente® license and service agreement

A.3 ambiente® model catalogue

A.4 Print examples

A.1 Navigation text, pictogram buttons and hotkeys

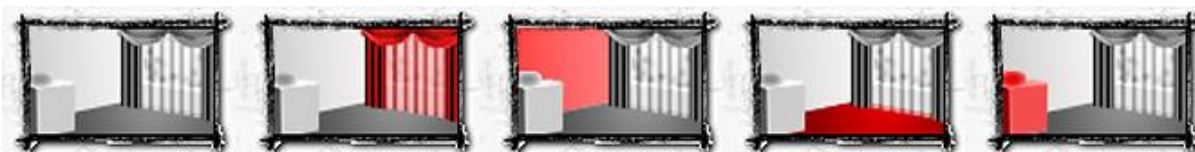
A.1.1 Main buttons



main button *image design* (from l. to r.: not focused / focused)



main button *3d Module* (from l. to r.: inactive / window area measurement / ground planning / wall planning)



main button *3d window decoration* (from l. to r.: inactive / window decoration / wall decoration / floor decoration / interior decoration)



Main button switch to 3D module from other modules



function button (from l. to r.: not focused, focused)

A.1.2 Module spreading buttons

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deletes the actual selection



print of the actual design draft or call for a print dialogue



call for Windows calculator



colour palette button (colours the entire selection)

ADVICE:

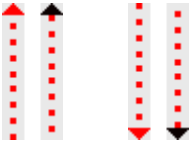
When clicking right the uni-colour dialog appears

ADVICE:

When clicking the left and the right mouse button at the same time, you get to the quick selection



forward/backward navigation



upward/downward navigation

A.1.3 Buttons of *image design*



colours all objects



colours selected objects

ADVICE:

When clicking right the uni-colour dialog appears.

ADVICE:

When clicking the left and the right mouse button at the same time, you get to the quick selection

A.1.4 Buttons of the *3D Planning module*



draw button



zoom



set viewpoint stepwise to the left / to the right

A.1.4.1 Buttons 3D Window Deco



access to a measurement overview



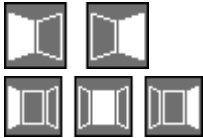
colouring walls, floor, ceiling, curtain rod/track

NOTE:

When clicking right the uni-colour dialog appears.

NOTE:

When clicking the left and the right mouse button at the same time, you get to the quick selection



wall selection



entire view (perspective) for room corners



decorate the actual model selection via the entire decoration area (setting to standard values)



decorate the actual model selection via the entire window



decorate the actual model selection to the window size (setting to standard values)



model properties of curtain- decoration- and sunshade- shapes.



multiple colouring



change the decoration layer



duplicate the current model



moving the horizontal position of the decoration



curtain rod/track decorated over the entire decoration width \leftrightarrow
separated (available for walls with multiple windows)



switch between curtain track and curtain rod

A.1.4.2 Buttons customer's image



allows image processing (brightness, gamma-correction, contrast and colour saturation)



allows rotation of the image



allows the cutting of the image



masking tool, mask over a framing



masking tool, mask with the help of a certain colour



masking tool, mask via freehand drawing



masking tool, mask via mark foreground and background



tool for marking the walls and windows



allows to move the image



opens the dialog for adjusting the wall area

A.1.5 Buttons 3D Floor



opens the dialog "settings for floor planning"



allows the drawing of walls



left: merges two walls to one wall,
right: separates a wall into two walls



closes the open groundplan



inserts a door into a wall



separates the floor area(s)



creates a baize



displays the length between two points



allows the moving of the groundplan

A.1.5 Buttons 3D Wall



opens the dialog „settings for wall measures“



divides the wall area(s)



creates a bordure



displays the length between two points



activates dragging of the wall display

A.1.6 Buttons calculation



leaf through the positions (to first position, on position backwards/forwards, to last position)



processing direction (widthwise, roomhigh)

NOTE:

In the dialog **overview** a right-click on this button displays a profit overview

A.1.7 Hotkeys in the calculation

[ALT]+[N]	-> open new voucher
[ALT]+[B]	-> calculate
[ALT]+[S]	-> save
[ALT]+[D]	-> delete single position
[ALT]+[K]	-> search new customer
[ALT]+[A]	-> search article
[ALT]+[P]	-> switch to next postion
[ALT]+[X]	-> export order
[ALT]+[E]	-> single position
[ALT]+[U]	-> overview
[ALT]+[L]	-> delivery address

A.2 **ambiente®** software license and service agreement

(Release 09/2018, subjects to change, in case of any doubt the German text is binding)

between

ANOVA GmbH

Joachim-Jungius-Str. 10

D-18059 Rostock

- mentioned below as licensor -

and

customer in accordance to the order form (natural or legal entity)

- mentioned below as **licensee** -

The rules of this agreement are binding for:

(A) The rights and duties of ANOVA and the customer relating to acquisition of a license for the software for interior desing **ambiente®** in accordance to the order form and

(B) The terms and conditions pertaining to the use of **ambiente®** ServicePLUS including the virtual showroom **ambiente®** online in accordance to the order form.

(A) Acquisition of **ambiente® licenses**

§ 1 Subject matter

1. The CUSTOMER acquires a package of the branch software for interior design **ambiente®** (mentiones below as **ambiente®**) in accordance to the order form.

2. The **ambiente®** package consists of one data storage medium (DVD) with the software **ambiente®**, a hardware key (dongle) and further recent product information.

3. **ambiente®** physically passes into the property of the customer. Furthermore, by payment of a license fee (nonrecurring fee) in accordance to the recent price list the CUSTOMER earns the right – unlimited in time or place – for the use of **ambiente®** (user license). In accordance to §1 (1) there is no transfer of property rights regarding to the software itself.

4. **ambiente®** software consists of a STARTpackage, that can be combined with the add-on modules 3D Window Decoration, 3D Floor, 3D Wall, Curtain Cutting and possibly further modules – single or in combination – to different branch packages. This contract applies equally to any variation of **ambiente®** in accordance to the recent product information or price list as well as for the multiple purchase of single user licenses or network licenses.

5. As system requirements only apply the notifications that have been made by ANOVA at the recent product information or at the packaging of the supplied data carrier.

§ 2 Contract conclusion and advance payment obligation of the CUSTOMER

1. This contract becomes valid after incoming oft he completed order form – signed by the CUSTOMER – in original, by fax or by e-mail at ANOVA, but latest with installation of the software **ambiente®**.

2. If the CUSTOMER has received a data carrier with **ambiente®** directly from ANOVA or from an authorized dealer, after installation **ambiente®** is available in a demo mode with limited functionality. For the use of demo version §§3, 4, 5 of this contract apply equally. It is prohibited to use the demo version for commercial purposes.

3. After the irrevocably incoming of the license fee at ANOVA and in fulfilment of §2 (1) the CUSTOMER will receive the required key code to unlock the fully operating program version of **ambiente®**, respectively of the delivered dongle with the ordered modular extend by phone, fax or email.

§ 3 Duplication rights

1. The CUSTOMER is allowed to copy **ambiente®** so far as the respective duplication is necessary for the use. Necessary duplications are only the installation of **ambiente®** from the delivered data carrier to the mass storage of the computer hardware as well as the uploading into the main memory.

2. Furthermore, the CUSTOMER is allowed to copy the supplied software for safety and recovery purposes. But in general, only one safety/recovery copy is allowed to be made or to be kept. This copy has to be marked as such kind of **ambiente®**.

3. If a frequent data safety storage, including the entire data base and all software programs after a total loss, is required (because of the the indication of high safety demands or for a fast recovery of the compter system), the CUSTOMER is allowed to make safety/recovery copies (backups) in a number that is essential. The concerned data carriers have to be marked correspondingly. Backups are allowed to be used for archive and recovery purposes only.

4. Further duplications as well as the output of the program code at a printer are strictly prohibited.

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§ 4 Multiple use and network applications

1. The CUSTOMER is allowed to use ambiente® at any computer at his disposal. If the CUSTOMER changes the computer hardware, he has to connect the dongle to the other computer for working with ambiente®.
2. The simultaneous work with ambiente® at more than one computer per license at the same time is not possible and prohibited. If the CUSTOMER intends to use ambiente® at more than one computer at the same time. In accordance to the conditions of the recent price list he is obliged to purchase the required numbers of licenses.
3. The use ambiente® within a computer network or at any other multiple station computer system is permitted so far as the CUSTOMER has purchased a network package (special program version) in accordance to the conditions of the recent price list (prices for network licenses) and in an adequate number of working places that are connected to the network.

§ 5 Copyrights, de-compiling, program modification and access protection

1. ambiente® including all contents (such as pictures, graphics, animations, video, audio, text and sample applications as well as all documentation, such as user manual and product information) is copyrighted and owned by ANOVA. It is strictly prohibited to remove or to modify any copyright marks, serial numbers and other insignis that are used for the program identification.
2. Pictures, graphics, texts, professional content or other results, that will be achieved by ambiente® and its functionality can be used by the CUSTOMER in sence off the desired purpose that is described by the user instruction, manual or other product information. The quotation of source ("Source: ambiente® - the software for interior design") shall be a must for the CUSTOMER.
3. A reverse translation of the program code into other code types (decompiling) as well as other kinds of reverse development of ambiente® (reverse engineering), including program modifications, the utilisation of tools for modification of the software at their real-time running or removing of safety routines (e.g. copy protection) are strictly prohibited.
4. The CUSTOMER is obliged to defend the access of third parties to ambiente® by appropriate precaution. The delivered program package as well as safety/recovery copies and all documentation have to be kept at a safe place apart from the access of unauthorized third parties. The involved staff of the CUSTOMER has to be pointed to the fulfilment of the conditions of this contract and informed about the copy-right terms.

§ 6 Transfer of user rights

1. The CUSTOMER is allowed to leave ambiente® in accordance to §1 (2) to the disposal and use of a third party – for a limited or unlimited period – so far as the third party declares his agreement to this contract in a written matter to ANOVA. In case of leaving ambiente® to someone disposal, the CUSTOMER has to hand over ambiente® including all existing program duplicates and safety/recovery copies to the new licensee. By this transfer the user right of the CUSTOMER expires. The CUSTOMER is not allowed to resell or to trade with ambiente® for any commercial matters, unless anything else has been explicitly contracted with ANOVA.
2. The CUSTOMER is obliged to declare the transfer of his user rights to a third party to ANOVA by a written notice (declaration of user rights transfer) that shall contain the name, complete address and contact data of the third party.

§ 7 Maintenance

1. ANOVA guarantees the functionality of ambiente® in accordance to the documentation details of the manual, respectively of the recent product information. ANOVA guarantees furthermore that ambiente® matches to the system requirements of the CUSTOMER respectively to the product information and is free of material and manufacturing defects.
2. The warranty lasts for 12 months. In case of defects in accordance to §7 (1) that essentially restrict the functionality of ambiente®, ANOVA will remedy these defects at onc'e own expense. This will be operated by a correction update or by a replacement. If a subsequent treatment or replacement fails, the CUSTOMER has the right for conversion or abatement.
3. There is no warranty in case of abnormal handling, use, storage or any kind of modification of ambiente®.
4. In case of deficiencies apart from the warranty or in case of a loss of ambiente® or single parts according to §1 (2) the CUSTOMER can order a compensation delivery at ANOVA. In any case the CUSTOMER reserves to himself to charge a sumptuary fee (material, handling and delivery costs). The dongle can be substituted by a sumptuary fee with exchanging only. In case of a loss the total license fee will become due to acquire a new dongle. An adequate risk insurance belongs to the responsibility of the CUSTOMER.

§ 8 Examination and Notice of Non-Conformity

1. The CUSTOMER will examine ambiente® within 10 workdays following to the receipt of the key code, especially regarding to the completeness as well as the general functionality of the software program. Deficiencies have announced to ANOVA by a written notice within further 10 workdays. The notice has to contain a detailed description.
2. Deficiencies, that are not recognisable in connection with the examination term, have to be announced within 10 workdays after detection in compliance with the non-conformity rules to §8 (1). In case of offense against the examination and notice of non-conformity duty ambiente® applies to be accepted by the CUSTOMER even under consideration of these deficiencies.

§ 9 Liability

1. ANOVA shall be liable for damages arising from legal deficiencies and the lack of promised features in case of intent and gross negligence, also for its legal representatives and employees. The liability for incapacity, for indebtedness of remaining functionality as well as for a minor negligence offence against a cardinal duty of the contract is limited to the fivefold of the charged license fee. The liability is limited to such damages that are typically to be expected in case of software licensing. The burden of proof for possible damages is on the side of the CUSTOMER.
2. The liability for data loss is limited to the typical effort that would be necessary in case of production of safety/recovery copies by the CUSTOMER regularly in adequate risk accordance.
3. ANOVA shall not be liable for indirected loss/damage or atypical loss/damage, irrespective of the nature or content of same. Same shall also apply in respect of compensation for profits, loss of use or for intangibles.

§ 10 Reservation of proprietary rights and termination of this agreement

1. ANOVA reserves the proprietary rights of the supplied ambiente® until the fully payment of all charge claims arising from part (A) of this contract that are due at the time of supply of ambiente® or later. Furthermore, ANOVA reserves the right to cancel the right of the CUSTOMER to use the software ambiente® (license) by a written notice in case to be in breach of this contract by the CUSTOMER.
2. In case of indebted default of payment of the CUSTOMER as well as in case of to be in breach of this contract, the enforcement of the reservation of property or the contract cancellation by ANOVA is not equal to a withdrawal from the contract, unless ANOVA explicitly declares this by a written notice.
3. In case of enforcement of the reservation of property by ANOVA or termination the CUSTOMER's right for further use of ambiente® expires. ambiente® including all duplicates and safety/recovery copies have to be returned to ANOVA.

(B) Terms of use for ambiente® ServicePLUS and the showroom ambiente® online

§ 1 Subject matter

1. Within the service contract ambiente® ServicePLUS ANOVA offers extensive services for the CUSTOMER:
 - a) hotline via stationary telephone networks and remote maintenance via internet at common office hours (Mo to Fr 08:00am to 05:00pm GMT) as well as written advice (by e-mail or fax, 24 hours response time);
 - b) providing of updates in case of possibly necessary corrections of professional content or in case of adoption of the software ambiente® within the existing framework of functionality and modular extent;
 - c) providing of upgrades (new program versions of ambiente®) in accordance to availability;
 - e) providing of digital article collections of manufacturers and wholesalers via internet (only if shared by the several rightholder);
 - f) support of marketing activities of the CUSTOMER (e.g. download of designed pictures, preparing room settings with favoured article data, files with designed posters and social media activities via facebook and instagram);
 - g) information about further developments, software training, trade fairs and current product information.
2. In addition ANOVA provides the virtual showroom any and all third parties (hereafter referred to as USER) a facility for mapping room setting ambiente® online, whereby the CUSTOMER has the option of doing so using a website operated by ANOVA or his own homepage.

ambiente® online makes it possible to process pre-configured room settings or digital images uploaded by the CUSTOMER itself in such a way that the USER can decorate them to accommodate its own specific needs with the original articles of all available manufactureres, applying the principle of ambiente® image design.

ambiente® online offers a combination of 3D window design of ambiente® with 2D mapping for floor, wall and interior. By accessing manufacturer collection approved for use, pre-configured room setting of the USER's own images can be arranged to individually-customized specification, printed, dispatched and stored for use as sample-settings.
3. ANOVA shall be obliged to authorize subcontractor the complete or particulate service for ambiente® ServicePLUS and ambiente® online.

§ 2 Registration / Data protection

1. Use of ambiente® ServicePLUS and the full version of ambiente® online shall require registration. The CUSTOMER shall apply to register by filling in the forms available at www.deco21.de. All contracted rules are based on the data privacy of ANOVA.
2. The CUSTOMER is aware of and approves the fact that its personal data that is required for the purpose of processing of contract and order as well as for achieving purposes will be stored on data-storage devices. It furnishes its express approval of the collection, processing and use of its personal data. Processing of data shall be conducted in a manner compliant with prevailing data-protection legislation. All data shall be treated as strictly confidential. The CUSTOMER shall be entitled to revoke this approval at any and all times with effect for the future. ANOVA shall undertake, in such event, to delete the personal data immediately, unless that is an order procedure has not yet been processed to its conclusion.
3. The CUSTOMER declares its approval of all pageviews of ambiente® ServicePLUS and ambiente® online being recorded and stored. The pageview data shall be used exclusively for internal purposes at the portal provider so far as this shall be held to be required and/or useful as the case may be.

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4. The CUSTOMER shall receive login data to enable him to use ambiente® ServicePLUS and ambiente® online. He shall undertake to observe secrecy in respect of its password or to change same immediately where risk prevails that it may become available to third parties.

§ 3 Conclusion of contract, scope of delivery

1. The USER shall commission ANOVA to provide accessibility in full to ambiente® ServicePLUS and ambiente® online. The contract shall be deemed to have become effective when the order placed by the CUSTOMER shall have been confirmed by e-mail by ANOVA.

2. Where the website shall be found to contain clerical and computational error(s) and/or mistakes, ANOVA shall not be under any obligation to issue confirmation of order and carry out same.

3. Scope of delivery shall include setting up the CUSTOMER as a registered USER of ambiente® ServicePLUS and of ambiente® online at <http://mapping.ambiente-showroom.de/> and/or under the domain of the CUSTOMER. This procedure shall likewise incorporate integration of all those supplier catalogues selected and, if applicable, inclusion of the company logo.

4. Support on the part of the CUSTOMER in relation to problems involving hardware and operating systems shall not be deemed a constituent part of the contract.

§ 4 Terms of delivery and payment, prices

1. The delivery exclusively will be digital for the fee named under www.deco21.de at the date of order. All named prices are exclusive VAT.

2. The fee for ambiente® ServicePLUS including ambiente® online shall be due and owing yearly in each case and in advance.

3. ANOVA is obliged to change the fee (§315 III BGB) by informing the CUSTOMER within 6 weeks before the end of one year period for the next period.

4. Acceptance of contract may be rejected by ANOVA within 14 days after receipt of order. The CUSTOMER shall likewise be entitled to withdraw from contract within a period of 14 days as of date of signature, however, not as of activation of ambiente® ServicePLUS and ambiente® online..

5. The contract shall be deemed concluded initially for a period of 12 months. Thereafter, notice of termination of contract may be served observing a period of notice of 3 months. In so far as notice of termination shall not have been forthcoming, the contract shall be deemed automatically extended.

6. Where the CUSTOMER shall be found to be in default of payment, ANOVA shall be entitled, having advised and extended the deadline for same, to terminate the contract without notice.

§ 5 Availability

1. ANOVA shall endeavour to operate ambiente® ServicePLUS and ambiente® online around the clock. It cannot, however, be guaranteed that access or use will be possible at an uninterrupted or defect free basis.

2. ANOVA shall, in particular, reserve the right to deactivate ambiente® ServicePLUS and ambiente® online on a short term basis to enable maintenance work and suchlike to be conducted. Interruptions of this nature shall have no effect on amounts payable by the CUSTOMER.

§ 6 Warranty and liability

1. ambiente® ServicePLUS and ambiente® online shall be made available on the Internet. ANOVA will have no influence on any and all such risks and hazards as may be encountered through use of the Internet. Any and all such risks, hazards and costs as may emanate from use of the Internet shall be met by the CUSTOMER.

2. ANOVA shall assume warranty and liability for material defects as provided for under statutory regulations prevailing in so far as nothing to the contrary shall have been established hereafter. The images supplied shall only be deemed defective where they shall not be consistent with the technical standard of digital image-processing. Differences in respect of quality of colour between the images and the original image files cannot be avoided technically; consequently, they shall not constitute defects. Equally so, defect shall not be held to prevail for a loss in quality caused by inadequate quality (e.g. resolution) of the original image files.

3. ANOVA shall be liable without restriction for any and all such loss/damage as shall have been caused by defects of title and the absence of guaranteed features. Liability for initial inability to perform, delay and impossibility shall be limited to the yearly fee within this contract as well as for any and all such loss/damage which may typically be expected to occur within the framework of the delivery of data.

4. For the rest, ANOVA shall be liable without restriction for wilful intent and gross negligence, also such as shall be attributable to its representatives under law and executive employees. ANOVA shall only be liable for culpable action on the part of other vicarious agents in measure commensurate with the scope of liability for initial inability to perform as set forth under the foregoing paragraph..

5. ANOVA shall not be liable for indirect loss/damage or atypical loss/damage, irrespective of the nature or content of same. Same shall also apply in respect of compensation for profits, loss of use or for intangibles.

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6. In respect of cases of minor negligence, ANOVA shall be liable only where such obligation shall be found to have been breached fulfillment of which may be held to be of special significance (cardinal obligation) from the point of view of achievement of the purpose of the contract. In the event of a breach of a cardinal obligation, limitation or liability shall hold accordingly for initial inability to perform as provided for under Paragraph 3 of the liability provisions set forth herein.

7. The foregoing provision shall likewise apply in favour of the employees of ANOVA.

§ 7 Rights

1. The CUSTOMER alone shall be responsible for the contents of image files transmitted. Placement of order with ANOVA shall incorporate assurance on the part of the CUSTOMER that proper and correct completion of order shall in no way constitute contravention of the copyright, trademark rights or any other rights of third parties. Any and all such consequences as shall derive from the contravention of such rights shall be born alone by the CUSTOMER. Placement of order on the part of the CUSTOMER shall incorporate its assurance that the contents of the image files transmitted shall, in no way, feature punishable, illicit or immoral, and, more specifically, pornographic, racist-baiting or extremist contents. Should ANOVA become aware of any occurrence of contravention of said assurance, ANOVA shall, without delay and any prior warning, remove said files and call in the competent law-enforcement authorities.

2. The CUSTOMER shall retain all rights attaching to all such documentation as shall have been transmitted to ANOVA by the CUSTOMER. To enable ambiente® ServicePLUS and ambiente® online to be implemented, the CUSTOMER shall authorise ANOVA, for an unlimited period, to avail itself of the image data made available for the purpose of performing services under the present contract. This shall also include the storage, duplication and processing of the image data. It shall also incorporate entitlement to make individual images available to third parties for the purposes of rectifying defect.

3. It shall be deemed prohibited to engage at any and all forms of duplication, processing, distribution or publication of ambiente® ServicePLUS and ambiente® online or parts thereof, unless such duplication shall constitute a requirement for implementing the intended use.

4. Where the CUSTOMER shall be found to be in breach of the present instructions for use, ANOVA shall be at liberty to terminate the contractual relationship without notice and to block access, either temporarily or entirely.

Data usage and data protection under this contract

ANOVA strictly adheres to the legal provisions of the EU General Data Protection Regulation in the collection, processing and use of personal data. We collect, process and use personal data only insofar as they are necessary for the establishment, actual form and change of legal relationship (inventory data.) After performance in full of the contract, the data are first stored under consideration of tax and commercial retention periods and then deleted after the deadline, provided that the CUSTOMER has not consented to further processing and use.

At any time, the CUSTOMER has the right to be informed of its stored data, their origin and receiver and the purpose of data processing as well as the right to correction, deletion and blocking. For this purpose and for further questions on the subject of personal data, he can always contact us at the following address.

Information according to the EU General Data Protection Regulation (GDPR) for those affected

Responsible terms of Art. 4 No. 7 GDPR is

ANOVA GmbH, Joachim-Jungius-Straße 10, D-18059 Rostock

Tel: +49 381 2026 02 20, Fax: +49 381 2026 02 21, info@anova.de

Final clause

Should individual provisions of this contract be or become ineffective in whole or in part, this shall not affect the validity of the remaining provisions. The parties hereby agree that in this case the invalid provision shall be replaced by an effective provision which comes as close as possible to the economic purpose of the invalid provision. The same applies to any gaps in the contract. In the event of a dispute arising out of this contract, the parties shall, before carrying out any legal proceedings (lawsuit), conduct conciliation in accordance with the arbitration rules of the Hamburger Schlichtungsstelle für IT-Streitigkeiten in the version in force at the time of the initiation of conciliation. The arbitration procedure shall serve to settle the dispute in whole or in part, provisionally or finally. If an agreement is not reached before the conciliation office, the appeal to the ordinary courts has been opened.

The assignment of claims that are not monetary claims is only permitted with the prior written consent of the other party. The consent may not be unfairly refused. A right of retention can only be asserted for counterclaims from the respective contractual relationship. The contracting parties can only set off against claims that have been legally established or are undisputed.

There are no subsidiary agreements to this contract. General terms and conditions of the parties, moreover, do not apply to this contract. This also applies if such conditions are not expressly contradicted. Changes and additions to this contract must be in writing. This formal requirement can be waived only by written agreement.

The law of the Federal Republic of Germany applies. The exclusive place of jurisdiction for all disputes arising out of or in connection with this contract is Rostock. ANOVA is also entitled to sue at the general place of jurisdiction of the CUSTOMER.

Manual **ambiente®** for Windows

German agreement

(Ausfertigung 09/2018, Änderungen vorbehalten)

zwischen

ANOVA GmbH

Joachim-Jungius-Str. 10

D-18059 Rostock

- nachfolgend Lizenzgeber (LG) genannt -

und

Anwender gem. Bestellschein (natürliche oder juristische Person)

- nachfolgend Lizenznehmer (**LN**) genannt -

Dieser Vertrag regelt

(A) die Rechte und Pflichten beim Lizenzwerb der Software für die Raumausstattung **ambiente®** gemäß Bestellschein und

(B) die Nutzungsbedingungen für den **ambiente®** ServicePLUS von ANOVA und den Online-Showroom **ambiente®** online gemäß Bestellschein.

(A) Lizenzwerb ambiente®

§ 1 Gegenstand

1. Der Kunde erwirbt ein Anwender-Programmpaket der Branchensoftware für die Raumausstattung **ambiente®** (nachfolgend **ambiente®** genannt) gemäß Bestellschein.

2. **ambiente®** besteht aus einem Datenträger (DVD) mit der Software **ambiente®** und dem Benutzerhandbuch, einem Hardwareschlüssel (Dongle), sowie ggf. aus weiteren, jeweils aktuellen Produktinformationen.

3. **ambiente®** geht körperlich in das Eigentum des Kunden über. Der Kunde erhält gegen eine einmalige Gebühr gemäß aktueller Preisliste das zeitlich und örtlich uneingeschränkte Recht (Lizenz) zur Benutzung von **ambiente®** und der dazugehörigen Dokumentationen. Auf der Grundlage von §1 (1) erfolgt kein Eigentumsübergang hinsichtlich der Software selbst.

4. **ambiente®** besteht aus einem STARTpaket, das mit den Zusatzmodulen 3D Fensterdekoration, 3D Boden, 3D Wand, Zuschnitt für Gardine/Deko und ggf. weiteren Modulen, einzeln oder in Kombination, zu unterschiedlichen Branchenpaketen zusammengestellt werden kann. Für jede dadurch entstehende Ausbaustufe von **ambiente®** gemäß der aktuellen Produktinformationen bzw. Preisliste gilt dieser Vertrag gleichermaßen, ebenso für den Erwerb von Mehrfach- oder Netzwerklizenzen.

5. Als Systemvoraussetzung gelten ausschließlich die von ANOVA gemachten Angaben in den jeweils aktuellen Produktinformationen bzw. auf der Verpackung der gelieferten Datenträger.

§ 2 Zustandekommen des Vertrages und Vorleistungspflicht des Kunden

1. Dieser Vertrag kommt zustande, wenn der Kunde den Bestellschein unterzeichnet hat und dieser bei ANOVA im Original per Fax oder E-Mail eingegangen ist, spätestens jedoch mit der Installation von **ambiente®**.

2. Hat der Kunde von ANOVA direkt oder von einem seiner Erfüllungsgehilfen Datenträger mit **ambiente®** erhalten, ist diese nach Installation als Demoversion mit eingeschränktem Funktionsumfang lauffähig. Für die Benutzung der Demoversion gelten §§ 3, 4, 5 dieses Vertrages gleichermaßen. Die Demoversion darf nicht für gewerbliche Zwecke verwendet werden.

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3. Nachdem der Lizenzpreis unwiderruflich bei ANOVA eingegangen und § 2 (1) dieses Vertrages erfüllt ist, erhält der Kunde telefonisch, per Telefax oder per E-Mail eine Codenummer für die einmalige Aktivierung der Vollversion von ambiente® bzw. des ggf. gelieferten Dongles.

§ 3 Vervielfältigungsrechte

1. Der Kunde darf ambiente® vervielfältigen, soweit die jeweilige Vervielfältigung für die Benutzung notwendig ist. Zu den notwendigen Vervielfältigungen zählen ausschließlich die Installation vom gelieferten Datenträger auf den Massenspeicher der eingesetzten Hardware sowie das Laden in den Arbeitsspeicher.

2. Darüber hinaus kann der Kunde eine Vervielfältigung von ambiente® zu Sicherungszwecken vornehmen. Es darf jedoch grundsätzlich nur eine einzige Sicherungskopie angefertigt und aufbewahrt werden. Diese Sicherungskopie ist als solche der überlassenen Software ambiente® zu kennzeichnen.

3. Ist aus Gründen der Datensicherheit oder der Sicherstellung einer schnellen Reaktivierung des Computersystems nach einem Totalausfall die turnusmäßige Sicherung des gesamten Datenbestandes einschließlich der eingesetzten Computerprogramme unerlässlich, darf der Kunde Sicherungskopien (Backups) in der zwingend erforderlichen Anzahl herstellen. Die betreffenden Datenträger sind entsprechend zu kennzeichnen. Backups dürfen nur zu rein archivarischen und Wiederherstellungszwecken verwendet werden.

4. Weitere Vervielfältigungen, zu denen auch die Ausgabe des Programmcodes auf einen Drucker gehört, darf der Kunde nicht anfertigen.

§ 4 Mehrfachnutzung und Netzwerkeinsatz

1. Der Kunde darf ambiente® auf jeder ihm zur Verfügung stehenden Hardware einsetzen. Wechselt der Kunde die Hardware, muss er die ambiente® auf der bisher verwendeten Hardware in Rücksprache mit ANOVA bzw. durch Entfernen des Dongles deaktivieren und sich nach Installation auf der neuen Hardware von ANOVA eine neue Codenummer übermitteln lassen bzw. dort den Dongle anbringen.

2. Ein zeitgleiches Benutzen der Vollversion von ambiente® pro Lizenz auf mehr als nur einer Hardware ist unzulässig. Möchte der Kunde die Vollversion von ambiente® zeitgleich auf mehreren Hardwaresystemen einsetzen, muss er gegen eine entsprechende Gebühr gemäß aktueller Preisliste die gewünschte Anzahl Lizenzen erwerben.

3. Der Einsatz von ambiente® innerhalb eines Netzwerkes oder eines sonstigen Mehrstations-Rechnersystems ist nur zulässig, sofern der Kunde gegen entsprechende Gebühr gemäß aktueller Preisliste eine spezielle Netzwerkversion für eine bestimmte Anzahl der an das Netzwerk angeschlossenen Benutzer erworben hat.

§ 5 Urheberrechte, Dekompilierung, Programmänderungen und Zugriffsschutz

1. ambiente® einschließlich aller Inhalte wie Bilder, Grafiken, Animationen, Video, Text und Beispielapplikationen sowie aller Dokumentationen wie Benutzerhandbuch und Produktinformationen unterliegen dem Urheberrecht, das auf der Seite von ANOVA verbleibt. Urhebervermerke, Seriennummern sowie sonstige der Programmidentifikation dienende Merkmale dürfen auf keinen Fall entfernt oder verändert werden.

2. Bilder, Grafiken, Texte, Inhalte und sonstige Ergebnisse die mit durch ambiente® ausdrücklich bereitgestellten Funktionen (Speicher- und Druckfunktionen) erzeugt werden können, darf der Kunde im Sinne der in der Benutzerdokumentation beschriebener Einsatzzwecke verwenden. Die Mitführung des Quellenverweises (Quelle: ambiente® - die Software für die Raumausstattung) ist dabei obligatorisch.

3. Die Rückübersetzung des überlassenen Programmcodes in andere Codeformen (Dekompilierung) sowie sonstige Arten der Rückerschließung der verschiedenen Herstellungsstufen der Software (Reverse-Engineering) einschließlich einer Programmänderung, die Nutzung von Mitteln zur Modifikation der Software zur Laufzeit und die Beseitigung oder Umgehung von Schutzmechanismen sind nicht zulässig.

4. Der Kunde ist verpflichtet, den unbefugten Zugriff Dritter auf ambiente® durch geeignete Vorkehrungen zu verhindern. ambiente® sowie die Sicherungskopien sind an einem gegen den unberechtigten Zugriff Dritter gesicherten Ort aufzubewahren. Die Mitarbeiter des Kunden sind nachdrücklich auf die Einhaltung der vorliegenden Vertragsbedingungen sowie der Bestimmungen des Urheberrechts hinzuweisen.

§ 6 Nutzungsüberlassung

1. Der Kunde darf **ambiente®** gem. §1 (2) auf Zeit oder auf Dauer Dritten zur Nutzung überlassen, vorausgesetzt der Dritte erklärt sich gegenüber dem LG schriftlich mit der Weitergeltung der vorliegenden Vertragsbedingungen auch ihm gegenüber einverstanden. Im Falle der Nutzungsüberlassung muss der Kunde dem neuen Anwender das gesamte **ambiente®**, einschließlich gegebenenfalls vorhandener Sicherungskopien übergeben oder die nicht übergebenen Kopien vernichten. Infolge der Weitergabe erlischt das Recht des Kunden zur Nutzung von **ambiente®**. Eine Weiterveräußerung bzw. der Handel, eine Vermietung oder das Verleasen von **ambiente®** zu Erwerbszwecken sind nicht zulässig, es sei denn, dies wird in einem gesonderten Vertragsverhältnis ausdrücklich vereinbart.
2. Der Kunde ist im Falle der Nutzungsüberlassung von **ambiente®** an Dritte auf Zeit bzw. auf Dauer verpflichtet, im Rahmen einer schriftlichen Nutzungsübergangserklärung ANOVA den Namen, die vollständige Anschrift und Kontaktdaten des Dritten mitzuteilen.

§ 7 Gewährleistung

1. ANOVA gewährleistet, dass **ambiente®** gemäß den Dokumentationsangaben im Benutzerhandbuch bzw. gemäß den jeweils aktuellen Produktinformationen auf Hardwaresystemen mit den von ANOVA benannten Systemvoraussetzungen funktioniert und frei von Material- und Herstellungsfehlern ist.
2. Die Gewährleistungsfrist beträgt 12 Monate. Bei einem Nachweis von Mängeln gemäß Absatz 1, die die Funktion von **ambiente®** nicht nur unwesentlich einschränken, wird ANOVA diese im Rahmen der Gewährleistung beheben. Dies geschieht nach Wahl des Kunden durch Nachbesserung in Form eines Korrektur-Updates oder durch Ersatzlieferung. Bei einem Fehlschlagen der Nachbesserung oder Ersatzlieferung kann der Kunde Wandelung oder Minderung geltend machen.
3. Gewährleistungsanspruch besteht nicht, wenn der Kunde **ambiente®** unsachgemäß behandelt, benutzt, lagert oder modifiziert.
4. Bei Mängeln außerhalb der Gewährleistung oder bei Verlust von **ambiente®** bzw. einzelner Bestandteile gemäß §1 (2), kann der Kunde bei ANOVA eine Ersatzlieferung anfordern. ANOVA behält sich in diesem Fall vor, eine Aufwandsgebühr (Material-, Bearbeitungs- und Versandkosten) zu berechnen. Der Dongle kann gegen Aufwandsgebühr jedoch nur im Austauschverfahren ersetzt werden. Bei Verlust wird für den Ersatz des Dongle die volle Lizenzgebühr erhoben. Eine ausreichende Risikoabsicherung (Versicherung) liegt in der Verantwortung des Kunden.

§ 8 Untersuchungs- und Rügepflicht

1. Der Kunde wird **ambiente®** innerhalb von 10 Werktagen nach Lieferung und Zugang der Codenummer für die Aktivierung der Vollversion von **ambiente®** untersuchen, insbesondere im Hinblick auf die Vollständigkeit sowie der Funktionsfähigkeit grundlegender Programmfunktionen. Mängel, die hierbei festgestellt werden, müssen ANOVA innerhalb weiterer 10 Werktage schriftlich gemeldet werden. Die Mängelrüge muss eine nach Kräften detaillierte Beschreibung der Mängel beinhalten.
2. Mängel, die im Rahmen der beschriebenen ordnungsgemäßen Untersuchung nicht feststellbar sind, müssen innerhalb von 10 Werktagen nach Entdeckung unter Einhaltung der in Absatz 1 dargelegten Rügeanforderungen gerügt werden. Bei einer Verletzung der Untersuchungs- und Rügepflicht gilt **ambiente®** in Ansehung des betreffenden Mangels als genehmigt.

§ 9 Haftung

1. ANOVA haftet für Schäden wegen Rechtsmängeln und Fehlens zugesicherter Eigenschaften, für Vorsatz und grobe Fahrlässigkeit auch seiner gesetzlichen Vertreter und leitenden Angestellten. Die Haftung für anfängliches Unvermögen, für das Verschulden sonstiger Erfüllungsgehilfen sowie für eine durch leichte Fahrlässigkeit bedingte Verletzung einer Kardinalpflicht dieses Vertrages wird auf das Fünffache des Überlassungsentgelts sowie auf solche Schäden begrenzt, mit deren Entstehung im Rahmen einer Softwareüberlassung typischerweise gerechnet werden muss. Die Beweislast für einen entstandenen Schaden trägt der Kunde.
2. Die Haftung für Datenverlust wird auf den typischen Wiederherstellungsaufwand beschränkt, der bei regelmäßiger und gefahrensprechender Anfertigung von Sicherungskopien eingetreten wäre.
3. ANOVA haftet nicht für durch die Benutzung von **ambiente®** beim Kunden erzielte Ergebnisse bzw. die Eignung dieser Ergebnisse zu einem bestimmten Zweck, für etwaige Folgeschäden, Gewinn- oder Sparverluste.

§ 10 Eigentumsvorbehalt und Vertragskündigung

1. ANOVA behält sich das Eigentum am dem Kundengelieferten **ambiente®** bis zur vollständigen Bezahlung sämtlicher zum Zeitpunkt der Lieferung bestehender oder später entstehender Forderungen aus diesem Vertragsverhältnis sowie den Entzug des Rechtes zur Benutzung von **ambiente®** durch schriftliche Kündigung im Falle einer Vertragsverletzung durch den Kunden vor.
2. Bei verschuldeten Zahlungsrückständen des Kunden oder bei Verstoß gegen diesen Vertrag gilt die Geltendmachung des Eigentumsvorbehalts bzw. die Vertragskündigung durch ANOVA nicht als Rücktritt vom Vertrag, es sei denn, ANOVA teilt dies dem Kunden ausdrücklich mit.
3. Bei Geltendmachung des Eigentumsvorbehalts bzw. bei Kündigung durch ANOVA erlischt das Recht des Kunden zur Weiterverwendung von **ambiente®**. Sämtliche vom Kunden angefertigten Sicherungskopien von **ambiente®** müssen vernichtet bzw. an ANOVA zurückgegeben werden.

(B) Nutzungsbedingungen für den **ambiente® ServicePLUS von ANOVA und den Online-Showroom **ambiente®** online**

§ 1 Gegenstand

1. ANOVA bietet im Rahmen des Dienstleistungsvertrages **ambiente®** ServicePLUS umfangreiche Leistungen für die Kunden an:
 - a) Telefonhotline über einen öffentlichen Festanschluss und Fernwartung über das Internet zu üblichen Geschäftszeiten (Mo. - Fr., 08.00 bis 16.00) und schriftliche Beratung per E-Mail, 24 Stunden Reaktionszeit);
 - b) Bereitstellung von Updates bei ggf. notwendigen Korrekturen fachspezifischer Inhalte oder Anpassungen der Software **ambiente®** innerhalb der vorhandenen Grundfunktionalität und jeweiligen modularen Ausbaustufe;
 - c) Bereitstellung von Upgrades (Nachfolge-Programmversionen) entsprechend ihrer Verfügbarkeit;
 - e) Bereitstellung von digitalisierten Artikelkollektionen von Herstellern und Großhandelsunternehmen über das Internet (sofern vom jeweiligen Lieferanten dazu eine Freigabe erteilt wurde);
 - f) Unterstützung der Marketing- Aktivitäten des Kunden (gestaltete Bildvorlagen zum Download, Erstellung von Raumbildern nach Wunsch mit bereitstehenden Kollektionen, Bereitstellung von Vorlagen für Poster und Social Media Aktivitäten über facebook und Instagram u. ä.);
 - g) Information über Weiterentwicklungen, Schulungen, Messetermine, Lieferung aktueller Produktinformationen.
2. Als zusätzliche Option bietet ANOVA die Bereitstellung eines virtuellen Showrooms **ambiente®** online wahlweise auf einer von ANOVA betriebenen Website oder auf der eigenen Homepage des KUNDEN an.
Mit **ambiente®** online werden vorgegebene Raumsituationen oder vom KUNDEN mit Hilfe der Funktion „Kundenfoto“ selbst eingestellte digitale Fotos so aufbereitet, dass der KUNDE diese nach dem Prinzip der **ambiente®** Bildgestaltung individuell mit Original-Artikeln aller verfügbaren Hersteller dekorieren kann. **ambiente®** online bietet die Kombination der 3D-Fenstergestaltung aus **ambiente®** mit 2D-Mapping für Boden, Wand und Interieur. Durch Zugriff auf für die Nutzung freigegebene Herstellerkollektionen können vorgegebene Raumsituationen oder eigene Fotos entsprechend den Vorstellungen gestaltet, ausgedruckt, versendet und entsprechende Mustersituationen abgespeichert werden.
3. Es ist ANOVA grundsätzlich gestattet, den **ambiente®** ServicePLUS und **ambiente®** online insgesamt oder hinsichtlich einzelner Teilleistungen an Subunternehmer zu übertragen.

§ 2 Registrierung / Datenschutz

1. Für die Nutzung des **ambiente®** ServicePLUS und von **ambiente®** online in der Vollversion ist eine Registrierung erforderlich. Der KUNDE beantragt die Registrierung durch Ausfüllen der auf www.deco21.de zur Verfügung gestellten Formulare. Sämtliche Regelungen dieses Vertrages basieren auf der Datenschutzerklärung von ANOVA.
2. Dem KUNDEN ist bekannt und er willigt darin ein, dass seine für die Auftrags- und Bestellabwicklung sowie Archivierung notwendigen persönlichen Daten auf Datenträgern gespeichert werden. Er stimmt der Erhebung, Verarbeitung und Nutzung seiner personenbezogenen Daten ausdrücklich zu. Die Verarbeitung der Daten erfolgt unter Beachtung der geltenden Datenschutzgesetze. Sämtliche Daten werden vertraulich behandelt. Dem KUNDEN steht das Recht zu, Auskunft zu seinen bei ANOVA gespeicherten Daten zu verlangen und diese Einwilligung jederzeit mit Wirkung für die Zukunft zu widerrufen. ANOVA

Manual **ambiente®** for Windows

verpflichtet sich für den Fall zur sofortigen Löschung der persönlichen Daten, es sei denn, ein Bestellvorgang ist noch nicht vollständig abgewickelt.

3. Der KUNDE erklärt sich damit einverstanden, dass alle Zugriffe auf **ambiente®** ServicePLUS und **ambiente®** online protokolliert und gespeichert werden. Die Zugriffsdaten werden ausschließlich für interne Zwecke beim Portal-Betreiber genutzt, soweit dies für dessen Betrieb erforderlich bzw. sinnvoll ist.

4. Der KUNDE erhält für die Nutzung von **ambiente®** ServicePLUS und **ambiente®** online ein Login und verpflichtet sich zur Geheimhaltung bzw. zur unmittelbaren Änderung des Passwortes, falls eine Kenntnisnahme durch Dritte zu befürchten ist.

§ 3 Vertragsabschluss, Lieferumfang

1. Der KUNDE erteilt ANOVA den Auftrag zur Freigabe des vollen Nutzungsumfangs von **ambiente®** ServicePLUS und **ambiente®** online gemäß Bestellschein. Der Vertrag kommt zustande, wenn der vom KUNDEN erteilte Auftrag mittels E-Mail durch ANOVA bestätigt worden ist.

2. Bei Schreib- und Rechenfehlern sowie Irrtümern in der Website ist ANOVA nicht zur Auftragsbestätigung und Durchführung des Auftrags verpflichtet.

3. Zum Lieferumfang gehört die Einrichtung des KUNDEN als registrierter Nutzer des **ambiente®** ServicePLUS und von **ambiente®** online auf <http://mapping.ambiente-showroom.de/ao> und/oder unter der Domain des KUNDEN. Dies umfasst auch die Integration der gewählten Lieferantenkataloge und ggf. Einbindung des Firmenlogos und Farbanpassung der Benutzeroberfläche. Der Support auf Seiten des KUNDEN bei Problemen mit Hardware und Betriebssystemen ist nicht Bestandteil des Vertrages.

§ 4 Liefer- und Zahlungsbedingungen, Preise

1. Die Lieferung erfolgt ausschließlich digital zu der bei Vertragsabschluss gültigen, auf dem Bestellschein ausgewiesenen Nutzungsgebühr. Alle Entgelte verstehen sich zuzüglich der gesetzlichen Mehrwertsteuer.

2. Die Nutzungsgebühr für den **ambiente®** ServicePLUS und **ambiente®** online fällt jeweils jährlich im Voraus an. Sie wird per Lastschrift eingezogen (gilt nur für Kunden in Deutschland und im EU-Ausland).

3. ANOVA kann die Nutzungsgebühr nach billigem Ermessen (§315 III BGB) durch Mitteilung an den KUNDEN mit Zugang spätestens sechs Wochen vor Ablauf eines Vertragsjahres mit Wirkung für die folgenden Vertragsjahre anpassen.

4. Die Vertragsannahme kann von ANOVA innerhalb 14 Tagen nach Eingang dieser Bestellung abgelehnt werden. Der KUNDE hat ebenfalls das Recht zum Vertragsrücktritt innerhalb von 14 Tagen nach Unterschriftsdatum, jedoch nicht nach Aktivierung von **ambiente®** ServicePLUS und **ambiente®** online gemäß Bestellschein.

5. Der Vertrag wird zunächst für eine feste Laufzeit von 12 Monaten abgeschlossen. Danach kann der Vertrag mit einer Frist von 3 Monaten zum Ende eines Vertragsjahres schriftlich gekündigt werden. Sofern keine Kündigung vorliegt, verlängert sich der Vertrag automatisch.

6. Kommt ein KUNDE seinen Zahlungsverpflichtungen nicht nach, so hat ANOVA nach erfolgter Nachfristsetzung das Recht zur fristlosen Kündigung dieses Vertrages.

§ 5 Verfügbarkeit

1. ANOVA strebt an, den **ambiente®** ServicePLUS und **ambiente®** online rund um die Uhr zu betreiben. Es kann jedoch nicht garantiert werden, dass Zugang oder Nutzung ununterbrochen oder fehlerfrei möglich sind.

2. ANOVA behält sich insbesondere vor, den Betrieb von **ambiente®** ServicePLUS und **ambiente®** online für Wartungsarbeiten u. ä. kurzzeitig zu unterbrechen. Auf das vom KUNDEN zu entrichtende Entgelt haben derartige Unterbrechungen keinen Einfluss.

§ 6 Gewährleistung und Haftung

1. Der ambiente® ServicePLUS und ambiente® online werden im Internet bereitgestellt. Auf Risiken und Gefahren, die sich aus der Nutzung im Internet ergeben, hat ANOVA keinen Einfluss. Alle sich aus der Nutzung des Internets ergebenden Risiken, Gefahren und Kosten trägt der KUNDE.
2. ANOVA übernimmt bei Sachmängeln die Gewährleistung und Haftung nach den gesetzlichen Vorschriften, soweit nachfolgend nichts anderes bestimmt ist. Die gelieferten Bilder sind nur dann mangelhaft, wenn sie dem technischen Standard digitaler Bildbearbeitung nicht entsprechen. Farbliche Differenzen zwischen den Bildern und den Originalbilddateien können technisch nicht vermieden werden; sie sind daher keine Mängel. Ebenso liegt dann kein Mangel vor wenn eine Qualitätseinbuße durch eine mangelnde Qualität (z.B. Auflösung) der Originalbilddateien verursacht wird.
3. ANOVA haftet für Vorsatz und grobe Fahrlässigkeit. Für leichte Fahrlässigkeit haftet ANOVA nur bei Verletzung einer wesentlichen Vertragspflicht (Kardinalpflicht), deren Erfüllung die ordnungsgemäße Durchführung des Vertrages überhaupt erst ermöglicht und auf deren Einhaltung der KUNDE regelmäßig vertrauen darf, sowie bei Schäden aus der Verletzung des Lebens, des Körpers oder der Gesundheit.
4. ANOVA schuldet die branchenübliche Sorgfalt. Bei der Feststellung, ob ANOVA ein Verschulden trifft, ist zu berücksichtigen, dass Software nicht fehlerfrei erstellt werden kann.
5. Die Haftung ist im Falle leichter Fahrlässigkeit summenmäßig beschränkt auf die Höhe des vorhersehbaren Schadens, mit dessen Entstehung typischerweise gerechnet werden muss; maximal ist diese Haftung jedoch beschränkt auf eine jährliche Nutzungsgebühr aus dem Vertragsverhältnis.
6. Für den Verlust von Daten und/oder Programmen haftet ANOVA insoweit nicht, als der Schaden darauf beruht, dass es der KUNDE unterlassen hat, Datensicherungen durchzuführen und dadurch sicherzustellen, dass verlorengegangene Daten mit vertretbarem Aufwand wiederhergestellt werden können.
7. Die vorstehenden Regelungen gelten auch zugunsten der Erfüllungsgehilfen von ANOVA.

§ 7 Rechte

1. Für die Inhalte der übertragenen Daten und Bilddateien ist der KUNDE allein verantwortlich. Der KUNDE sichert ANOVA mit der Beauftragung zu, dass durch die ordnungsgemäße Auftragsabwicklung keine Urheber-, Marken- und sonstigen Rechte Dritter verletzt werden. Alle aus einer etwaigen Verletzung dieser Rechte entstehenden Folgen trägt allein der KUNDE. Der KUNDE sichert mit Erteilung des Auftrages zu, dass die Inhalte der übertragenen Daten und Bilddateien keine strafbaren, rechts- oder sittenwidrigen, insbesondere pornographische, volksverhetzende oder extremistische Inhalte aufweisen. Sollten ANOVA Zuwiderhandlungen gegen diese Zusicherung bekannt werden, wird ANOVA unverzüglich diese Dateien ohne Vorankündigung entfernen und die zuständigen Strafverfolgungsbehörden einschalten.
2. Der KUNDE behält alle Rechte an allen Unterlagen, die an ANOVA durch den KUNDEN übertragen werden. Damit der ambiente® ServicePLUS und ambiente® online realisiert werden können, gewährt der KUNDE ANOVA das zeitlich unbeschränkte Recht, die zur Verfügung gestellten Daten und Bilddateien für die im Rahmen dieses Vertrages zu erbringenden Leistungen zu nutzen. Dazu gehört auch die Speicherung, Vervielfältigung und Bearbeitung der Daten und Bilddateien. Das schließt auch das Recht ein, einzelne Daten und Bilddateien Dritten im Rahmen einer Fehlerbehebung zur Verfügung zu stellen.
3. Jede Art der Vervielfältigung, Bearbeitung, Verbreitung oder Veröffentlichung von Informationen des ambiente® ServicePLUS und von ambiente® online oder von Teilen hieraus ist untersagt, es sei denn, die Vervielfältigung ist Voraussetzung für den bestimmungsgemäßen Gebrauch.
4. Verstößt der KUNDE gegen diese Nutzungsbedingungen, so ist ANOVA berechtigt, das Vertragsverhältnis fristlos zu kündigen, den Zugang vorübergehend oder ganz zu sperren.

Datenverwendung und Datenschutz im Rahmen dieses Vertrages

ANOVA hält sich bei der Erhebung, Verarbeitung und Nutzung personenbezogener Daten streng an die gesetzlichen Bestimmungen der EU-Datenschutz-Grundverordnung. Wir erheben, verarbeiten und nutzen personenbezogene Daten nur, soweit sie für die Begründung, inhaltliche Ausgestaltung und Änderung des Rechtsverhältnisses erforderlich sind

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(Bestandsdaten. Nach vollständiger Vertragsabwicklung werden die Daten zunächst unter Berücksichtigung steuer- und handelsrechtlicher Aufbewahrungsfristen gespeichert und dann nach Fristablauf gelöscht, sofern der Kunde der weitergehenden Verarbeitung und Nutzung nicht zugestimmt hat.

Der Kunde hat jederzeit das Recht auf unentgeltliche Auskunft über seine gespeicherten Daten, deren Herkunft und Empfänger und den Zweck der Datenverarbeitung sowie das Recht auf Berichtigung, Löschung bzw. Sperrung. Hierzu sowie zu weiteren Fragen zum Thema personenbezogene Daten kann er sich jederzeit unter nachfolgend angegebener Adresse an uns wenden.

Information nach EU-Datenschutz-Grundverordnung (EU-DSGVO) für Betroffene

Verantwortlich im Sinne des Art. 4 Nr. 7 EU-DSGVO ist

ANOVA GmbH, Joachim-Jungius-Straße 10, D-18059 Rostock

Tel: +49 381 2026 02 20, Fax: +49 381 2026 02 21, info@anova.de

Schlussbestimmungen

Sollten einzelne Bestimmungen dieses Vertrages ganz oder teilweise unwirksam sein oder werden wird die Wirksamkeit der übrigen Bestimmungen hierdurch nicht berührt. Die Parteien vereinbaren bereits jetzt für diesen Fall, dass die ungültige Bestimmung durch eine wirksame Bestimmung ersetzt wird, die dem wirtschaftlichen Zweck der ungültigen Bestimmung möglichst nahe kommt, Entsprechendes gilt für etwaige Lücken des Vertrages. Die Parteien werden im Falle einer sich aus diesem Vertrag ergebenden Streitigkeit vor Durchführung eines Gerichtsverfahrens (Klage) eine Schlichtung gemäß der Schlichtungsordnung der Hamburger Schlichtungsstelle für IT-Streitigkeiten in der zum Zeitpunkt der Einleitung eines Schlichtungsverfahrens gültigen Fassung durchführen. Das Schlichtungsverfahren soll dazu dienen, den Streit ganz oder teilweise, vorläufig oder endgültig beizulegen. Kommt eine Einigung vor der Schlichtungsstelle nicht zustande, ist der Rechtsweg zu den ordentlichen Gerichten eröffnet

Die Abtretung von Forderungen, die nicht Geldforderungen sind ist nur mit vorheriger schriftlicher Zustimmung der anderen Vertragspartei zulässig. Die Zustimmung darf nicht unbillig verweigert werden. Ein Zurückbehaltungsrecht kann nur wegen Gegenansprüchen aus dem jeweiligen Vertragsverhältnis geltend gemacht werden. Die Vertragsparteien können nur mit Forderungen aufrechnen, die rechtskräftig festgestellt oder unbestritten sind.

(6) Nebenabreden zu diesem Vertrag bestehen nicht. Allgemeine Geschäftsbedingungen der Parteien im Übrigen finden für diesen Vertrag keine Anwendung. Dies gilt auch dann, wenn solchen Bedingungen nicht ausdrücklich widersprochen wird.

Änderungen und Ergänzungen dieses Vertrages bedürfen der Schriftform. Auf dieses Formerfordernis kann nur durch schriftliche Vereinbarung verzichtet werden.

Es gilt das Recht der Bundesrepublik Deutschland. Ausschließlicher Gerichtsstand für alle Rechtsstreitigkeiten aus oder im Zusammenhang mit diesem Vertrag ist Rostock. ANOVA ist aber auch berechtigt, am allgemeinen Gerichtsstand des KUNDEN zu klagen.











A.3 **ambiente**® model catalogue

tapes and accessories



000 diverse (free form number, no automatic calculation)	034 trimming
010 lace trimming	035 2nd trimming
012 fringes	036 lace insertion
013 fixing pleats, incl. rings	038 inlay
014 decorative ribbon	039 U-velour tape
015 pleats tape, smocked	040 bias tape
017 Flamish pleats head	043 piping, pre-fabricated
018 threefold pleats	044 tuck
019 fourfold pleats	045 padded trimming
020 tracking tape	046 flannelette
021 pleats tape	047 deco pleat
023 gathering tape	048 2. deco pleat
026 pleats tape, fixed pleats	050 velcro tape
030 satin tape	051 velour tape
032 application braid	052 hook-and-loop fastener
060 leadweight tape	084 fan
061 leadweight tape, semi heavy	085 loops
062 leadweight tape, heavy	087 eyelets
065 leadweight sticks	088 eyelets placed in pleats
069 flounce, quilted	090 backing tape
070 flounce	091 ribbons
074 hem base	093 attached valance







076 tunnel tape	094 attached tail
077 extra heavy tape	095 pelmet finishing
078 loops with velcro	097 roller blind accessories
080 macramé lace	098 zip fastener
082 2nd fabric	099 tension strip
083 3rd fabric	120 flounce, pre-fabricated

voile curtains / sheers











101	voile curtain with leadweight tape	
103	voile curtain with hem	
104	voile curtain with pre-fabricated flounce	
105	voile curtain with macramè lace	
106	voile curtain with flounce	
108	festoon curtain, straight	
109	panel curtain (deco panel)	
110	cut-out curtain	
111	pointed curtain	
113	cross-curtain	
116	envelope curtain	
119	Panel curtain with poles	







cross-overs

201	cross-over, single gathered	
202	cross-over, double gathered	





203	cross-over, triple gathered	
204	American cross-over (with side gathering)	
205	side curtain	
206	side curtain with end-swag	
207	pointed cross-over	
208	gathered curtain with end-swag	

jardinieres





301	model A	
301	model B	
301	model C	
301	model D	
301	model E	
301	model F	
301	model G	
301	model H	
301	model I	
301	model J	





301	model K	
301	model L	
301	model M	
301	model N	
301	model O	
301	model P	

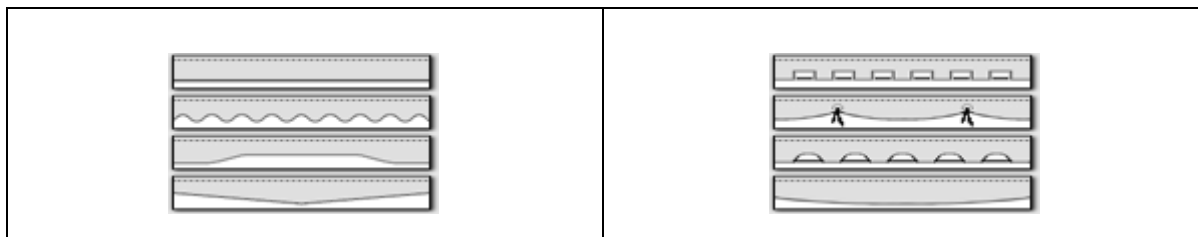
Jardinières

313	gathered curtain, model B	
314	gathered curtain, model C	
315	gathered curtain, model D	
317	festoon curtain, scalloped	





blinds / blind curtains

401	Austrian blind (sheers)	
402	Roman blind with slats	
403	Roman blind (sheers)	
404	swallow tail (pirouette)	











405	Roman blind with fan (sheers)	
407	centrally gathered curtain	
408	gathered swag curtain	
409	Roman blind with slats and fan (sheers)	

pelmet finishings for blinds**café-nets**



501	country-style curtain	
502	pane curtain, straight	
503	pane curtain, scalloped, model B	
503	pane curtain, scalloped, model C	
503	pane curtain, scalloped, model F	
503	pane curtain, scalloped, model G	
503	pane curtain, scalloped, model I	
503	pane curtain, scalloped, model M	
508	tension curtain, open	
509	paneaux, straight	
509	paneaux, straight	
510	side curtains	

511	paneaux, scalloped model A	
511	paneaux, scalloped model B	
513	tension curtain	
514	waste-tension curtain	










voile curtain valances

601	valance, straight (sheers)	
602	valance, scalloped	
603	swag	
605	cloud cap	
608	swag valance with sashes (sheers)	
610	swag valance with tails	
611	dome swag	
612	free-hand decoration, model B	
613	free-hand decoration, model A	
614	fan swag	

voile curtain tails






630	pleated tail	
631	folded tail	

side decorations




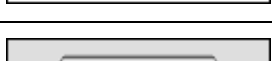
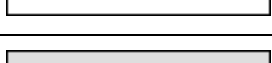
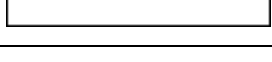
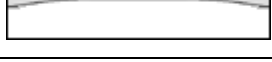



701	side decoration	
701	side decoration with 702 lining	
701	side decoration, draped to the floor	
701	side decoration with R01 tie-backs	
701	side decoration, gathered, draped to the floor	
701	side decoration, centrally gathered, draped to the floor	
701	side decoration, centrally gathered dome	
703	long tail	
704	side decoration, velours	
705	side decoration, woolfries	
709	side decoration, slope window	
712	side decoration, centr. gath. Dome	
717	side decoration, lifted (with ring)	
719	side decoration, centrally gathered	




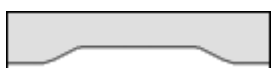





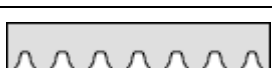


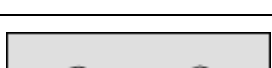
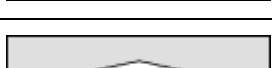
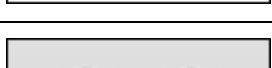
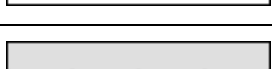
725	Side decoration, wave	
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deco tails

730	tip	
731	pleated tail	
732	folded tail	
733	pointed folded tail	
734	double tip	

















pelmet
















724	pelmet triangle	
740	pelmet straight, model A	
750	pelmet, scalloped model B	
750	pelmet, scalloped model C	
750	pelmet, scalloped model D	
750	pelmet, scalloped model E	
750	pelmet, scalloped model F	
750	pelmet, scalloped model G	
750	pelmet, scalloped model H	
750	pelmet, scalloped model I	



750	pelmet, scalloped model J	
750	pelmet, scalloped model K	
750	pelmet, scalloped model L	
750	pelmet, scalloped model M	
750	pelmet, scalloped model N	
750	pelmet, scalloped model O	
750	pelmet, scalloped model P	
750	pelmet, scalloped model Q	
750	pelmet, scalloped model R	
750	extra model	model S (on customers request, in accordance to sketch)
750	pelmet, scalloped model T	
750	pelmet, scalloped model U	
750	pelmet, scalloped model V	
750	pelmet, scalloped model W	
750	pelmet, scalloped model X	
750	pelmet, scalloped model Y	
750	Pelmet, scalloped model Z	

deco valances





800	valance, straight	
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






801	valance, scalloped model A	
801	valance, scalloped model B	
801	valance, scalloped model C	
801	valance, scalloped model D	
801	valance, scalloped model E	
801	valance, scalloped model F	
801	valance, scalloped model G	
801	valance, scalloped model H	
801	valance, scalloped model M	
802	swag valance with tails	
803	free-hand decoration, model A (swag with tails)	
804	swag (center swag)	
805	double swag	
806	swag valance with sashes	
807	dome swag	
808	festoon valance	

808	festoon valance with tie	
810	fan swag	
811	stylish gathered swag	
812	half fan swag	
813	swag valance with rosettes	
814	free hand decoration, model B	
815	free-hand swag (deco)	
819	one-sided centrally gathered swag	
823	pointed swag	
824	double-sided centrally gathered swag	
826	swag tail	
828	swag valance with side rosettes	
830	gathered valance	
831	swag valance	
832	sail valance	
833	gathered swag with tail	
834	gathered valance with tails	
835	gathered valance	

836	gathered valance with lining	
837	triangle sail	
838	valance with cellar pleat	
839	Baldachin	
840	swags, double	
841	stylish gathered swag, double	
842	bow tie	
843	bow tie with lining	
844	stylish gathered swag, triple	
845	valance, scalloped and smocked	
846	gathered valance with lining, bicolour	
847	drill valance, double-sided	
848	bicolour valance, two-piece	
849	valance, single pieces, assembled with tracking tape	
851	retoure pelmet	
852	pelmet element (price per piece)	

deco blinds

901	swallow tail (pirouette)	
902	fan-pleated blind with slats and fan	
904	Roman blind	
905	Roman blind with fan	

906	fan-shaped blind with pockets	
907	Austrian blind	
908	Roman blind with slats	
909	festoon blind with pleat	
910	pleated blind, model A	
910	pleated blind, model B	
910	pleated blind, model C	
910	pleated blind, model D	







pelmet finishings for blinds:



wall coverings






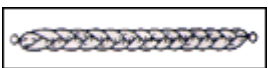






A00	wallpaper	
A01	wallpaper braid	
A02	decorative moulding	
A03	ceiling wallpaper	

Remainings





B01	bed cover	
B02	bed sheet	
B03	pillow cover	
B10	clothes	
K01	pillow	
K02	corner bench seat cushion	
K05	tablecloth	
K06	tablecloth, round	
K07	tablecloth, oval	
K10	bedspread	
K20	housse	
K30	upholstery fabric	
K40	towel	


tie-backs

R01	tie-back ribbon	
------------	------------------------	---

R03	tie-back, model A	
R05	tie-back, model B	
R06	tie-back, model B combination	
R07	2-piece bow knot	
R08	1-piece bow knot	
R10	plaited tie-back	
R11	smocked tie-back	
R12	bow, large	
R13	bow, small	
R14	decorative rosette	
R15	carnation rosette	
R16	frill tie-back	

sun shades

S01	horizontal bar blind (Venetian Blind)	
S02	vertical louver blind	
S03	pleated blind	
S04	roller blind	
S05	horizontal bar blind, extra model	
S06	vertical louver blind, extra model	

S07	pleated blind, extra model	
S14	twin blind	






floor coverings

T01	parquet	
T02	floor covering	
T03	laminat	
T04	carpet	
T05	floor rail	

Wall

A00	wallpaper	
A01	bordure	
A02	ceiling wallpaper	
A05	decorative strip	

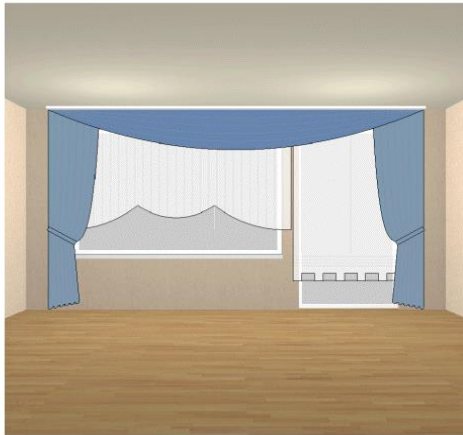
accessories

Z01	curtain pole	
Z03	deco blind	
Z04	thightrope	
Z05	curtain track	
Z20	roller blind lifting equipment	

A.4 Printouts

image print *image design*

ANOVA GmbH
Jungius Str. 10
18059 Rostock
Telefon : 0381/20280220



maßstab : ~ 1 : 24,4

ANOVA GmbH
Jungius Str. 10
18059 Rostock
Telefon : 0381/20280220



raum- und dekorationsmaße

wand (2 fenster)	wand breite : 500 cm linkes fenster breite : 250 cm rechtes fenster breite : 120 cm fenster abstand : 20 cm abstand zur rechten wand : 55 cm abstand zum boden : 70 cm abstand zum boden : 0 cm	wand höhe : 255 cm linkes fenster höhe : 160 cm rechtes fenster höhe : 230 cm abstand zur linken wand : 55 cm abstand zur decke (sturz) : 25 cm abstand zur decke (sturz) : 25 cm
dekoriationsfläche	dekoriationsfläche breite : 440 cm abstand linke fensterseite : 25 cm abstand zur decke : 3 cm (retoure) wandabstand : 10 cm	dekoriationsfläche höhe : 250 cm abstand rechte fensterseite : 25 cm abstand zum boden : 2 cm
faltrollo form e	dekoriationsbreite : 150 cm höhe : 215 cm schlaufenbreite : 10 cm ausschnitthöhe : 10 cm ausführung :	breite : 135 cm abschlusshöhe : 15 cm ausschnitte : 5 anzahl : 1 zugabe
blumenfenster form m	breite : 270 cm auslaufbreite links : 10 cm bogenbreite : 90 cm ausschnitthöhe obere : 30 cm ausführung :	höhe : 150 cm auslaufbreite rechts : 10 cm bogenzahl : 1 ausschnitthöhe untere : 15 cm zugabe
dekoschal gerafft (links, rechts)	raffpunkthöhe : 166 cm schalbreite links : 60 cm raffhalter links : 35 cm dekoriationsbreite : 440 cm ausführung :	höhe : 250 cm schalbreite rechts : 60 cm raffhalter rechts : 35 cm
raffbogen	breite : 440 cm bogenzahl : 1 ausführung :	anzahl bahnen höhe : 50 cm dekoriationsbreite : 440 cm zugabe

print of measurement list 3D planning

ambiente®

AMBITE GmbH, Janglein Str. 10, 18059 Rostock
0381 10060200

Klaus Mustermann
Musterstraße 12
34567 Musterstadt

12.05.2003

Datum

12.05.2003

Abholtermin

Verkäufer

Kunde

Rechnung

Rechnungsnr.: 2

Kommission:

Sehr geehrte Damen und Herren,

wir übersenden Ihnen wie abgestimmt unseren Kostenvorschlag über nachfolgende Position:

Dekoration:

Lin.Nr.	Stk.	Fertig-Breite	Fertig-Höhe	Art.Nr. / WB	Lieferant	Preis / m	Verbrauch (m/Stück)	Mat.-preis EUR	Anfertigung EUR	Montage EUR
(1) Ausschnittstore										
1	170	250		560632 / 150	SONNHAUS	36,57	8,48	326,30	35,20	0,00
Satinband						Anzahl Bahnen links: 2,6; Abschluss unten				
Automatic-Faltenband, 3 Falten 1:2,2						SC060_30	2,50	3,74	9,35	
						10902_29	2,99	3,94	11,78	
(2) Deko-Schal										
2	55	250		513031 / 140	SONNHAUS	29,97	6,34	190,00	29,40	0,00
Universalband						10881_22	Anzahl Bahnen links: 1,0; Lagerware	1,99	2,90	5,78
(4) Raffhalter										
2	30	8		513031 / 140	SONNHAUS	29,97	0,60	17,98	14,00	0,00

Material : 561,19 EUR
Anfertigung : 78,90 EUR
Netto-Gesamt: 551,54 EUR
16,00% MwSt. : 88,25 EUR
Endbetrag : 639,79 EUR

Zahlungsziel: Innerhalb von 14 Tagen auf Rechnungslegung

Wir hoffen, alle Ihre Wünsche korrekt berücksichtigt zu haben und würden uns über Ihre Auftragserteilung freuen.

Manual **ambiente**® for Windows

cost estimation print / calculation

(options: without senders address, without preview image, no price details)

ANDINA Multimediale Studios GmbH, Jungfern Str. 5, 10009 Frankfurt
030-4433933

12.05.2008

date

12.05.2008

term

GmbH Co. Hammer
Strasse
PLZ Porta Westfalica

12.05.2008

term

address

manuf. order
commission: Smith (100006)

voucher no.: 8

commission:

(1) cut-out curtain (110)

1 170 250

560632 / 150

SONNH+US

number of widths left: 2.5

8,46

35,20

tape height:29,00;

Satinband

SC060_30

Lagenware

3,74

Automatic-Faltenband, 3 Falten 1,2,2

10902_29

Lagenware

3,94

(2) side curtain (701)

2 55 250

KW 513031 / 140

SONNH+US

number of widths left: 1,0

6,30

29,40

hem height:10,00; tape height:22,00;

Universalband (1:2,50)

10881_22

Lagenware

2,90

invoice print / calculation

(options: with senders address, with preview image, with price details)

voucher no.: 0

12.05.2008

term

indication to delivery document no.:

commission: Smith (100006)

cut-out curtain (110)

(1) 1 170 250

540081

SONNH+US

300,0

4,25

tracking tape (1:2,50)

12345

4,45



hem height:20,00;

voucher no.: 0

12.05.2008

term

indication to delivery document no.:

commission: Smith (100006)

side curtain (701)

(2) 1 55 250

513003

SONNH+US

140,0

3,20

tracking tape (1:2,50)

9876

1,45



hem height:20,00;

voucher no.: 0

12.05.2008

term

indication to delivery document no.:

commission: Smith (100006)

swag (804)

(3) 1 140 60

513005

SONNH+US

140,0

2,07

gathering tape (1:1,00)

54669

SONNH+US

4,0

2,04



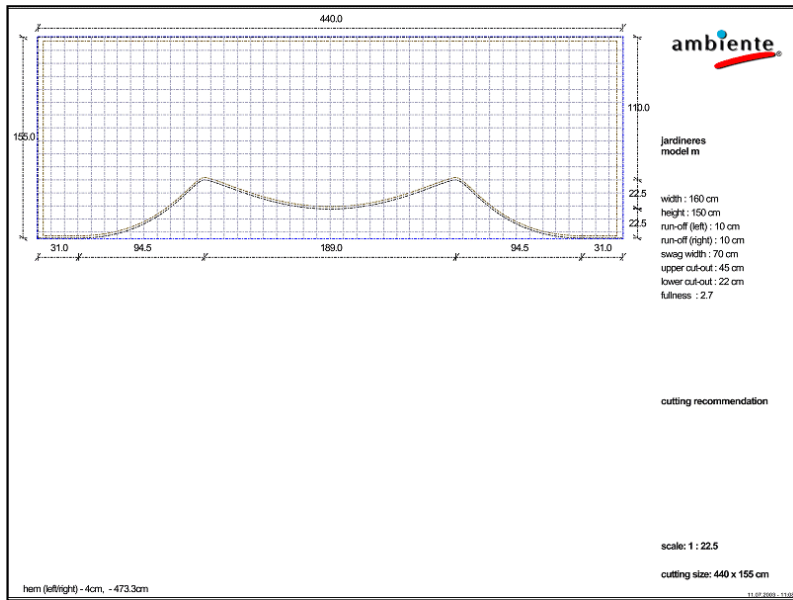
thickness (height):2,50

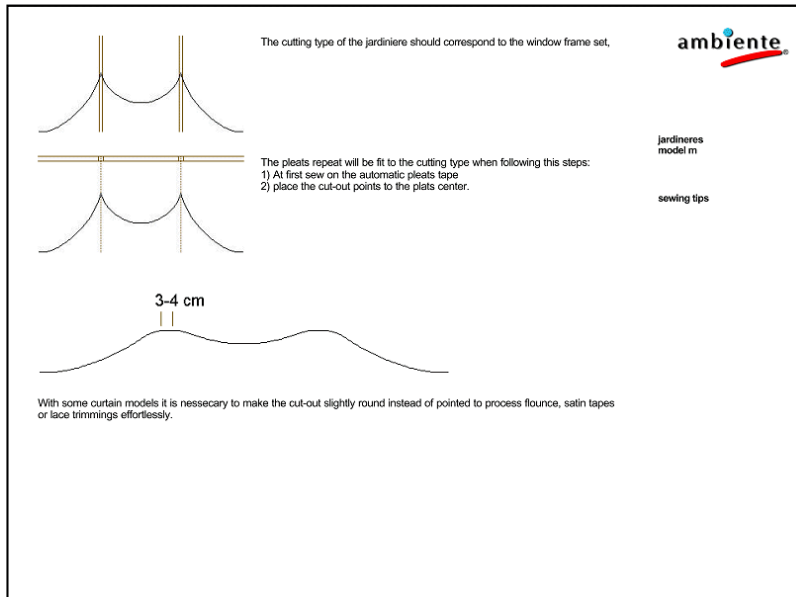
hem height:10,00; tape height:4,00;

print of manufacturing order / *calculation*

print of sewing labels / *calculation*

Manual ambiente® for Windows





**print of a cutting pattern
with measurement grid
overlay / *Curtain Cutting
Module***

print of sewing tips for the cutting model / *Curtain Cutting Module*

ambiente

month	manuf. costs (EUR)		fitting costs (EUR)		material price (EUR)	
	2007	2008	2007	2008	2007	2008
January	510,56	527,30	854,87	920,65	1056,19	1526,20
February	458,36	659,35	569,32	879,25	1089,90	1876,32
March	321,20	524,36	201,36	465,36	1487,35	1985,99
April	879,25	987,32	851,88	999,15	956,19	1498,35
May	510,56	527,30	854,87	996,65	1365,10	1499,20
June	587,56	0,00	983,32	0,00	1698,36	0,00
July	456,35	0,00	854,87	0,00	1687,36	0,00
August	756,36	0,00	753,69	0,00	2001,36	0,00
September	658,32	0,00	982,36	0,00	2015,37	0,00
October	648,35	0,00	945,36	0,00	2087,36	0,00
November	335,35	0,00	798,36	0,00	1987,99	0,00
December	689,36	0,00	983,36	0,00	1060,30	0,00
total:	6811,58	3225,63	9633,62	4261,66	18492,93	9884,41

print of turnover statistics

Δ X © Ψ

AX®

AX®

AX® WS

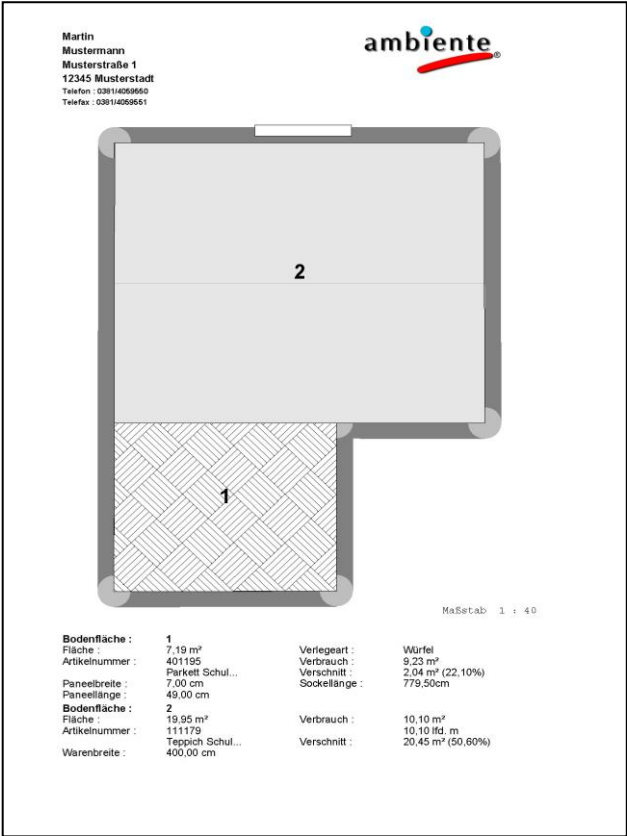
Δ X ® (S)



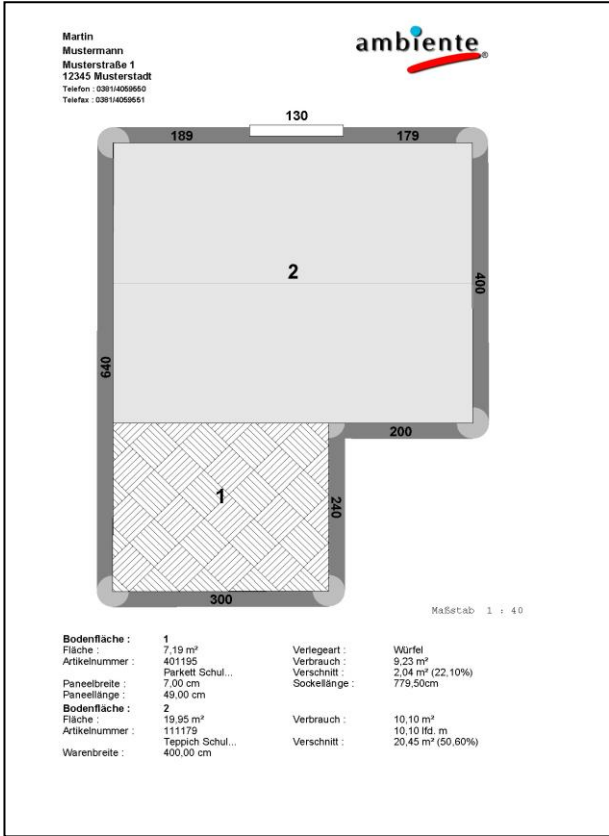





article label print

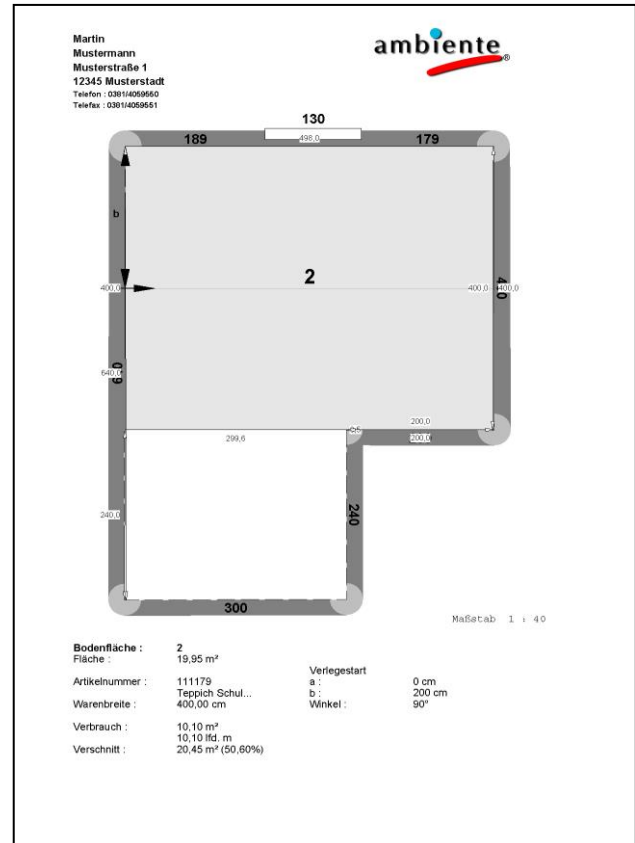
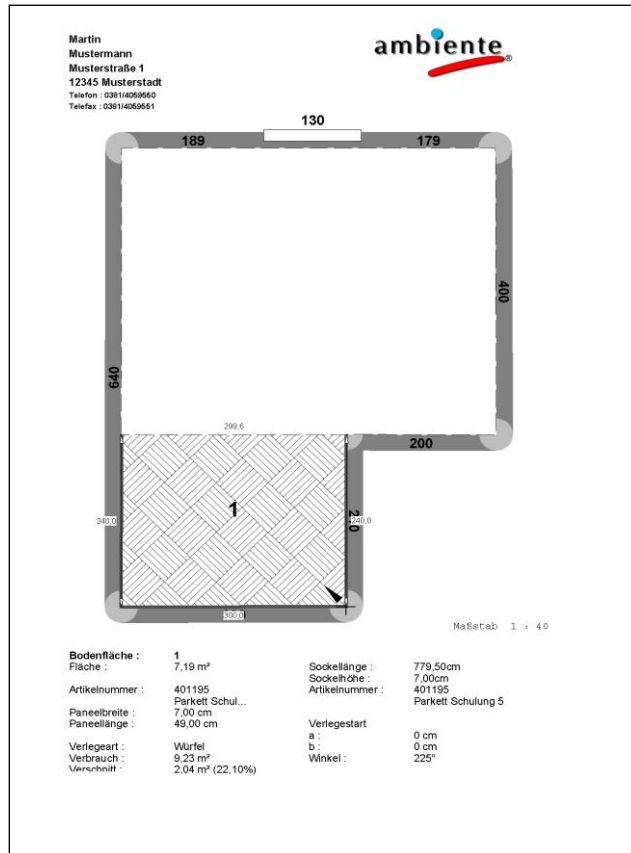


Printout from 3D Floor
Overview printout without measures

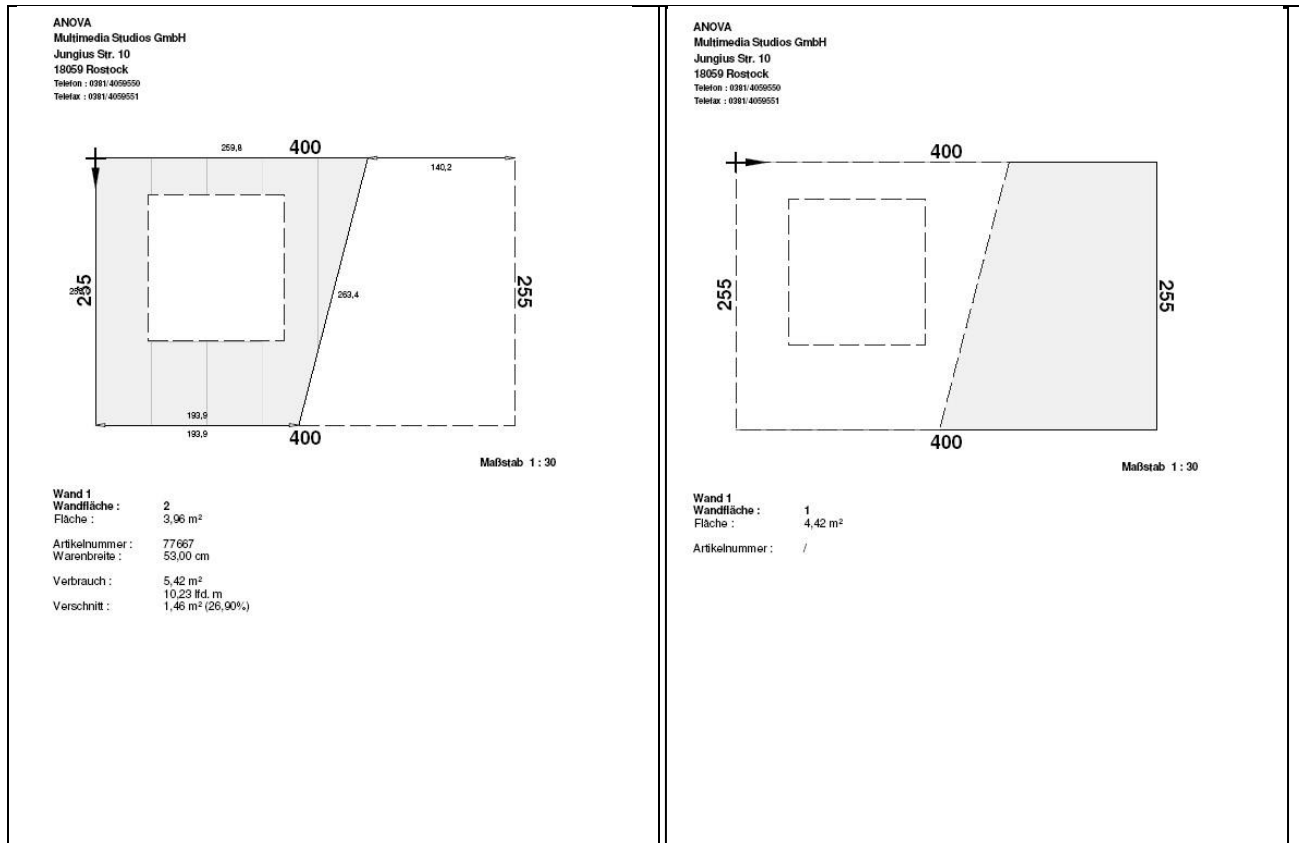


Printout from 3D Floor
Overview-Printout with measures

Manual **ambiente**® for Windows



printout from 3D Floor / Single areas with measures



printout from 3D Floor / Single areas with measures

Printout from 3D Wall / Wall with window and wallpaper with measures