



## ***Users Manual***

***Version 1.40***  
***english***

© 2008 Jörn Daub EDV-Beratung

All rights reserved

[www.daubnet.com](http://www.daubnet.com)

## Table of Contents

<b>Table of Contents .....</b>	<b>2</b>
<b>Preface .....</b>	<b>3</b>
Shareware? Try-Before-Buy Software? .....	3
Technical Support .....	3
Updates.....	3
Last but not Least.....	3
About this Manual.....	3
<b>Chapter I: Installation and First Steps .....</b>	<b>4</b>
Download .....	4
Installation .....	4
Step 1) Agree to the License Agreement .....	4
Step 2) Choose Install Location .....	4
Step 3) Wait for the installation to complete ....	4
Step 4) Launch the software .....	4
The Main Program Window .....	5
<b>Chapter II: Using the Load! Wizard .....</b>	<b>6</b>
The "Fit my cargo into containers" Wizard .....	6
Step 1) Your packing list .....	6
Step 2) Container utilization .....	7
Step 3) Compare Freight Costs .....	7
The "Single item: How many will fit?" Wizard .....	7
Step 1) Your cargo .....	7
Step 2) Container Types.....	8
Step 3) Compare Shipping Costs .....	8
<b>Chapter III: Working with Container Loads.....</b>	<b>9</b>
Creating a new container load .....	9
Opening an existing container load .....	9
Saving the container load .....	9
Exporting container loads to Excel .....	9
The Packing List.....	9
Adding Packages .....	9
Editing Packages.....	10
Dimensions, units and conversion .....	11
Deleting Packages.....	11
Containers .....	11
Container Information .....	11
Changing containers.....	12
Custom container types .....	12
Defining a new container type.....	12
Deleting container types .....	13
Changing container types .....	13
Import and Export container types .....	13
Resetting the container type library.....	13
Optimizing the load .....	13
Preferences Dialog .....	13
Basic Setup .....	14
Units .....	14
<b>Chapter IV: The interactive 3D View .....</b>	<b>15</b>
Selecting packages with the mouse .....	15
Moving Packages around.....	15
Turning and Tilting Packages.....	15
Changing views .....	16
Viewing direction .....	16
Moving the camera .....	16
The X-Ray View .....	16

The Weight Distribution View .....	16
Magnetic Walls.....	16
Magnetic Packages .....	16
Auto-Elevate .....	16
<b>Chapter V: Printing .....</b>	<b>17</b>
<b>Chapter VI: Appendix .....</b>	<b>17</b>
License Agreement.....	18
Ordering the Full Version .....	18
Uninstalling Load! .....	18
Load! XML Structure .....	19
Registry Entries.....	20
Command Line Parameters.....	20
Version History .....	20

## Preface

Dear customer,

**Load!** is a powerful tool for your business. It can easily save your time, efforts and money. Whether you are importing, exporting or manufacturing goods – stowing products in containers can be difficult and time consuming, when done manually. The computer can assist you in the container stowing process, and optimize results.

You may discover, that an extra 10% of a certain product fit into a container – effectively cutting shipping costs per product. Or you may find that a packing list requires 3 instead of 4 containers. Even if you realize that your shipment will not fit, it is still much cheaper to notice that before the containers arrive at the loading site – ordering an additional container later on would have been more expensive.

## Shareware? Try-Before-Buy Software?

Try-before-buy software (in other words: Shareware) are programs, which you can test-drive before purchase. This is just like test driving a car. **Load!** will work fully functional for 30 days after installation without you having to buy it. After this trial period expires, you can and may continue to use the software, but cannot create new container loads or change existing ones – it still functions as a “viewer” application, just like Adobe Acrobat Reader allows you to view PDF files. You can and may make copies of **Load!** (without registration code!) and give them to others.

The registration code turns the shareware into the full program, and removes the time limit. We think that this is the most honest way of selling software: You know what you’re getting before you make the decision to pay a cent!

## Technical Support

Our free e-mail support is available for any question or inquiry regarding **Load!**. Simply send an e-mail to [support@daubnet.com](mailto:support@daubnet.com), which will usually be answered within one business day.

## Updates

Simple and clear - just like the software itself: With the purchase of this version, you will receive free updates for all upcoming versions that start with a 1 (One). These can be downloaded from our website, and will accept your registration code to turn it into the full version.

## Last but not Least...

We wish you good business, and lots of fun using **Load!**

Jörn C. Daub

## About this Manual

Depending on your task, the operation of **Load!** will differ. This is why this manual was not conceptually created as a novel, but as a helping tool when using **Load!**. For your convenience we have sorted its chapters in the approximate order of use, but there are quite a few cross-references or references to screen items in it as well. These are shown as follows:

➤Topic (page X)	cross-reference to another topic in this manual
<b>Screen Text</b>	text, that is visible on the screen.
<b>Menu -&gt; Item</b>	menu item from the menu bar
<a href="http://www.daubnet.com">http://www.daubnet.com</a>	internet-address (URL)

## Chapter I: Installation and First Steps

### Download

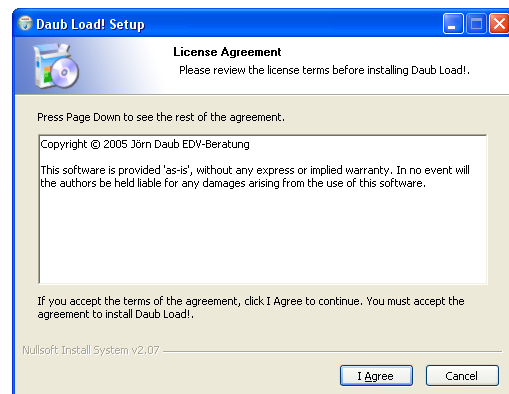
You can download **Load!** from its product homepage ( <http://www.daubnet.com/english/load.html> ) on the internet. You will get a file called LoadSetup.EXE, which you can save to your hard disk. After downloading it, you can run it by double-clicking its icon. This will automatically start the installation process which is described here.

### Installation

You can cancel the installation at any time by clicking the **X**-button in the upper right corner of the installation window.

#### Step 1) Agree to the License Agreement

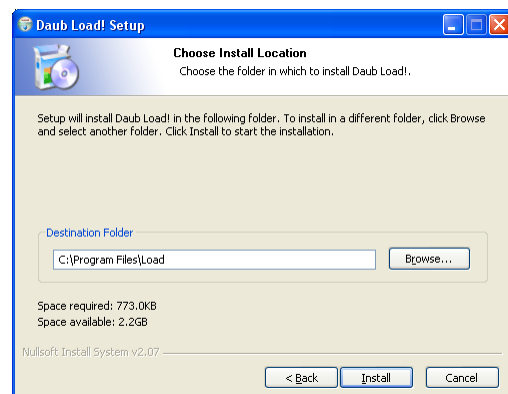
Read the displayed text and click on **I Agree**.



#### Step 2) Choose Install Location

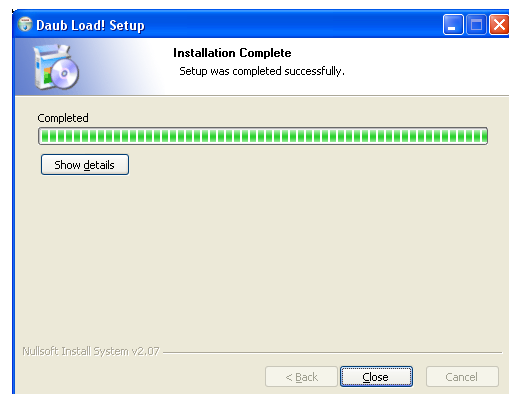
Under normal circumstances, you can simply leave the default folder, and click **Install**.

If you wish to change the destination folder, click on **Browse**, and select the installation directory. After changing the destination folder, click **Install**.



#### Step 3) Wait for the installation to complete

The progress bar indicates the software installation process. Once the installation is complete, the **Close** button will become available. Now click on **Close**.



#### Step 4) Launch the software

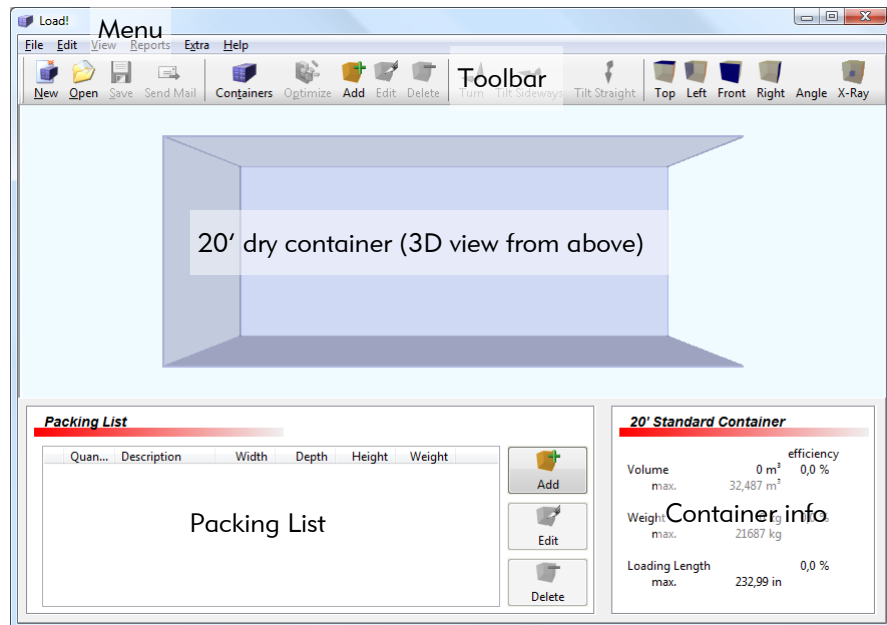
Once the installation has completed, you will find a new icon on your desktop, as well as one in your programs menu. Double-click on the desktop icon, or click on the **Load!** menu item in your start menu to launch **Load!**

## The Main Program Window

When you run **Load!**, you will see a window similar to the one on the right.

It features: (top to bottom)

- A standard **menu** to access the program's main commands.
- A **toolbar** for faster access to frequently used commands.
- The **3D view** of the container(s) and their contents.
- The packing list holding the items to be stowed into the containers.
- A Container information panel



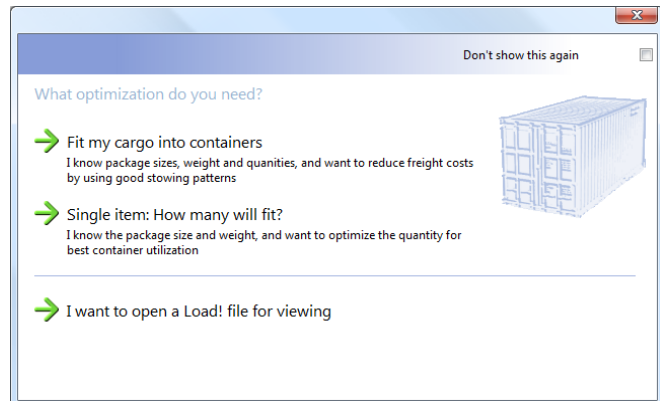
Some of the program's commands are not yet available, and are grayed out. They become available later during use. The 3D view shows a 20-foot dry container by default. If you plan to stow a different container type, don't worry about that yet. Go ahead, and enter your packing list – you can choose container types later.

## Chapter II: Using the Load! Wizard

The Load! wizard helps you answer certain questions quickly, and leads you through step by step. By default, the wizard appears automatically whenever you launch Load!. If you turned that off, you can run it by using the **File -> Load! Wizard** menu command.

If you have a packing list, and wish to know how to stow them into containers click on "Fit my cargo into containers".

If you have a single item, and want information on how many of those fit into which type of container, click on "Single Item: How many will fit?".



### The "Fit my cargo into containers" Wizard

#### Step 1) Your packing list

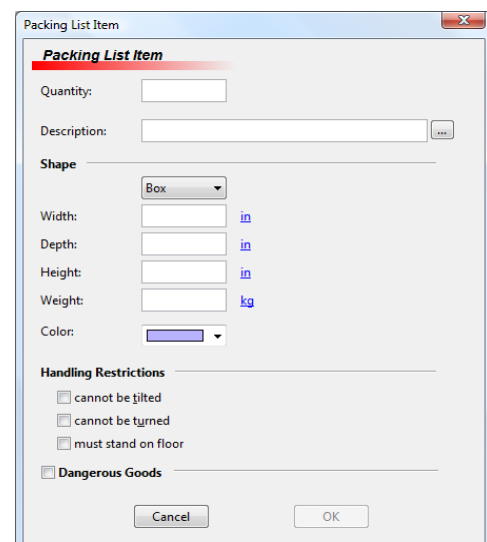
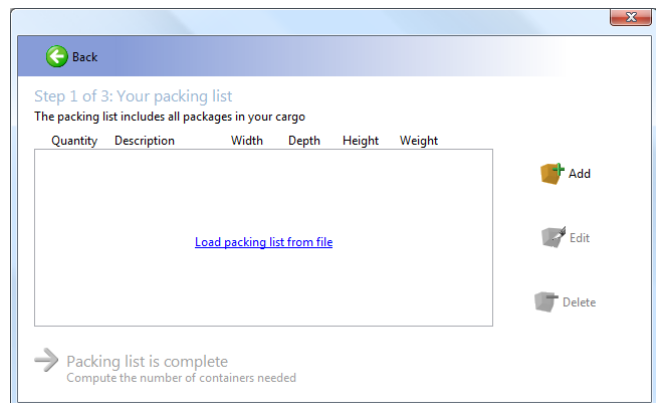
The wizard needs a list of items that you wish to ship. You can either add them now or load it from a file.

Click on **Add** to append another item to the packing list. A new window will appear to take the details of your item. This window is described in detail in ➤ *Adding Packages* (page 9)

Click on **OK** to close the window. Repeat these steps for every item on your packing list.

The **Edit** and **Delete** buttons allow changing items and removing them. Click on any item to highlight it, which makes these buttons available.

When you're done entering your packing list, click on **Packing list is complete** to get to the next step.



### **Step 2) Container utilization**

You now see a list of container types, and how many of these you would need if you stowed everything in containers of only that type.

In the example to the right, you would need six 20' containers or three 40' containers, not both.

If you need totally different containers (i.e. reefer) select the required group from the menu above the list of container types.

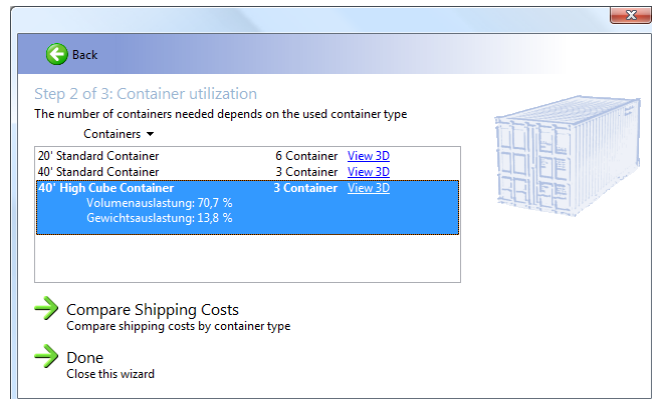
Click any container type to see the volume and weight efficiency.

If you want to see how your packing list loads into any container type, click on "View 3D".

### **Step 3) Compare Freight Costs**

If you are not sure yet, which container type would suit your packing list best, click on "Compare Shipping Costs".

Contact your forwarder and ask for the shipping costs for each of the container types. Enter those figures into the form to see the calculated total costs for each variant.



Step 2 of 3: Container utilization

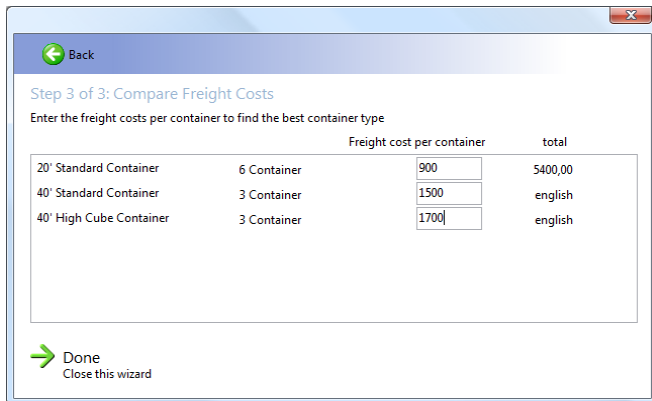
The number of containers needed depends on the used container type

Containers	
20' Standard Container	6 Container <a href="#">View 3D</a>
40' Standard Container	3 Container <a href="#">View 3D</a>
40' High Cube Container	3 Container <a href="#">View 3D</a>

Volumenauslastung: 70,7 %  
Gewichtsauslastung: 13,8 %

→ Compare Shipping Costs  
Compare shipping costs by container type

→ Done  
Close this wizard



Step 3 of 3: Compare Freight Costs

Enter the freight costs per container to find the best container type

		Freight cost per container	total
20' Standard Container	6 Container	900	5400,00
40' Standard Container	3 Container	1500	english
40' High Cube Container	3 Container	1700	english

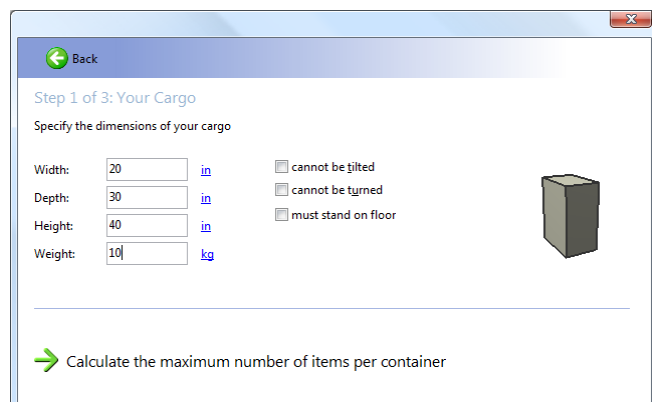
→ Done  
Close this wizard

## ***The "Single item: How many will fit?" Wizard***

This wizard is designed to help you in the planning stages of your shipment. It will assist you in reducing shipping costs per item by calculating optimal container loads.

### **Step 1) Your cargo**

Similar to the wizard above, you need to enter the item dimensions, its weight, and if any handling restrictions apply. Once you filled these fields, click on "Calculate the maximum number of items per container"



Step 1 of 3: Your Cargo

Specify the dimensions of your cargo

Width: 20 in ☐ cannot be tilted  
Depth: 30 in ☐ cannot be turned  
Height: 40 in ☐ must stand on floor  
Weight: 10 kg

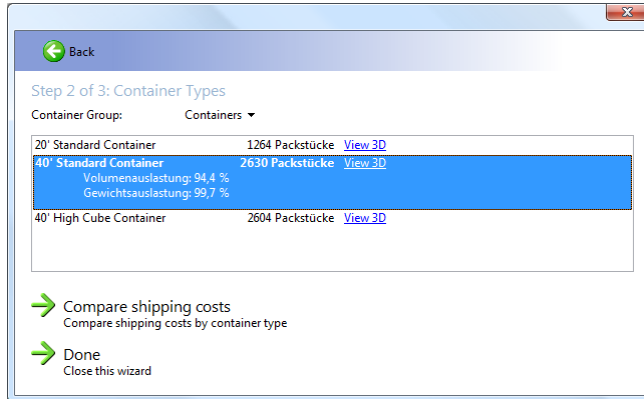
→ Calculate the maximum number of items per container

### **Step 2) Container Types**

Step two shows you how many of these items would fit into each container type. If you need totally different containers (i.e. reefer) select the container group to compare those instead of standard dry containers.

Click on any container type to see the volume and weight efficiency of that load. To see that load in the interactive 3D view, click on **View 3D**.

Sometimes the number of items per container is an obvious hint which container type and number of items to choose. In other cases it is not, you can then click on "Compare shipping costs".



Step 2 of 3: Container Types

Container Group: Containers ▼

20' Standard Container	1264 Packstücke	<a href="#">View 3D</a>
<b>40' Standard Container</b>	<b>2630 Packstücke</b>	<a href="#">View 3D</a>
Volumenauslastung: 94,4 % Gewichtsauslastung: 99,7 %		
40' High Cube Container	2604 Packstücke	<a href="#">View 3D</a>

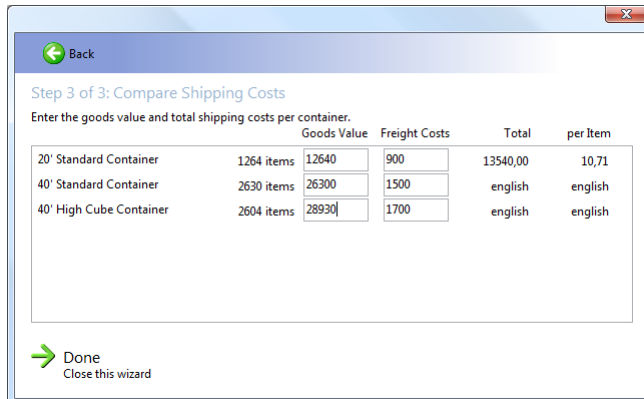
→ Compare shipping costs  
Compare shipping costs by container type

→ Done  
Close this wizard

### **Step 3) Compare Shipping Costs**

Enter the respective value of your goods in the first column, and check for possible quantity discounts. Ask your forwarder for shipping costs per container type that you are comparing, and enter those values into the second column.

The third column will now show you the total amount of money you'll need to invest in goods and shipping while the fourth breaks that down to the effective cost per item.



Step 3 of 3: Compare Shipping Costs

Enter the goods value and total shipping costs per container.

		Goods Value	Freight Costs	Total	per Item
20' Standard Container	1264 items	12640	900	13540,00	10,71
40' Standard Container	2630 items	26300	1500	english	english
40' High Cube Container	2604 items	26930	1700	english	english

→ Done  
Close this wizard



## Chapter III: Working with Container Loads

### Creating a new container load

Click on **File -> New**, or click on the **New** tool to start with a new, empty container load. You will see a 20-foot standard container in the 3D view, and an empty packing list.

### Opening an existing container load

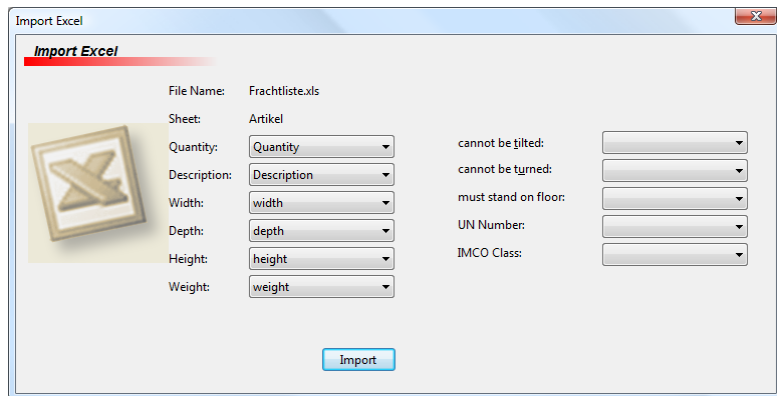
To open a container load file, click on **File -> Open** or click on the **Open** tool. A standard dialog will prompt you for the file name and location. This file will then be loaded and displayed.

### Importing container loads from Excel

If you want to import packing lists from excel spreadsheets, click on **File->Open** just like you would with a **Load!**-file, but select an XLS-file instead.

You will then get an import dialog like the one depicted on the right. This window allows you to select which columns of your spreadsheet into which of the fields in Load!.

Once you are done, click on **Import**.



### Saving the container load

Use the menu item **File -> Save** or click on the **Save** tool to save the current container load to disk. If it is a newly created load, you will be prompted for a filename. That filename will then appear in the title bar of the main window. If the file already has a name, it is saved under that name without prompting the user.

If you wish to save to a different file, select **File -> Save as...**

### Exporting container loads to Excel

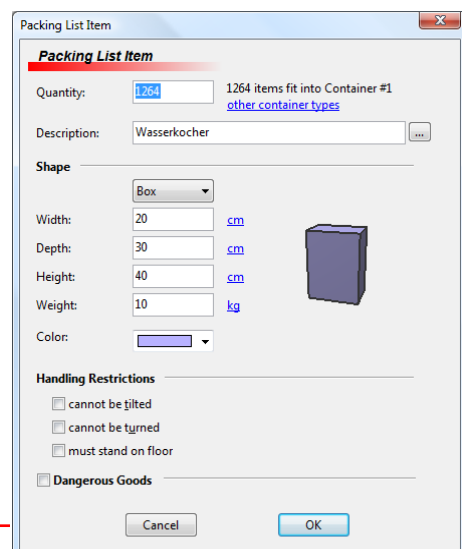
Select **File -> Save** as from the menu to create an Excel spreadsheet. You will be prompted for a file name, and a file type. Select the "Microsoft Excel (.xls)" file type to create XLS files that can be opened in Microsoft Excel and a number of other spreadsheet programs.

### The Packing List

The lower left corner of the main window displays the packing list. Just like the paper version, this list takes entries like "20 coffee machines" and "4 refrigerators". There is no need to enter four separate lines for each refrigerator or even twenty for the coffee machines, as long as the packages are equal in size and weight.

### Adding Packages

To add an item to the packing list, click on **Edit->Add Item** or on the **Add** tool. A new dialog will open, as shown on the right. It has fields to enter the **Quantity** and **Description** of the item, along with its dimensions and weight.



Once you enter dimensions, you will see a rotating 3D view of the item. If the box is larger than 10x10x10cm / 4x4x4 in, the system will calculate how many packages would fit into an empty container. If you wish to have this calculated on a different container type, click on **other container types**, and choose another type.

See ➤ *Dimensions, units and conversion (page 11)* on how to enter different units.

**Load!** knows three package types: **Box**, **Barrel** and **Pallet**. Choose the shape that most closely matches your cargo.

It may be less obvious, but the weight per package may become very important later on. This is why you should enter at least an approximate weight per box – if you know that weight is not going to make a difference, you can leave it empty.

The **Color** selection box is just for display and identification purposes.

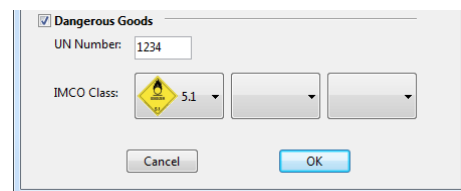
The next part of the dialog specifies the packages **Handling Restrictions**.

While the coffee machine on the screen shot can be turned and tilted in any direction, some packages may impose placement restrictions. This applies for example to pallets, which **cannot be tilted** – otherwise its payload might fall off. Often these pallets **must stand on the floor** as well, and cannot be stacked on top of one another.

When you check any handling restriction, this will have an effect on the optimizer. It will have less placement solutions to look into, and most probably will produce a less efficient result. Nevertheless, more efficient results would be useless, if they violated handling restrictions.

Bearing this in mind, you may want to mix those packages with others that have no such restrictions. Just like filling the gaps of large packages with smaller ones this will help efficiency quite a bit.

The **Dangerous Goods** section is used to mark items as hazardous. While this information does not influence the optimizer, it will become important when transmitting your packing list to third parties. You can specify up to three **IMCO Classes** and the **UN Number**.



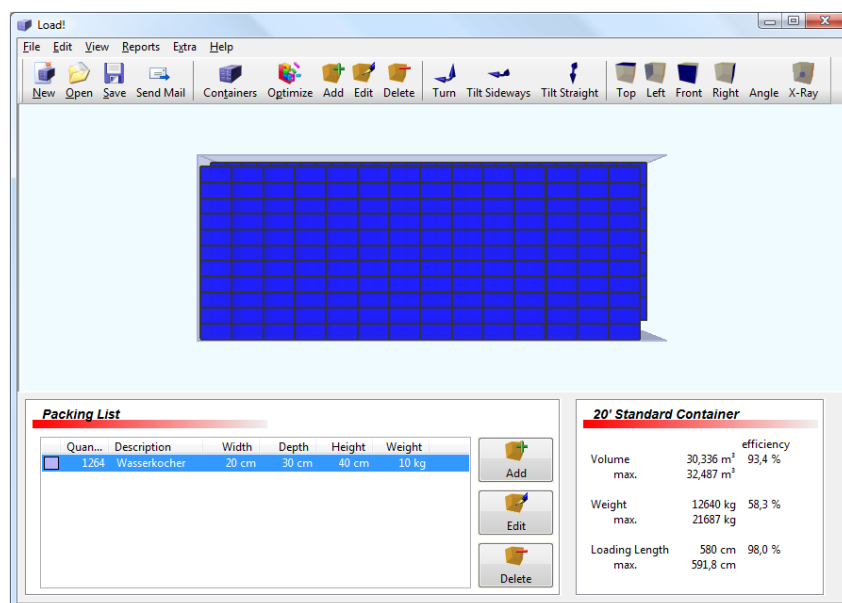
Once you are done with this dialog, click on **OK**. The newly added packages will appear in the packing list and in the 3D view. The integrated optimizer will determine a good stowing strategy and present you with its results.

### Editing Packages

To edit packages, click on an item in the packing list. This line, and all corresponding boxes in the 3D view will turn blue. Now click on **Edit->Edit Item** or on the **Edit** tool.

You will be presented with the same dialog that was used in ➤ *Adding Packages (page 9)*. Make your changes, and click **OK**.

As a short-cut, you can change package information directly by single-clicking on the value in the packing list. The value will change into an edit field.



Quan...	Description	Width	Depth	Height	Weight
1264	Wasserkocher	20 cm	30 cm	40 cm	10 kg

20' Standard Container	
Volume	30,336 m³
max.	32,487 m³
Weight	12640 kg
max.	21687 kg
Loading Length	580 cm
max.	591,8 cm

### **Dimensions, units and conversion**

The current length unit is specified to the right of the **Width**, **Depth** and **Height** fields. Depending on your computer system, this will default to centimeters or inch. You can change the current length unit by clicking on it, and selecting a different one from the menu. When you change units, all values will be converted accordingly.

Example: Your system has cm units by default. You want to enter the package as 2x3x5 inches.

1. click on "cm", and select the "Inches (in)" menu item
2. enter "2" into the width field
3. enter "3" into the depth field
4. enter "5" into the height field.
5. switch back to cm, click on "in", and select "Centimeters (cm)"

You will now see a width of 5.08, a depth of 7.62 and a height of 12.7 cm.

Alternatively, you can enter dimensions with different units without changing the length unit around: Simply specify the unit along with the dimension:

1. enter "2 in" into the width field – as soon as you leave the edit box, it will convert to "5.08"
2. enter "3 in" into the depth field – it will convert to "7.62"
3. enter "5 in" into the height field – it will convert to "12.7"

The same scheme applies to mixed dimension units ( 2 in x 7 ft x 3'4" ) and to fractional units – **Load!** will automatically convert your input to your preferred length unit.

### **Deleting Packages**

If you wish to delete a packing list item, click on its entry in the packing list. The entry and its corresponding packages in the 3D view will turn blue. Now click on **Edit->Delete Item** or on the **Delete** tool.

If you do not wish to remove all packages of the same type, you can either change the quantity of an item to a lower value, or use the interactive 3D display to select a few packages, and then click on Delete. Only the selected packages will be removed from the load.

## **Containers**

Besides the packing list, there is one more important element to container load optimization: the container itself. The type of container you are using imposes the limits we can work with.

### **Container Information**

The current containers loading state is displayed the right of the packing list. It shows the container type, its current utilization and loading limits.

The first section shows the total volume of all packages in the container, along with the maximum volume this container can hold. In the example to the right, more than half the container is still empty.

The second section shows the total weight of all packages in the container, and the maximum payload of this container type. The example shows a very lightweight cargo.

The third section shows the loading length, measured from the back wall to the end of the package that is closest to the front door. In the example, there are 631.5 cm between the front door and the first package – meaning more than 50% of the container is completely empty.

While it is very easy to reach high efficiency with small boxes, it can be very difficult or even impossible to reach such a solution with large packages. If you try to put packages of 2m x 7m x 1.3m into a 40-foot standard container, only one of them will fit. It utilizes only 27% of the space, but no matter how you turn that box around: you simply cannot put another one into the same container. This may be the right time to think about different container types, or – if that is at all possible – to think about repackaging the contents that package.

40' Standard Container			
Volume	25,293 m <sup>3</sup>	efficiency	37,8 %
max.	66,88 m <sup>3</sup>		
Weight	2400 kg		9,1 %
max.	26380 kg		
Loading Length	570 cm		47,4 %
max.	1201,5 cm		

### Changing containers

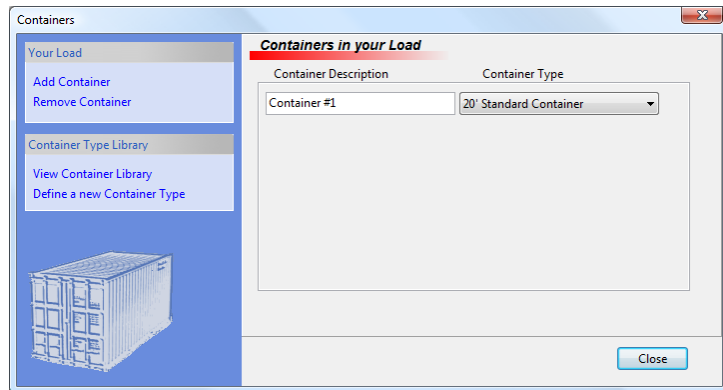
To change containers, simply click on the **Edit->Containers** command or on the **Containers** tool.

A new dialog will be shown, depicted to the right. The left column holds a list of commands, the remaining part lists the containers in your current load. Here you can change the containers description and their type.

The **Add Container** command appends another 20' container to the list.

The **Remove Container** command deletes the current container from the list.

Click on **Close** when you are done. The dialog will disappear, and you will see the new containers in the 3D view. **Load!** will then ask you, if the optimizer should run again to change package placement accordingly.



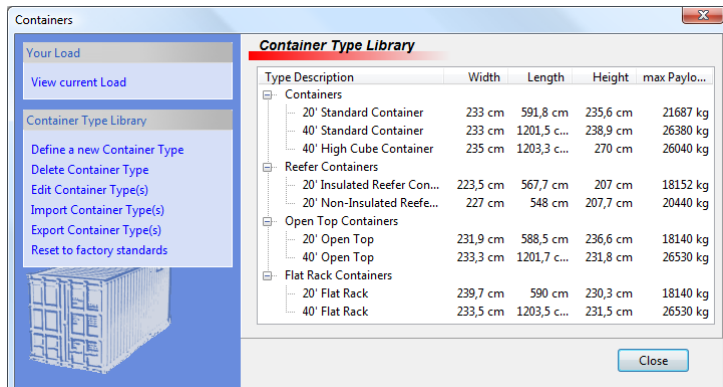
### Custom container types

**Load!** has a built-in library of the nine most common container types, but your shipping may need rare equipment that was not included in that library.

Just to give an example: there are 45-foot containers available from a few shipping companies - these containers might provide just the solution for the 2x7x1.3m packages mentioned earlier, so you need to add that type of container to the container type library to create an optimized load for this new type.

If you wish to change the container library, open the **Containers** dialog by clicking on **Edit->Containers** or through the **Containers** tool. Next, click on **View Container library**.

The right portion of the dialog will now show a list of container types, along with their interior width, length, height and maximum payload.



### Defining a new container type

To add a new type to this library click on **Define a new Container Type**.

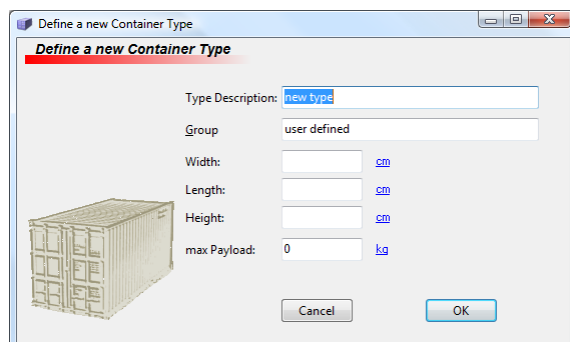
A new dialog will open, shown on the right.

All that is needed is the interior **width**, **length** and **height** of the container. Do not enter the external sizes! The latter have no meaning for the load optimization process.

Along with these measurements, you should specify a **maximum payload** for the new container type.

To distinguish container types, you should enter a good **description** for it, and enter a group name. The **group** name is used to group container types together. All built-in container types belong to the group "Containers". If your new type describes a certain truck, you may call it "Skania Truck Model 123" and put "Trucks" in the group field, to keep the trucks apart from the containers.

Click on **OK** when you are done. You will see an additional entry in the container type library. The new type is now available. Click on **View current load**, to switch back to the containers in your load.



### **Deleting container types**

If you defined a new container type, and decide that you have no further use for it, you can remove it from the library. You can still work with old files that used this type, but cannot create new container loads using this container type. Do remove a type from the library, go to the container type library (**Containers / View container library**), select the container type, and click on **Delete container type**.

### **Changing container types**

If you wish to change the dimensions or names for a container type, simply go to the container type library (**Containers / View container library**), select the container type, and click on **Edit container type**. The dialog used in ➤*Defining a new container type* (page 12) will be shown for your modifications.

Please note that changing a container type does not automatically change all containers of this type. Both the current load and previously created ones will still use the old container type information, until you explicitly assign the new container type to the containers (see ➤*Changing containers*, page 12).

### **Import and Export container types**

When you share container loads with others, the necessary container type definitions will accompany the other data in your load file, so that it can be properly displayed and worked on. But if you just want to share container type information, you can use the import and export facilities of **Load!**. To give an example of this: A trucking company could give their customers specifications on their trucks. The container type file would then have a group of truck types.

To import container types, go to the container type library (**Containers / View container library**), and click on **Import container types**. A standard dialog opens prompting you for the container type file. Now click **OK**.

To export container types, select those you wish to export from the container type library, and click on **Export container types**. You will then be prompted for a filename, in which the type information will be stored. This newly created file can be sent to other **Load!** users.

### **Resetting the container type library**

It is possible to add lots of container types, and even change the nine built-in ones. If you wish to discard all the changes you made, go to the container type library (**Containers / View container library**), and click on **Reset to factory standards**. You will need to confirm this action, since it reverts all changes you made to the library.

### **Optimizing the load**

Whenever you add items to the load, the integrated optimizer will place them in the containers in a space saving manner. If you want the optimizer to run again, simply click on **Edit->Optimize** or on the **Optimize** tool.

Please note that the optimizer will automatically add more containers, if these are needed. Similarly, unused containers will automatically be disposed.

The **Load!** Optimizer is a fairly complex piece of software. While it may appear very smart in some scenarios, it may seem extremely dumb in others. This is because it works differently than a human expert: it probes a huge number of possible stowing solutions, and presents you with the best result it could find. A human will try just a few combinations and use the best of those, but a person will be able to use its experience from the past to make better choices in which combinations to try. Both will be unable to evaluate all possibilities, as the number of possible solutions can easily exceed billions. Chances are, that the computer will find a better choice in less time.

The **Load!** Optimizer is under constant development. If you are able to create a manual optimization that is better than the one presented to you by the optimizer, feel free to send us a copy. We will look into your solution and into the optimization code to improve it for upcoming versions.

### **Preferences Dialog**

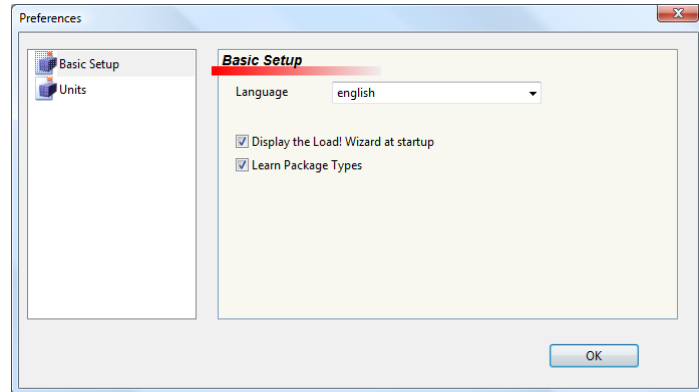
This window changes a number of program options. You can access it via the menu item **Edit -> Preferences**. It has 2 categories:

### **Basic Setup**

You can select the user interface language from a list. After selecting a new language, **Load!** will automatically change all windows correspondingly. You do not have to restart **Load!** for this to have an effect.

Display the Load! Wizard at Startup

Learn Package Types

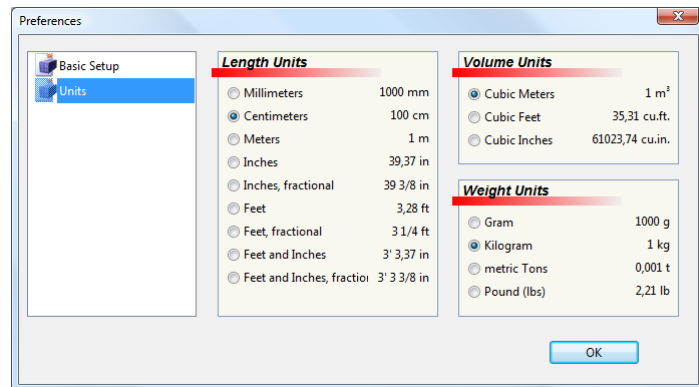


### **Units**

By default, **Load!** will automatically adjust to your region, and select metric or US default units.

- Metric default Units: cm, m<sup>3</sup>, kg
- US default Units: in, cu.ft., lbs

If you wish to use different units, you can select them in the Units section of the preferences dialog. **Load!** will remember this setting across program runs.



## Chapter IV: The interactive 3D View

The largest area of the main window is reserved for the 3D view. While you are working with the packing list, this will always show a current view of the containers and their contents. But besides showing the current state, it can be used to change things interactively.

You can get details about a package in 3D view by moving the mouse over it. It will first become highlighted. Now stop moving the mouse for a short while. A yellow hint window will appear with information on that package.

### Selecting packages with the mouse

Most interactive commands require you to select one or more packages first, before the command will do anything. To select a package, click on its 3D depiction, it will turn blue.

To add more packages to the selection, hold down the CTRL key, and click on the packages you wish to select. Clicking on a selected package while holding the CTRL key deselects it.

To select all packages in a rectangle, click on an unoccupied spot in the 3D view, and drag your mouse while keeping the mouse button down. A rubber band will follow your mouse. Release the mouse button to select all packages within that rectangle.

When you click on an entry in the packing list, all packages of this type will be selected.

### Moving Packages around

Moving packages around is as simple as drag-and-drop. To manually change the position of packages, you need to select them first. Then click on one of the selected packages and keep the mouse button pressed. Now move the mouse without releasing the mouse button. You will see how the packages follow the mouse. When you release the mouse button, the packages will stay at the new position.

You may find that the packages' movement is somewhat "jerky". They will try to stick to walls and to other packages. This makes it easier to stack packages next to one another. This behavior can be changed. See ➤*The Weight Distribution View*

Provided that you entered weights for each package, Load! can show you a 3D weight distribution view of your cargo. Use the **View->Weight Distribution** command to a "mountain" view of weights. Heavy loads will show high red mountains, while light packages will show a blue waterline. With this view, you can easily spot uneven loads. Click on **Weight Distribution** again to return to normal view.

### Loading Animation

To visualize the order of loaded packages, click on „View -> Loading Animation“. It will show you how packages will be loaded one by one into the container(s). Click „View -> Normal“ to stop the animation.

Magnetic Walls (page 16) and ➤*Magnetic Packages (page 16)*. The packages will also jump on top of others when moved – see ➤*Auto-Elevate (page 16)*

Depending on where you move the packages, some of them will turn red. This happens when packages exceed the container limits. Move the packages back into the container, and their color will change back to normal.

### Turning and Tilting Packages

You can change the orientation of packages in any of the three directions.

The **Edit->Turn** command and the **Turn** tool rotate a package around the vertical axis. The side that was on the floor stays there, but is turned by 90°.

The **Edit->Tilt Sideways** command and the **Tilt sideways** tool rotate a package around a horizontal axis. The side facing the containers side walls will stay put, but turned by 90°.

The **Edit->Tilt Straight** command and the **Tilt Straight** tool rotate a package around a horizontal axis. The side facing the containers front will stay put, but turned by 90°.



## Changing views

### Viewing direction

You can view the container(s) from different angles. By default you'll look onto the containers from the top. You can change this by clicking on the **Left**, **Front**, **Right** or **Angle** tools, or using the equivalent commands in the **View** menu.

The left and right views will show only the current container, when multiple containers are available. All other views will show all containers. To change the current container, use the top view, and click on a package in that container.

### Moving the camera

To move the camera / to move the containers position in the 3D view, use the right mouse button to click anywhere into the 3D view. While keeping the mouse button pressed, move the mouse. The containers will follow the mouse.

If your mouse has a wheel, you can move the mouse over the 3D view, use the wheel to zoom in and out.

### The X-Ray View

It is sometimes hard to tell whether there are empty spaces somewhere in the center of the containers. While you can look from all directions, some spaces will still be hidden by packages. The unique **X-Ray** tool and the **View->X-Ray** command let you see through all boxes, and make such spaces apparent.

Click on **X-Ray** again to return to normal view.

### The Weight Distribution View

Provided that you entered weights for each package, Load! can show you a 3D weight distribution view of your cargo. Use the **View->Weight Distribution** command to a "mountain" view of weights. Heavy loads will show high red mountains, while light packages will show a blue waterline. With this view, you can easily spot uneven loads. Click on **Weight Distribution** again to return to normal view.

### Loading Animation

To visualize the order of loaded packages, click on „View -> Loading Animation“. It will show you how packages will be loaded one by one into the container(s). Click „View -> Normal“ to stop the animation.

### Magnetic Walls

Magnetic walls change the behavior of manual package movement, described in ➤*Moving Packages around* (page 15). It can be changed through the **Extras->Magnetic Walls** command. If enabled, packages will stick to walls when they come near them. When it is disabled, packages will move less "jerky", but it is much harder to place them close to the container walls.

### Magnetic Packages

Magnetic packages do the same thing as magnetic walls, allowing an easy placement of other boxes adjacent or in line with others. It can be changed through the **Extras->Magnetic Packages** command. If enabled, packages will stick to others when they come near them, and will try to align themselves with others. When it is disabled, packages will move less "jerky", but it is much harder to place them close to the container walls.

### Auto-Elevate

When you move packages around, they will automatically "jump" on top of others, if they don't happen to fit into a space beneath them. This behavior can be changed through the **Extras->Auto-Elevate** command.

If enabled, packages will jump onto others to avoid package collisions, and drop to the floor when you move them away from others. They will automatically turn red (or at least partially red), when they hit the container's ceiling or walls.

When disabled, packages will stick to their current elevation regardless of other packages in the way. They will automatically turn red when they hit other boxes, side walls or the ceiling.



## Chapter V: Printing

If you want to see your optimization results on paper, select one of the items from the Reports menu. You will get a preview of your printout that covers the main window. You can zoom in and out with the **Zoom** and the **Page** buttons.

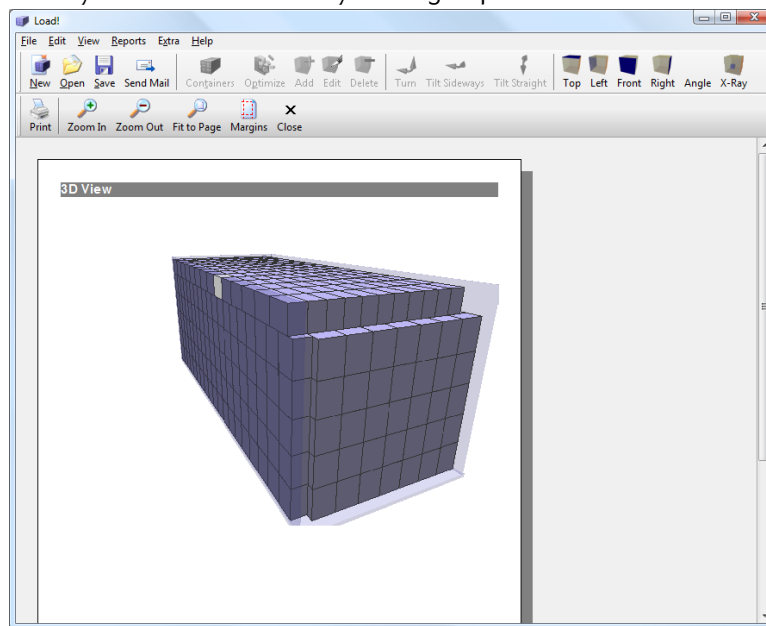
The **Margins** button will show your red dashed page margins, which you can drag with your mouse to change them.

The **Print** button opens the print dialog to select your printer, and to actually start the printing process.

Click on the **Close** button to return to the main view.

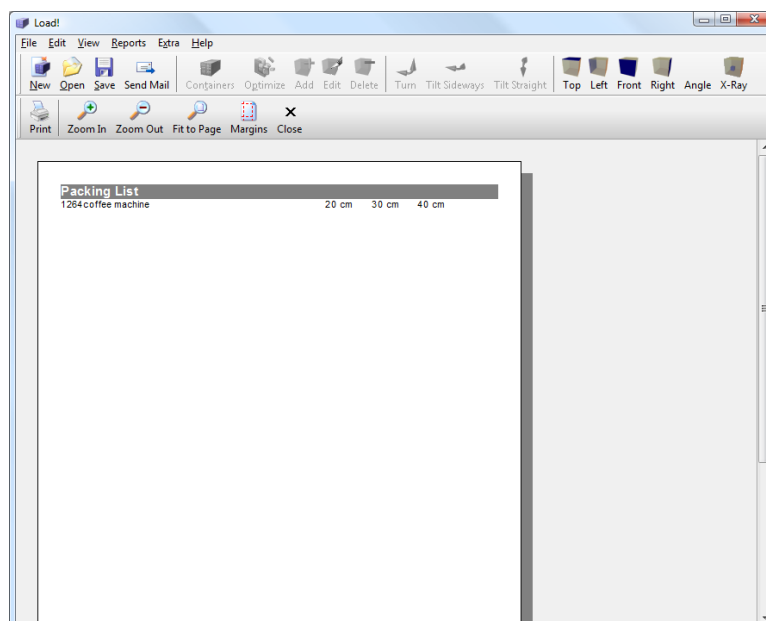
### Print the 3D view

You can get a printout of your current 3D view by clicking Reports -> 3D View.



### Print Packing List

The Reports -> Packing list creates a printout of your current packing list.



## Chapter VI: Appendix

The information contained in this chapter is normally not necessary for the use of **Load!**. It is here for the sake of completeness and legal issues.

### License Agreement

The program **Load!** is protected by copyright. Its use is restricted by this license agreement. Software and registration code form the full version. The software alone (without a registration code) is called shareware.

You may freely use, copy and distribute the shareware. If you charge money for this (e.g. salary, media costs, magazine price) you have to make clear that this payment is not payment for the software, and that they did not buy the software by paying you.

The full version may be installed on exactly one PC. If you sell this license you have to give the buyer all copies of the registration key. You may then continue to have the shareware on your PC, but not the full version. You may not rent the full version, or install one registration code on multiple systems.

We are not to be held liable for any damages created by the use of our software. In all cases a liability is limited to the product's retail price.

Please note that continuous backups of your data are indispensable and that we will not be held liable for any damages that arise through non-existing or unusable backups.

### Ordering the Full Version

To receive a personal registration code to turn the software into the full version please contact one of the following distributors:

#### North America

ShareIt! Inc.  
PO Box 844

Greensburg, PA 15601  
U.S.A

Tel.: +1 (724) 850 – 8186  
Fax: +1 (724) 850 – 8187

Ages! Product No.: 300046839

#### Europe

ShareIt!  
element 5 AG  
Vogelsanger Str. 78  
50823 Köln  
Germany

Tel.: +49 221 31088-20  
Fax: +49 221 31088-29

Ages! Product No.: 300046839

or click on the registration link on our product homepage:

<http://www.daubnet.com/english/load.html>

### Uninstalling Load!

**Load!** can easily be removed from your PC by using the **Software** icon in your Windows Control Panel. Select the "Daub **Load!**" entry and click on the **Add/Remove...** –button. Confirm the following dialog, and **Load!** will be uninstalled from your PC. Please note that the registration information is removed from your PC as well, and has to be re-entered after a fresh installation.

## Load! XML Structure

The files stored by **Load!** are XML files. XML files are structured text files, that can be edited and viewed with a simple text editor like Windows' notepad.exe. This makes data exchange with other applications much easier than old fashioned binary formats did.

This section describes the file format in human readable form, intended for programmers, who wish to create an interface to **Load!** If you need help with this, please contact our support team.

### Basic file layout

<code>&lt;?xml version="1.0" encoding="UTF8"?&gt;</code>	Beginning of a load file
<code>&lt;load&gt;</code>	Root Tag. One per file. Contains all other tags.
<code>&lt;containertype&gt;...&lt;/containertype&gt;</code>	Defines a container type. 0 to N per file
<code>&lt;container&gt;...&lt;/container&gt;</code>	Defines a container. 0 to N per file
<code>&lt;packinglist&gt;</code>	Defines a packing list. 0 to 1 per file
<code>&lt;packinglistitem&gt;</code>	Defines a packing list item. 0 to N per packing list
<code>&lt;package&gt;...&lt;/package&gt;</code>	Defines a package. 1 to N per packing list item
<code>&lt;/packinglistitem&gt;</code>	End of packing list item
<code>&lt;/packinglist&gt;</code>	End of packing list
<code>&lt;/load&gt;</code>	End of load file

### Definition of a container

<code>&lt;container id="c1"&gt;</code>	Each container must have a unique id
<code>&lt;width&gt;2330&lt;/width&gt;</code>	Container width in millimeters - required
<code>&lt;height&gt;2389&lt;/height&gt;</code>	Container height in millimeters - required
<code>&lt;length&gt;12015&lt;/length&gt;</code>	Container length in millimeters - required
<code>&lt;maxload&gt;26380&lt;/maxload&gt;</code>	Max. Container payload in kilograms - required
<code>&lt;description&gt;Cont #1&lt;/description&gt;</code>	Container name or number - optional
<code>&lt;type&gt;40' Standard Container&lt;/type&gt;</code>	Container type - optional
<code>&lt;/container&gt;</code>	

### Definition of a packing list item

<code>&lt;packinglistitem&gt;</code>	A set of packages with the same size
<code>&lt;description&gt;SKU&lt;/description&gt;</code>	Item name, id or description - optional
<code>&lt;width&gt;1200&lt;/width&gt;</code>	Package width in millimeters - required
<code>&lt;height&gt;730&lt;/height&gt;</code>	Package height in millimeters - required
<code>&lt;depth&gt;990&lt;/depth&gt;</code>	Package depth in millimeters - required
<code>&lt;weight&gt;0&lt;/weight&gt;</code>	Package weight in kilograms - optional
<code>&lt;colorindex&gt;0&lt;/colorindex&gt;</code>	Color index for display purposes - optional
<code>... packages go here ...</code>	
<code>&lt;/packinglistitem&gt;</code>	

### Definition of a package

<code>&lt;package&gt;</code>	(all elements are optional)
<code>&lt;container ref="c1" /&gt;</code>	References the container this package is located in
<code>&lt;direction&gt;2&lt;/direction&gt;</code>	Orientation of the package: 0 through 5
<code>&lt;position-x&gt;990&lt;/position-x&gt;</code>	X-position in millimeters (along container width)
<code>&lt;position-y&gt;0&lt;/position-y&gt;</code>	Y-Position in millimeters (elevation)
<code>&lt;position-z&gt;0&lt;/position-z&gt;</code>	Z-Position in millimeters (along container length)
<code>&lt;/package&gt;</code>	

### Registry Entries

**Load!** will create and write to the following registry paths:

HKEY_CURRENT_USER\Software\Daub\Load	User specific setup information.
HKEY_LOCAL_MACHINE\Software\Daub\Load	Application setup information.
HKEY_CLASSES_ROOT\.load	Linked to Daub.Load
HKEY_CLASSES_ROOT\Daub.Load	Link to open files via double-click
HKEY_CLASSES_ROOT\.containertypes	Linked to Daub.Containertypes
HKEY_CLASSES_ROOT\Daub.Containertypes	Link to open files via double-click

Lots of other registry information is read but not modified.

### Command Line Parameters

Syntax:

LOAD.EXE [ FILENAME.LOAD ]

Options:

FILENAME.LOAD      opens the file FILENAME.LOAD

### Version History

Version 1.40	released: January 2007 Load animation Support of up to 3 IMDG codes Excel export Packing List Report 3D Report
Version 1.30	released: September 2006 New package shapes: barrel and pallet Weight distribution view Excel Import Package type library
Version 1.20	released: April 2006 new wizard IMDG-codes Improved optimizer
Version 1.10	released: December 2005 Language modules



Version 1.02

Improved optimizer  
container types and count interface  
released: November 2005  
First public release