

User Manual

DETOUR EDITOR

infoware GmbH

WEIHERSTR. 23, DE- 53111 BONN TEL. +49 228/ 33 88 99 0

INHALTSVERZEICHNIS

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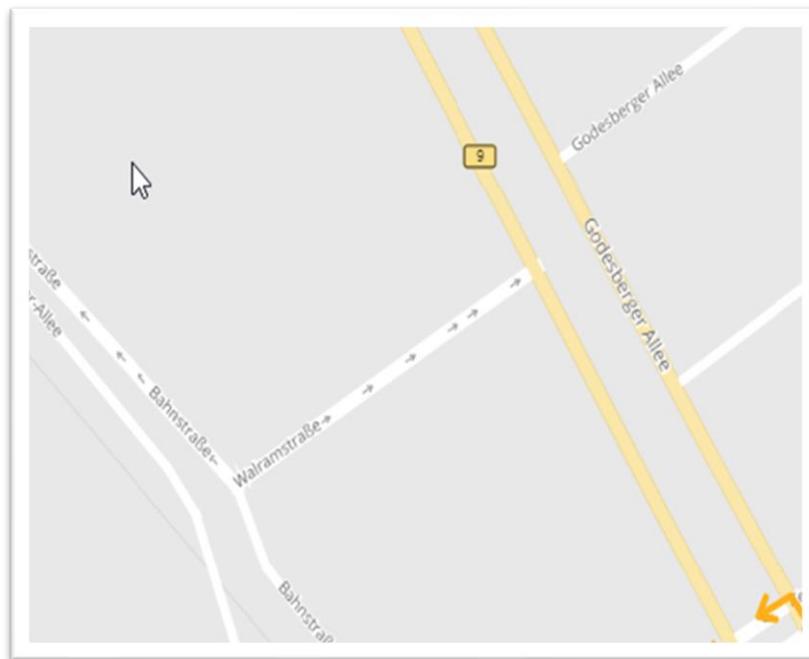
GENERAL EXPLANATIONS OF DETOUR

An overview of the functions of Detour can be found here:
<https://www.maptrip.de/erklarung-der-detour-technologie>

SYSTEM REQUIREMENTS

You can use the Detour Editor with the following internet browsers

- Microsoft Edge (new)
- Google Chrome
- Mozilla Firefox



The arrows point in the approved direction of travel, i.e. in the direction in which the one-way street is approved for passage. Please note that the direction arrows for one-way streets cannot be displayed in Firefox.

TERMINOLOGY

Segment - a section of a road (or two intersecting roads) that the user has drawn on the map. A segment is defined by the drawing on the map and its metadata (name, type, date, time and direction). Once the metadata has been filled in, the segment is permanently marked on the map with a red line and blocking signs indicate the direction for which this exception applies.

File - a way to organize and save the changes. A file is physically stored on the server and can contain one or more changes.

CREATING AN ACCOUNT AND LOGGING IN

You can create an account on the following website:

<https://www.maptrip.de/try-it-112>

After registering, you can download the MapTrip 112 navigation app. You can also log in with your access data at

<http://editor.maptrip.de/detour/>

in the Detour Editor. The changes you make in the editor are automatically synchronized with the navigation.

A company can have any number of user accounts. For example, a company operating in Bonn and Berlin can choose two user accounts - one for each city - each with their own routes and specific user events. All stored information is assigned to the individual users. You can copy files between accounts by downloading them from one account and uploading them to another. This is explained in more detail below.

CHANGING THE APPLICATION LANGUAGE

The Detour Editor is currently available in German and English. The application automatically tries to determine the settings of your system and offer the content in your language. If the settings on your computer are in German, the editor will automatically open in German.

The default language can be changed at any time via the language selection in the header area of the application (Fig. 3). As soon as the language has been changed, the application saves this in your browser (i.e. if you use the same browser on the same computer in the future, the last language you set will be selected).



USER INTERFACE

After you have logged in, the main screen of the Detour Editor opens.

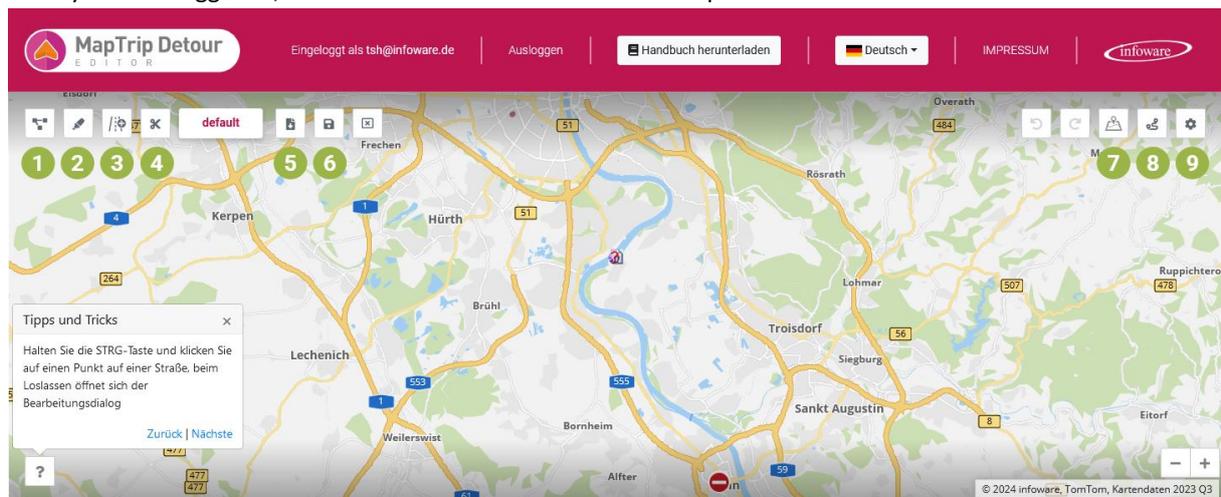


Abb. 4: Editor, wenn keine Datei geladen ist

The start screen shows a map and various buttons. The function of each button appears when you move the mouse pointer over the button. The individual buttons are explained below.

Starting from the top left-hand corner (Fig. 4), you will find the following buttons on the start screen - without a lock file loaded:

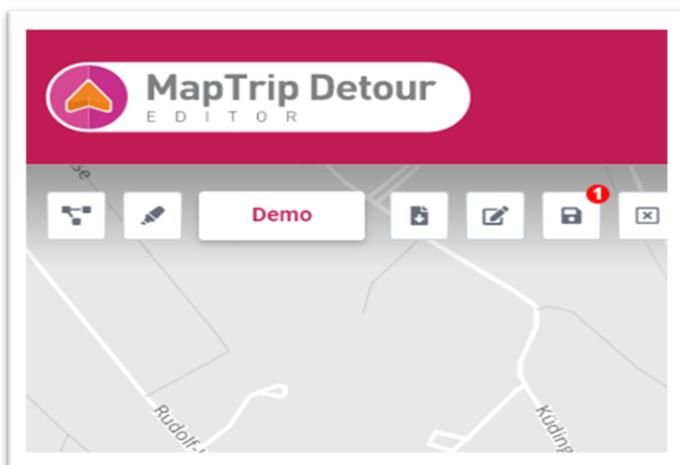
1. your changes- opens a list of all the changes you have made to the map in the current file. You can select an action for each change, including zooming in on the change in the map.
2. edit street - with this tool you can select streets and then edit them.
3. add road - tool for drawing and adding new roads.
4. split road - tool for splitting roads so that the parts can be edited individually.
5. download - when you click on this button, the browser is prompted to download the currently open lock file in JSON format (file extension: .json).
6. save all - opens a window asking whether you want to publish all the changes you have made. After confirmation, these are saved on the server and available for the registered devices.
7. address search - opens a window in which you can enter an address manually. Once the address has been successfully geocoded, the map zooms in on this address.
8. plan route - opens a window in which you can enter a start and end address.
9. settings

SAVING CHANGES

PLEASE NOTE: ALL CHANGES ARE ONLY SAVED LOCALLY. THEY MUST BE SAVED SEPARATELY ON THE SERVER SO THAT THEY ARE TAKEN INTO ACCOUNT IN ROUTE PLANNING.

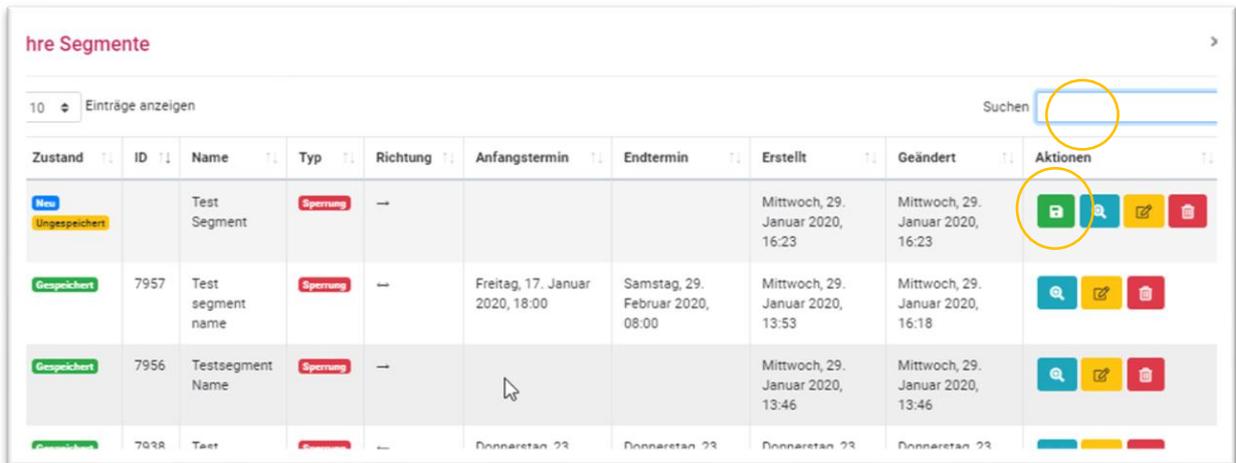
AS SOON AS YOU EDIT A ROAD, THIS IS A CHANGE.

EACH UNSAVED CHANGE APPEARS AS A SMALL COUNT NUMBER ON THE "SAVE ALL" BUTTON. THIS COUNTER NUMBER DISAPPEARS AS SOON AS THE CHANGE HAS BEEN SAVED ON THE SERVER.



BY CLICKING ON "SAVE ALL" (6), YOU CAN SAVE ALL THE CHANGES YOU HAVE MADE TO THE SERVER AT ONCE.

ANOTHER OPTION IS TO OPEN THE LIST OF YOUR CHANGES AND SAVE CHANGES FOR INDIVIDUAL CHANGES BY CLICKING ON THE GREEN DISK ICON.



| Zustand | ID | Name | Typ | Richtung | Anfangstermin | Endtermin | Erstellt | Geändert | Aktionen |
|---|------|-------------------|--|----------|------------------------------------|------------------------------------|------------------------------------|------------------------------------|---|
| Neu Unspeichert | | Test Segment | Sperrung | ← | | | Mittwoch, 29. Januar 2020, 16:23 | Mittwoch, 29. Januar 2020, 16:23 |    |
| Gespeichert | 7957 | Test segment name | Sperrung | ← | Freitag, 17. Januar 2020, 18:00 | Samstag, 29. Februar 2020, 08:00 | Mittwoch, 29. Januar 2020, 13:53 | Mittwoch, 29. Januar 2020, 16:18 |   |
| Gespeichert | 7956 | Testsegment Name | Sperrung | ← | | | Mittwoch, 29. Januar 2020, 13:46 | Mittwoch, 29. Januar 2020, 13:46 |   |
| Gespeichert | 7958 | Test | Sperrung | ← | Donnerstag, 23. Januar 2020, 13:46 |   |

THE FILE SYSTEM

You can organize your changes in several files. Please note that only one file can be active at a time. Only the changes in this file are taken into account by navigation and route planning.

FILE LIST

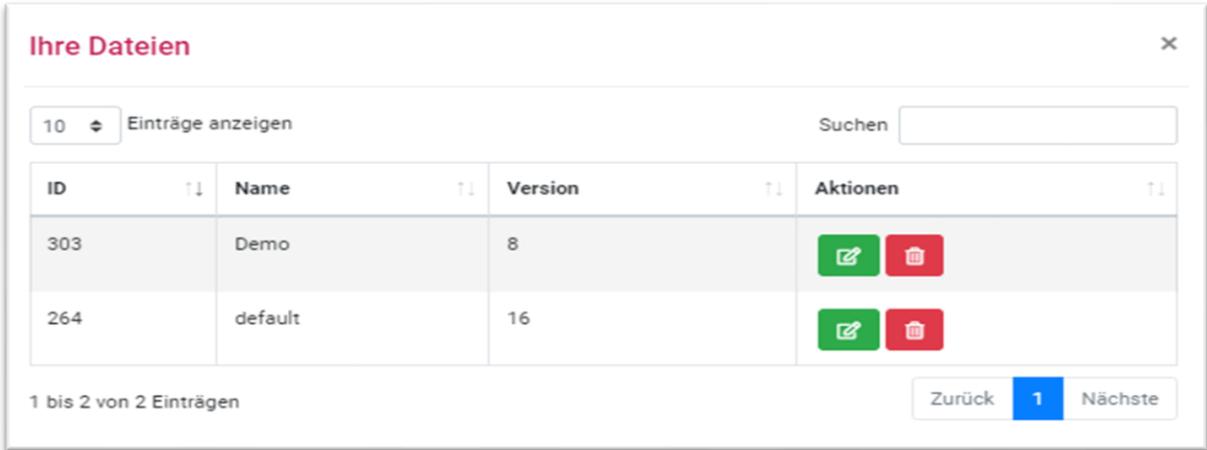
If you click on the "Your files" button, a list of your files appears in tabular form.

The display can be filtered in various ways:

- "Show entries": in this field you can select how many files should be displayed on the screen. If the total number of files exceeds your desired number, the table data is distributed across pages.

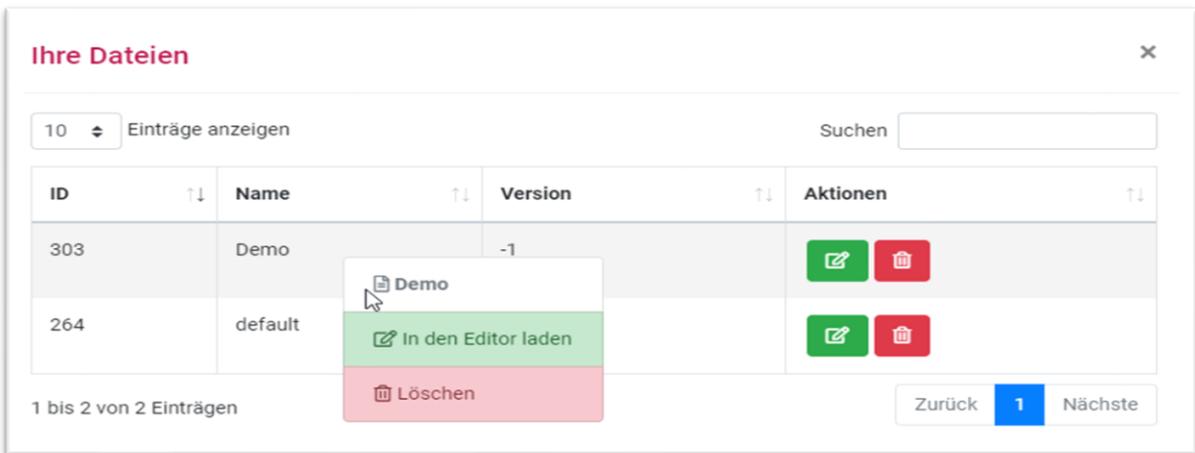
- "Search ": you can search for a specific file name.

New files are displayed first by default. You can change the sorting in ascending or descending order by clicking on the corresponding column heading.



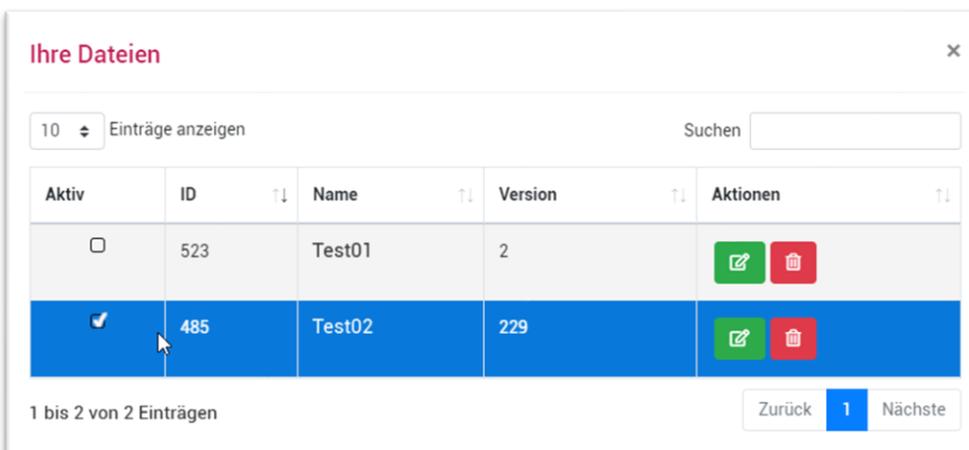
In the table, you can also select which action you would like to perform for a file. You can load or delete a file in the editor.

OPENING A FILE



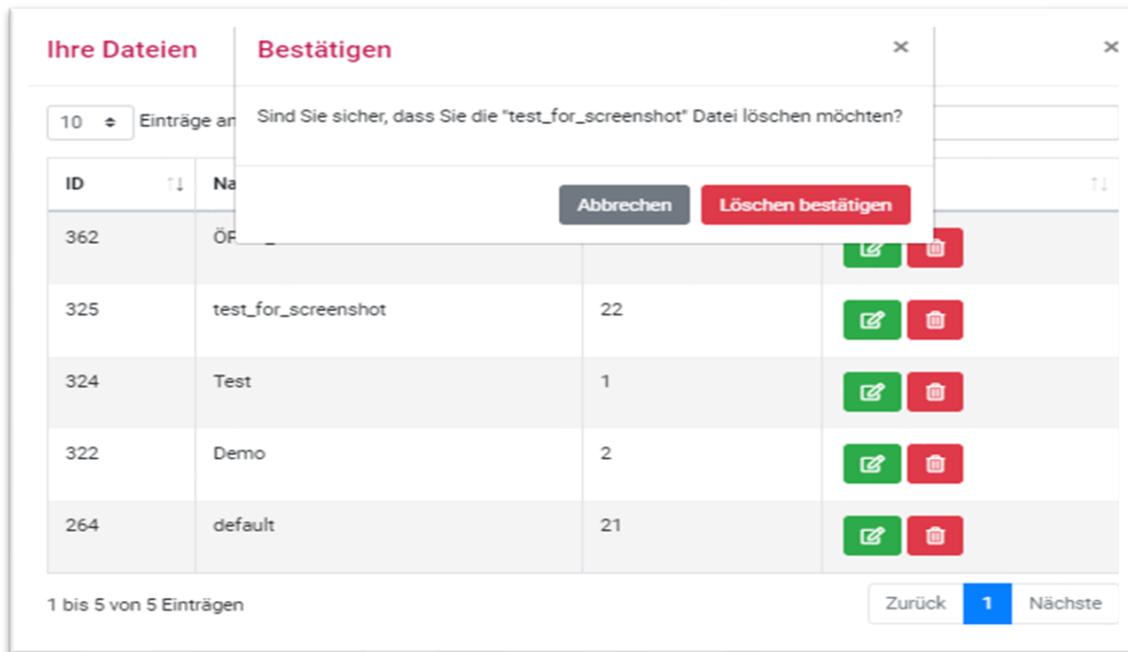
There are three ways to load a file into the editor: double-click anywhere in the line, click on the button with the green pencil or right-click on the file and select "Load into editor" in the context menu. *Abb. 9:*

ACTIVE FILE



In order for a file to be synchronized with MapTrip, it must be activated by clicking on the checkmark in the first column "Active". You must then confirm this again in the following dialog. The selected file is then highlighted in blue and is the active file at this moment

DELETING A FILE

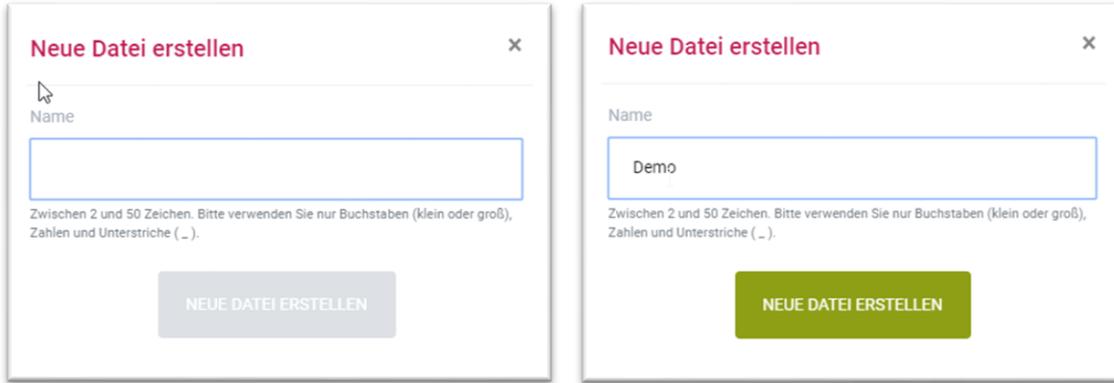


There are two ways to delete a file: Click on the red "Delete" button, symbolized by a small recycle bin. Or right-click on the file line and a context menu will open (Fig. 9). Select the "Delete" action here. In a second "Confirm deletion" window, you will be asked to confirm or cancel the action. After confirming again, the file is permanently deleted from the server. This action is final.

CREATING A NEW FILE



If you want to create a new file, click on the "Create new file" button at the top left. A new input window opens in which you are asked to enter a name for the file.



Neue Datei erstellen ×

Name

Zwischen 2 und 50 Zeichen. Bitte verwenden Sie nur Buchstaben (klein oder groß), Zahlen und Unterstriche (_).

NEUE DATEI ERSTELLEN

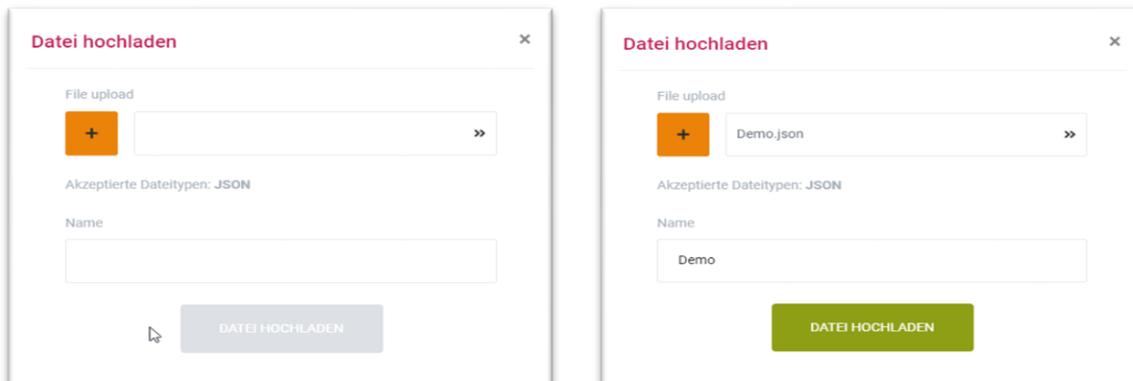
The name should be between 2 and 50 characters long. Lower and upper case letters, numbers and underscores (_) can be used. Please do not use umlauts or special characters.

As soon as you have entered a name, you can continue. To do this, click on the "Create new file" button

UPLOADING A FILE



You can upload a file that you have previously downloaded from the Editor again in the Editor. Click on the "Upload file" button to open a pop-up window. By clicking on the (+) plus sign, your file browser opens and you can select the file to be uploaded. The Detour Editor uses its own format to export and import files. The files are saved as JSON files (file extension: .json), but the content is structured in the editor's own format.



Datei hochladen ×

File upload

Akzeptierte Dateitypen: JSON

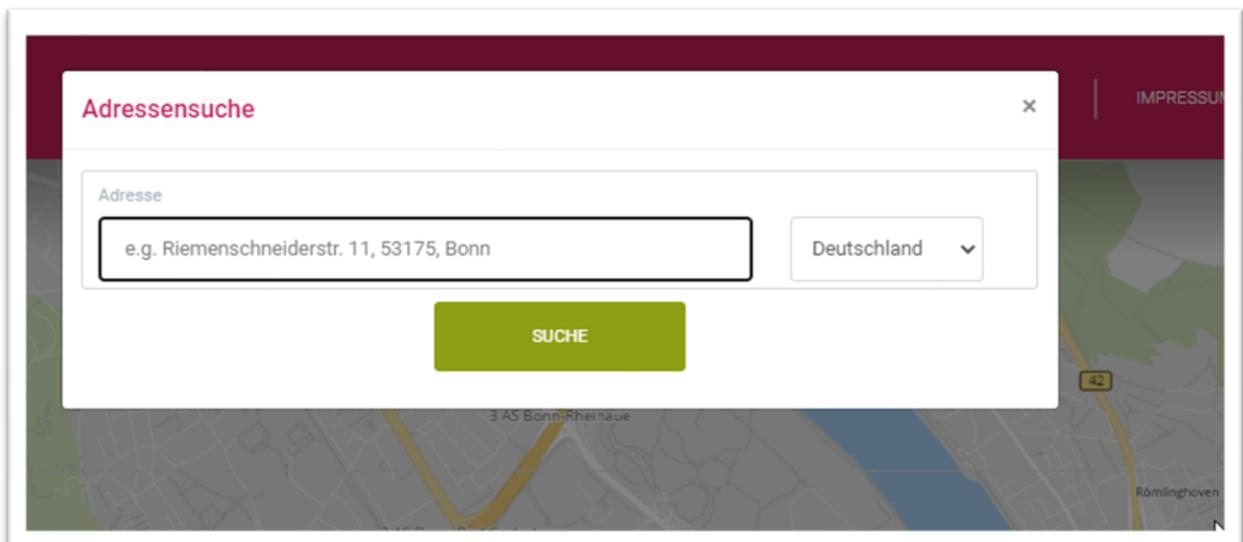
Name

DATEI HOCHLADEN

The "Name" field is automatically filled in with the current file name.

A file name can only be saved once.

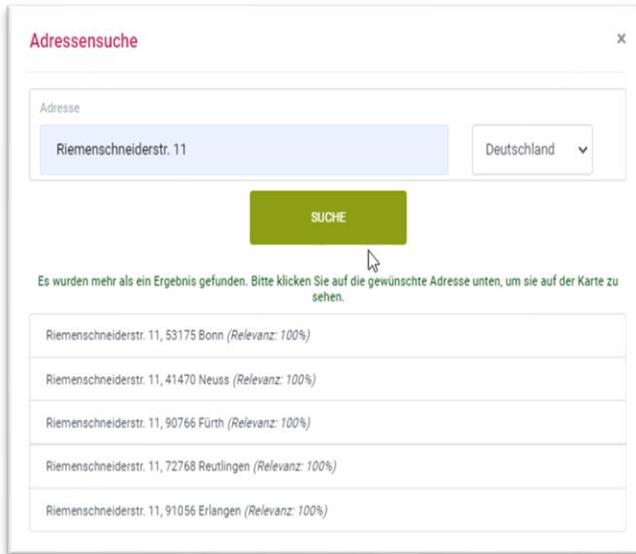
SEARCHING AN ADDRESS

A screenshot of a web application's address search interface. The interface is a white modal window titled "Adressensuche" in red text, with a close button (X) in the top right corner. Below the title is a search form with a label "Adresse" above a text input field. The input field contains the placeholder text "e.g. Riemenschneiderstr. 11, 53175, Bonn". To the right of the input field is a dropdown menu showing "Deutschland" with a downward arrow. Below the input field and dropdown is a green button with the text "SUCHE". The background of the modal is a blurred map showing a street grid and a river. The text "3 AS Bonn-Rheinhaue" and "Römlinghoven" are visible on the map. In the top right corner of the modal, the text "IMPRESSUM" is partially visible.

You can search for a specific address by clicking on the "Address search" button in the top right-hand area.

An input form will open in which you can enter a specific address or coordinate.

The more precisely you enter an address, e.g. with zip code and town, the more precise the result will be.



If the result is not unique, you will be asked to select the address you are looking for from a list of several results:

As soon as you select an address from this list by clicking on it, the map is automatically centered there.

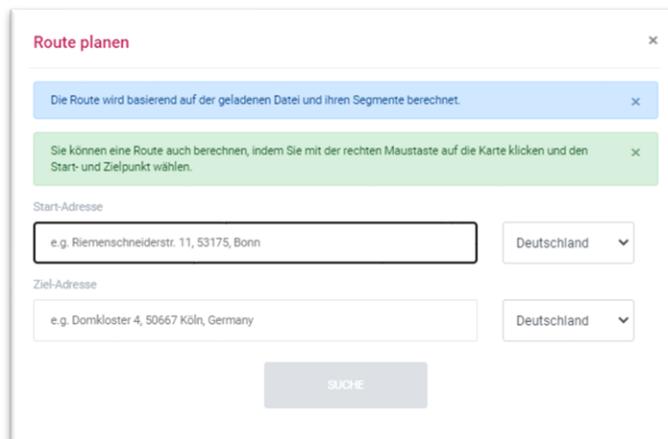
CREATING A ROUTE



You can use the "Plan route" function to display a preview of the route.

The route calculation takes into account a currently open file and the changes saved in it. You can see how a change will affect your route.

If no file is open, the route is calculated without any changes.



There are two ways to plan a route:

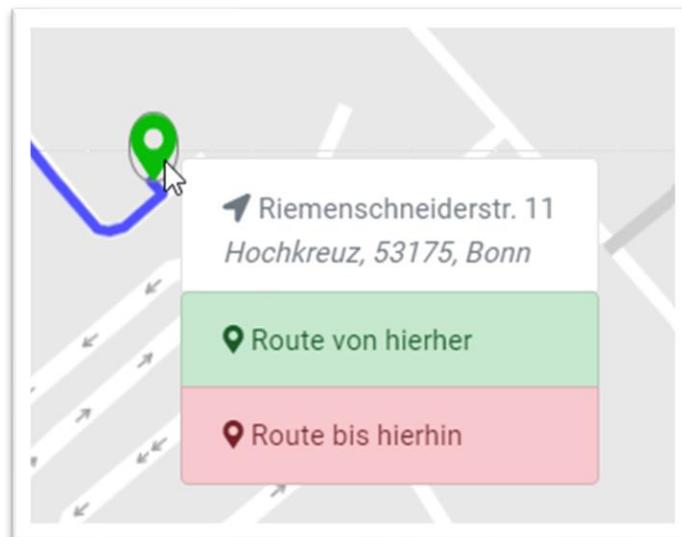
Click on the "Plan route" button in the top right-hand corner. An input window opens in which you can manually enter a start and a destination address (or a coordinate). If one or both addresses are geocoded

ambiguously, you will be given possible results to choose from. You must first select the intended result from the list.

If both addresses are correctly identified, the route is drawn in the editor and the map is centered on them.

If a segment is not included in the route planning, check whether it has not yet been saved on the server. If this is the case, a small number will appear next to the "Save all" button.

The second option is to place the mouse pointer at the corresponding position on the map and right-click on the map. A context menu opens. Now select whether this should be the start point (route from here) or destination point (route to here) of your route. Select the opposite position accordingly. Click on the "Plan route" button in the top right-hand corner. An input window opens in which you can manually enter a start and



a destination address (or a coordinate). If one or both addresses are geocoded ambiguously, you will be given possible results to choose from. You must first select the intended result from the list.

If both addresses are correctly identified, the route is drawn in the editor and the map is centered on them.

If a segment is not included in the route planning, check whether it has not yet been saved on the server. If this is the case, a small number will appear next to the "Save all" button.

The second option is to place the mouse pointer at the corresponding position on the map and right-click on the map. A context menu opens. Now select whether this should be the start point (route from here) or destination point (route to here) of your route. Select the opposite position accordingly.

The starting point is shown by a green marker on the map, the destination point by a red marker. The starting and destination points can be redefined at any time by right-clicking on the map again.

DELETE / DOWNLOAD ROUTE

To delete a route, simply right-click anywhere on the route line. A context menu opens. Select Delete route.



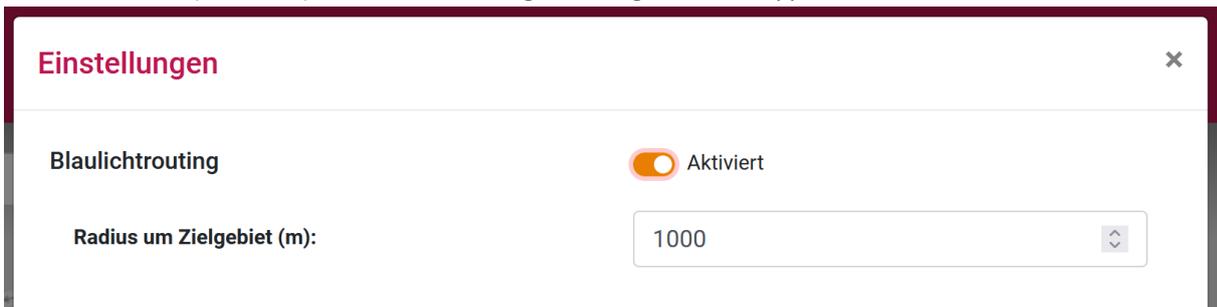
Click on "Download route" to download the exact route as a list of coordinates.

ACTIVATE BLUE LIGHT ROUTING

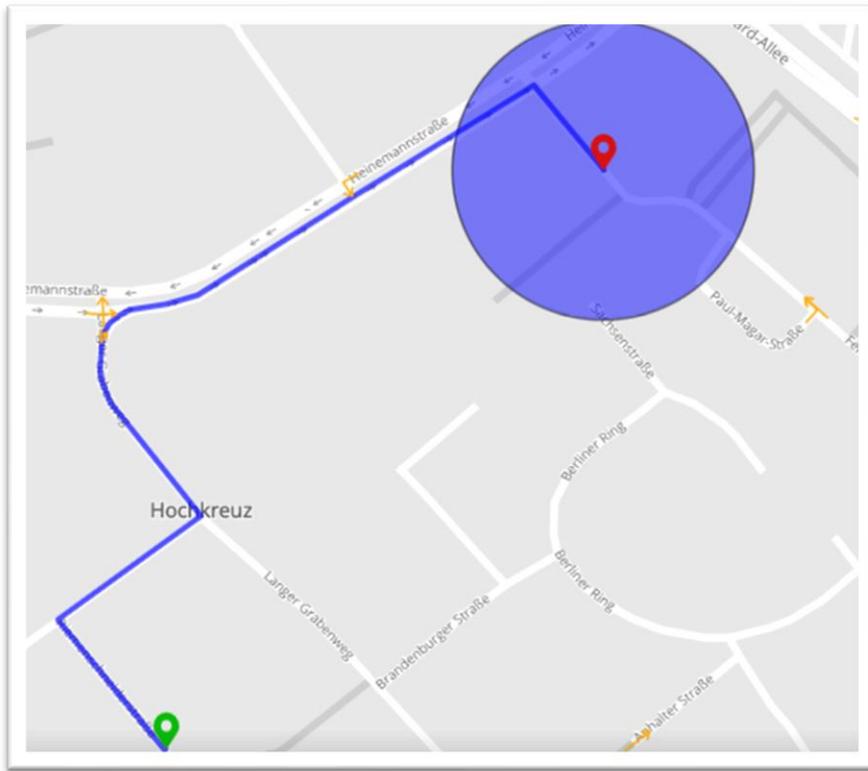
If blue light routing is activated, all driving restrictions, such as one-way streets, are automatically ignored within a defined radius around the destination. Tunnels and roads with separate carriageways are excluded.

Blue light routing is activated in the "Settings" (top right-hand side of the screen).

Select the radius (in meters) in which the blue light routing should be applied around the destination.



The radius in which the blue light routing is applied appears as a blue circle around the target.



SHOW ALL EDITS



Once a file is loaded, you can view a list of all your changes. Click on the "Your changes" button. This opens a window in which all changes to the loaded file are displayed in tabular form. The format corresponds to that of the file list. You can edit changes in this overview, determine the number of changes shown, search for segments and specify the order.

Unsaved changes are displayed first by default. Changes that have already been saved are arranged from New to Old.

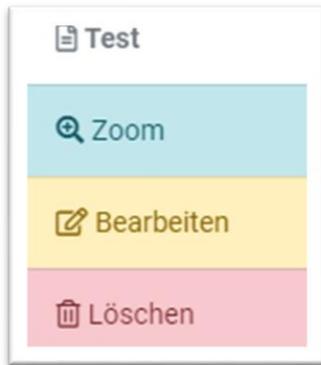
Ihre Segmente x

10 Einträge anzeigen Suchen

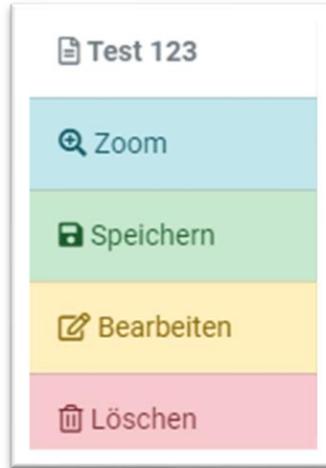
| Zustand | ID | Name | Typ | Richtung | Anfangstermin | Endtermin | Erstellt | Geändert | Aktionen |
|--|------|----------|----------|----------|------------------------------------|------------------------------------|------------------------------------|------------------------------------|--|
| Neu Ungespeichert | | Test 123 | Sperrung | → | Montag, 27. Januar 2020, 14:35 | Montag, 27. Januar 2020, 16:35 | Montag, 27. Januar 2020, 15:35 | Montag, 27. Januar 2020, 15:35 | + 🔍 ✎ 🗑️ |
| Gespeichert | 7938 | Test | Sperrung | ← | Donnerstag, 23. Januar 2020, 15:55 | Donnerstag, 23. Januar 2020, 18:00 | Donnerstag, 23. Januar 2020, 16:56 | Donnerstag, 23. Januar 2020, 16:58 | 🔍 ✎ 🗑️ |

1 bis 2 von 2 Einträgen Zurück 1 Nächste

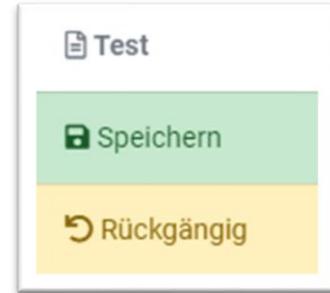
The order can be re-sorted by clicking on the heading of the corresponding column. Double-click on a segment to open the segment centered on the map. Right-click on a segment to open a context menu depending on the status of the blocking.



Context menu for a saved segment



Context menu for an edited segment



Context menu for a deleted segment that has already been saved

1. zoom: the list of changes is automatically closed and the map is zoomed to the selected section. It is automatically centered so that the entire segment is displayed.
2. edit: Opens the "Edit segment" form and you can change the date, time and direction of blocking or unblocking. The changes are initially only saved locally until they are saved on the server by clicking on "Save all".
3. delete: Selects the segment to be deleted and hides it on the map. If the segment has not yet been saved, you must confirm the "Delete" action again. This action cannot be undone. If you have already saved a segment, you can choose. You can delete the segment permanently by clicking on "Save all" to save the change on the server. Or you can undo the action by clicking on the "Undo" field.
4. save: The "Save" field (green diskette) appears for changes or modifications that have not yet been saved. You can use this to save individual changes on the server, while you can use "Save all" to save all open changes for all changes at the same time.
5. Undo: If a segment that has already been saved is deleted, the "Undo" button appears. You can use this to restore the segment.

Whether a segment has already been saved or not appears in the first column: Status.

| hre Segmente | | | | | | | | | |
|----------------------|------|--------|----------|----------|------------------------------------|------------------------------------|------------------------------------|------------------------------------|---|
| Zustand | ID | Name | Typ | Richtung | Anfangstermin | Endtermin | Erstellt | Geändert | Aktionen |
| Neu Ungespeichert | | Test 1 | Sperrung | → | Mittwoch, 29. Januar 2020, 10:46 | Mittwoch, 29. Januar 2020, 16:00 | Mittwoch, 29. Januar 2020, 11:46 | Mittwoch, 29. Januar 2020, 11:46 |     |
| Gespeichert | 7938 | Test | Sperrung | ← | Donnerstag, 23. Januar 2020, 15:55 | Donnerstag, 23. Januar 2020, 18:00 | Donnerstag, 23. Januar 2020, 16:56 | Donnerstag, 23. Januar 2020, 16:58 |    |

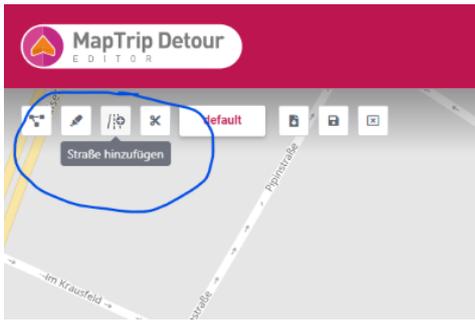
1 bis 2 von 2 Einträgen

Zurück 1 Nächste

EDIT ROADS

You can edit existing streets, delete them or add new ones.

Click on the "Add street" icon.



You can draw the new road point by point with mouse clicks (left). Press Enter to confirm the entry. The following dialog will then appear.

Straße bearbeiten

Name

Straßenname

Zeitraum der Sperrungen

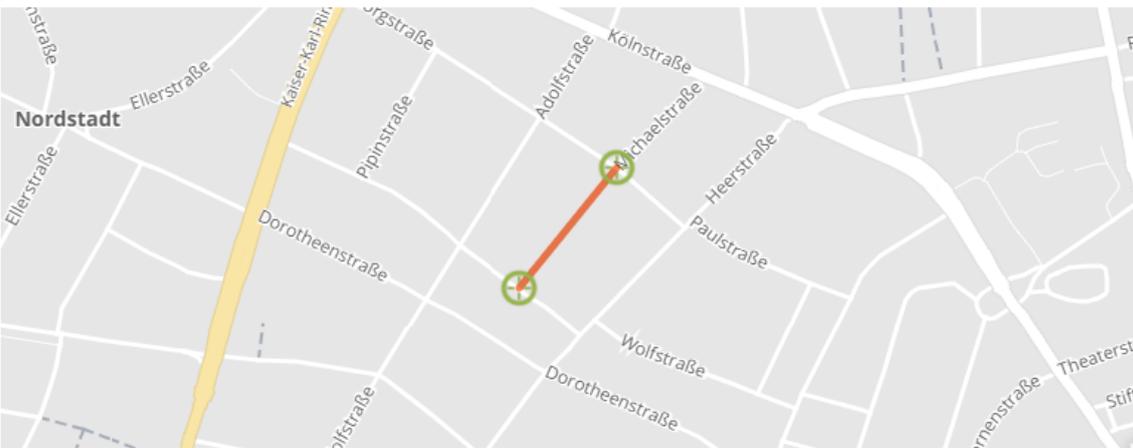
 [Bearbeiten](#)

Erlaubte Fahrtrichtung

- Beide
- Beginn -> Ende
- Ende -> Beginn
- Sperrung
- Entfernen

Beschränkungen

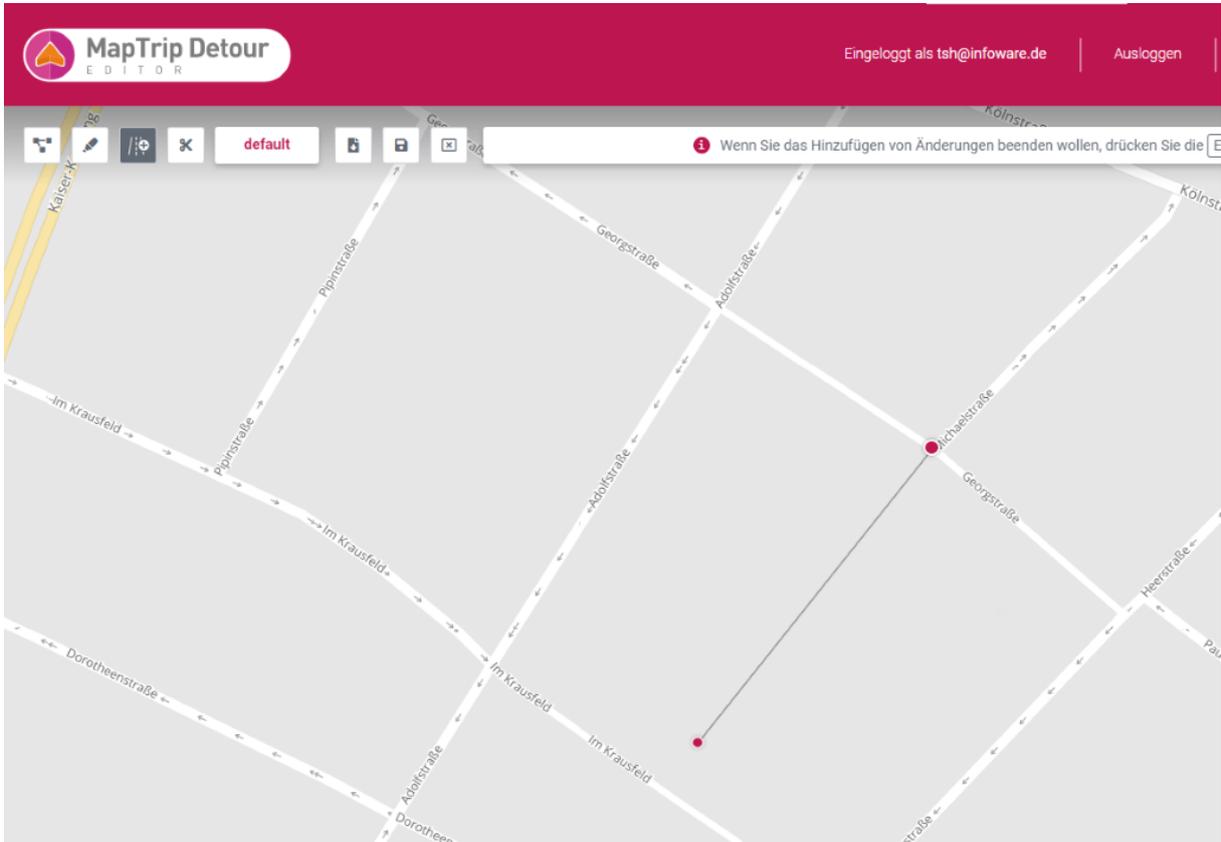
Breite (m) Höhe (m) Gewicht (t) [Mehr](#)



[Abbrechen](#) [Speichern](#)

Further attributes of the road can be entered here.

The green end markers on the new street indicate that it has been correctly connected to the surrounding streets.



If the end point is not connected to the next street, it is marked in red as shown in the following screenshot.

Straße bearbeiten

Name

Straßenname

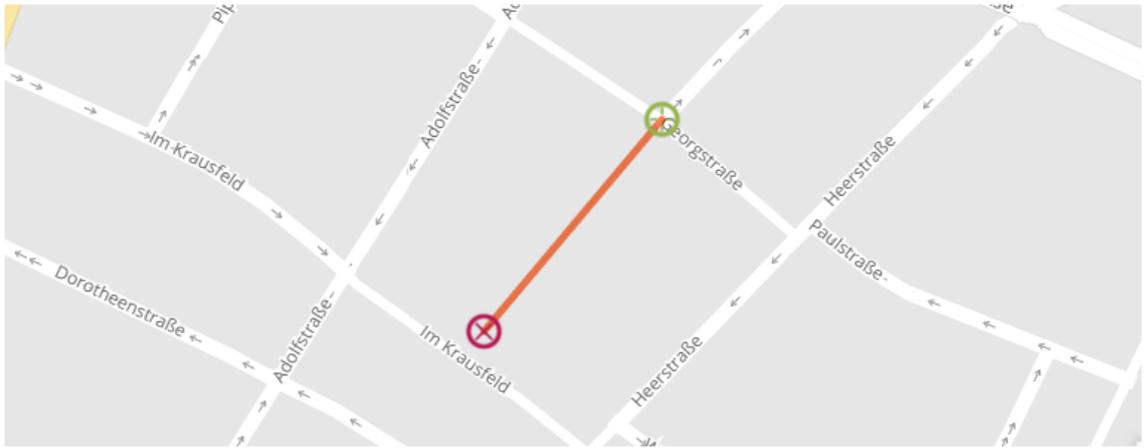
Zeitraum der Sperrungen

Immer aktiv

Erlaubte Fahrtrichtung **Beschränkungen**

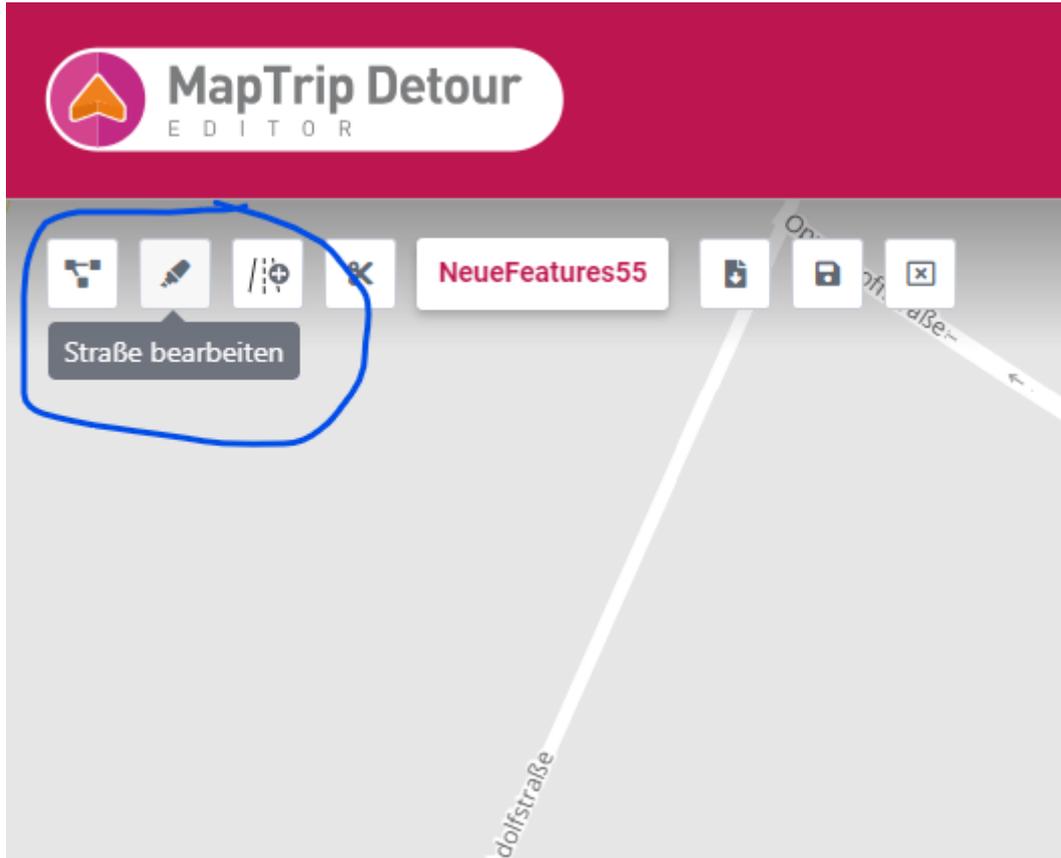
Beide Beginn -> Ende Ende -> Beginn Sperrung Entfernen

Breite (m) Höhe (m) Gewicht (t)

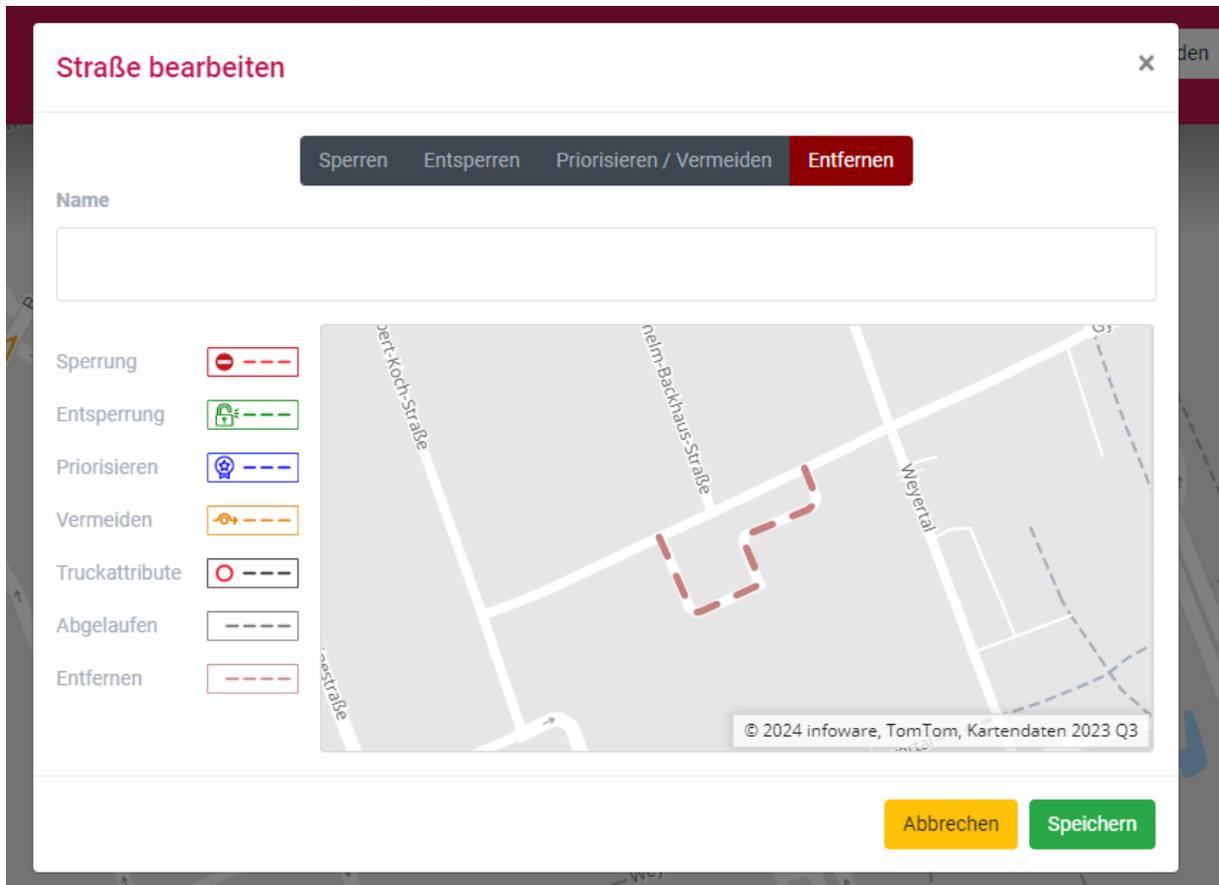


REMOVE ROAD

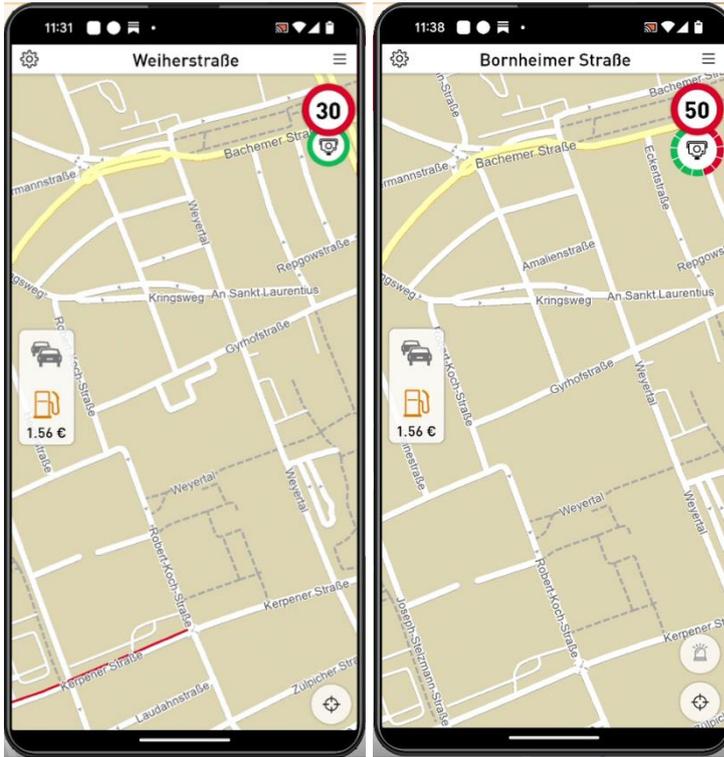
A street can be selected with the "Edit street" tool (mark with left mouse click, select with Return).



Select "Remove" in the following dialog.

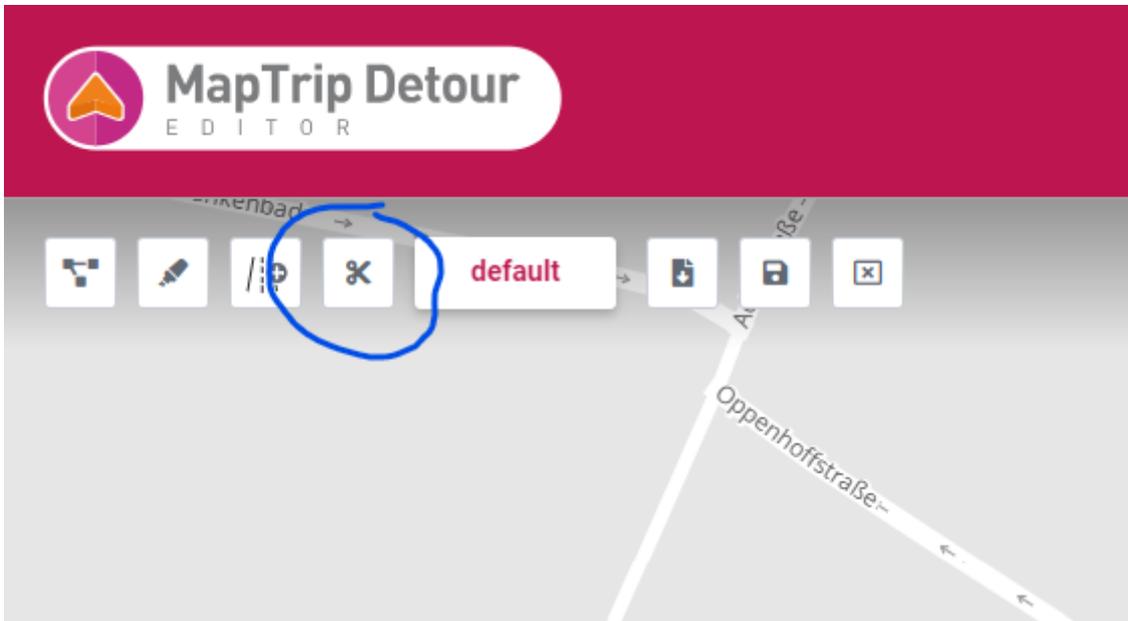


After saving, the road is removed both in the editor and in the navigation.

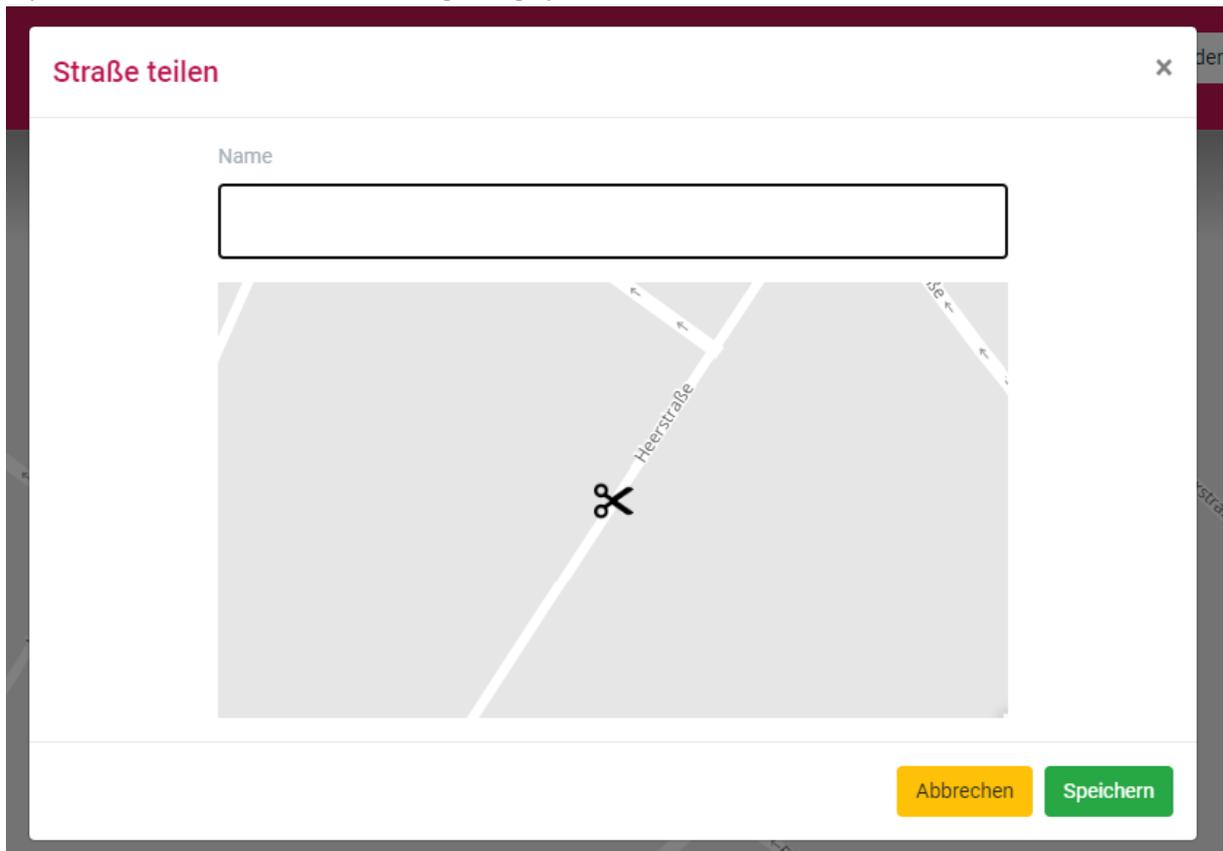


DIVIDE ROAD

To edit only a section of a road, it must first be divided. To do this, first click on the "Scissors" tool.



If you now click on a street, the following dialog opens.

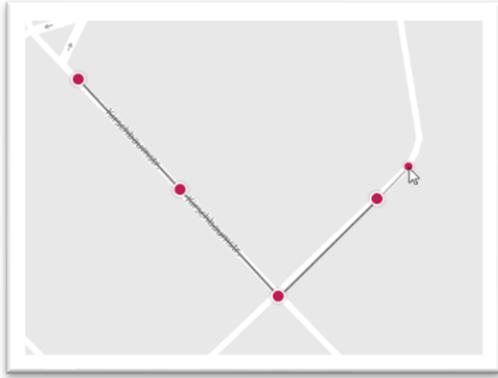


The scissors symbol indicates where the road is split. After saving, both road sections can be edited separately.

EDIT A ROAD

You can edit a street in the following steps:

1. select a street by clicking on the map
2. select the type of editing
3. specify details such as name
4. start date and time
5. end date and time
6. direction of the segment: positive, negative or both sides



There are two ways to select a segment:

1. click on the "Edit road" button in the top left-hand corner.

A small red circle will appear below your mouse pointer and you can add points by clicking on the map. When you have added all the points for the segment, you must press the Enter key to complete the segment drawing. The input window will then open.

2. press and hold the CTRL key. A small red circle will appear again under your mouse pointer and you can continue to draw points on the map as long as you keep the CTRL key pressed. As soon as you release the CTRL key, the input window opens automatically.

If the input was successful, the following input window opens. In the first step, select the type of your segment

Straße bearbeiten ✕

Sperrern
Entsperrern
Priorisieren / Vermeiden
Entfernen

Name

Zeitraumen

Immer aktiv
Bearbeiten
✕

Beschränkungen

Breite (m)

Höhe (m)

Gewicht (t)

☰
Mehr

Änderung beachten

Standardrouting Ja

Blaulichrouting Anfahrtstroute Ja

Blaulichrouting Zielgebiet Nein

Richtung

Positiv Negativ Beide

Sperrung ⊘

Entsperrung 🔒

Priorisieren 💡

Vermeiden 👁️

Truckattribute 🚚

Abgelaufen —

Entfernen —

© 2024 infoware, TomTom, Kartendaten 2023 Q3

Abbrechen
Speichern

TEMPORAL VALIDITY

A change to a road can be assigned a validity period.

Zeitraumen für dieses Änderung festlegen ✕

Zeitspanne
Erweiterter Zeitraumen

Anfangstermin

Keine

<
Mai
▼ 2024
>

| KW | Mo | Di | Mi | Do | Fr | Sa | So |
|----|----|----|----|----|----|----|----|
| 18 | 29 | 30 | 1 | 2 | 3 | 4 | 5 |
| 19 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 20 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 21 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| 22 | 27 | 28 | 29 | 30 | 31 | 1 | 2 |
| 23 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

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OK ✓

Endtermin

Keine

immer aktiv

Übernehmen

Richtung

Positiv
 Negativ
 Beide



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Abbrechen
Speichern

You can set when the processing (e.g. a block) should be valid. The date and time can be selected in the table. The date and time displayed in the form is adapted to the user's language. The system saves the information in a standardized format.

Zeitraumen für dieses Segment festlegen ✕

Zeitspanne Erweiterter Zeitraumen

Anfangstermin

Endtermin Kein Enddatum

Startzeit

Endzeit Ganzer Tag

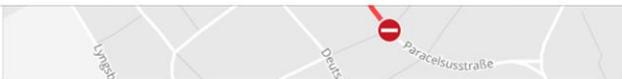
Täglich Wöchentlich Monatlich

Montag Dienstag Mittwoch Donnerstag Freitag Samstag Sonntag

Segment aktiv jeden Mittwoch und Samstag zwischen 07:54 und 10:55, ab dem Montag, 12. April 2021 bis zum Freitag, 30. April 2021 (inklusive)

Abbrechen
Übernehmen

Beide: Komplette gesperrt.



Sperrung

 Entsperrung

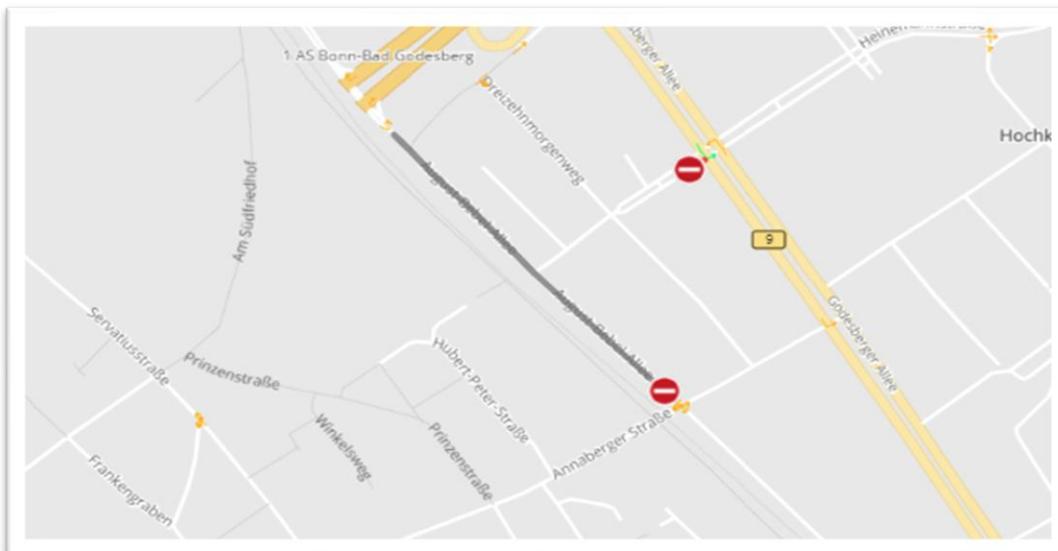
 abgelaufenes Segment

Löschen
Abbrechen
Segment speichern

Under the heading "Extended time frame", you can define blockings and unblockings that are set up daily, weekly or monthly within a period. You are free to enter the lockouts every Wednesday, every 15th of the month or at another selected interval. You can set this using the selection dialog above. As usual, the locks/unlocks become active on the connected devices after "Save segment" and then clicking the "Save all" button.

For example, as in the dialog above: "Segment active every Wednesday and Saturday between 07:54 and 10:55, from Monday, 12 April 2021 to Friday, 30 April 2021 (inclusive)".

This enables you to enter an extended time schedule for your closures.



As soon as a block has expired, i.e. the block is no longer valid, this segment appears gray on the card. Only when you delete the segment does it disappear from the card.

DRIVING DIRECTION OF A ROAD

A road can be assigned a direction of travel in which it is valid. This is explained below using the example of a closure.

Straße bearbeiten ✕

Sperren
Entsperren
Priorisieren / Vermeiden
Entfernen

Name

Zeitraumen

Immer aktiv

Bearbeiten
✕

Beschränkungen

Breite (m)

Höhe (m)

Gewicht (t)

☰ Mehr

Änderung beachten

Standardrouting Ja

Blaulichrouting Anfahrtsroute Ja

Blaulichrouting Zielgebiet Nein

Richtung

Positiv Negativ Beide

Sperrung ⊘

Entsperrung ⊘

Priorisieren 💡

Vermeiden 👁️

Truckattribute ⊘

Abgelaufen ⊘

Entfernen ⊘

Abbrechen
Speichern

Positive: The road is passable in the direction of the green arrow. Passage in the opposite direction is blocked. Route planning will only calculate this segment in the direction of the green arrow.

Negative: The direction of the closure is reversed.

Both: The road is closed in both directions.

Now click on "Save".

The last step is to click on "Save all" and save on the server (see page 7).

TURN RESTRICTIONS

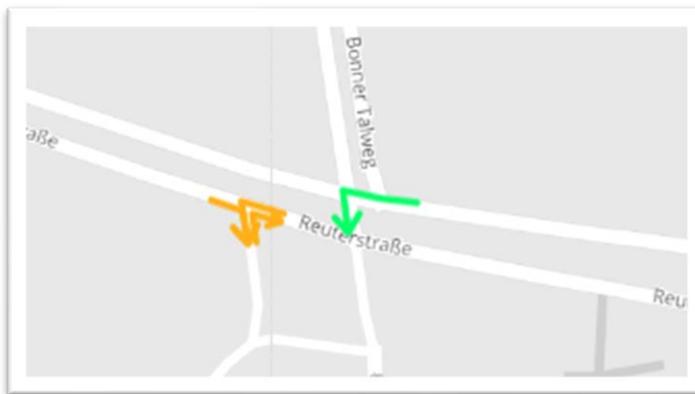
DEACTIVATE TURN RESTRICTIONS

As soon as you have loaded a file in the editor, all documented turning restrictions appear in the map section you have loaded.



They are symbolized by yellow arrows and point in the direction for which the restriction applies, e.g. here "do not turn left".

You can deactivate individual turning regulations by selecting a turning regulation with the mouse pointer. Selected regulations appear in dark blue. Now right-click on the turning rule. A context menu appears. Select "Deactivate turn-off restriction". Save the change.

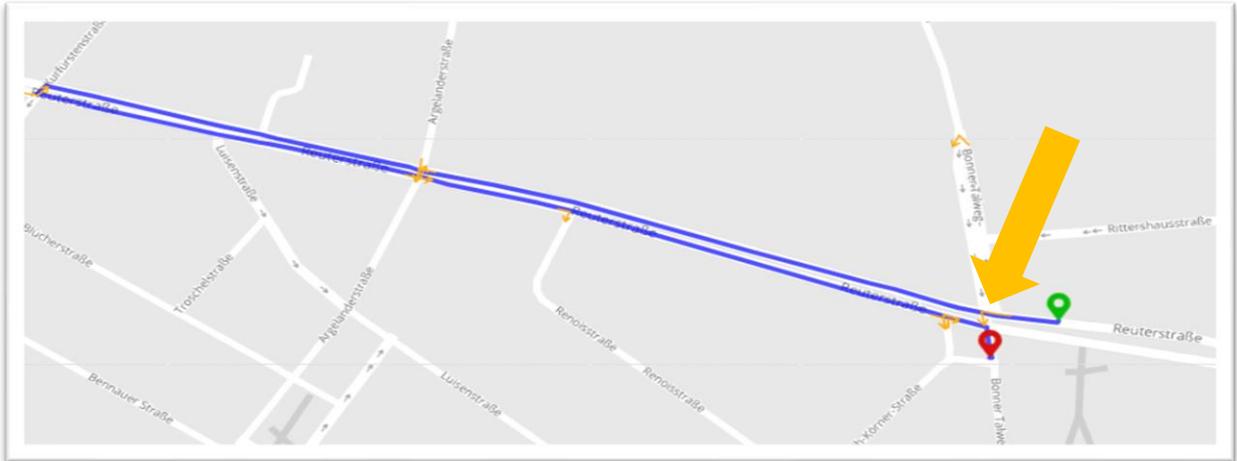


They are symbolized by yellow arrows and point in the direction for which the restriction applies, e.g. here "do not turn left".

You can deactivate individual turning regulations by selecting a turning regulation with the mouse pointer. Selected regulations appear in dark blue. Now right-click on the turning rule. A context menu appears. Select "Deactivate turn-off restriction". Save the change.

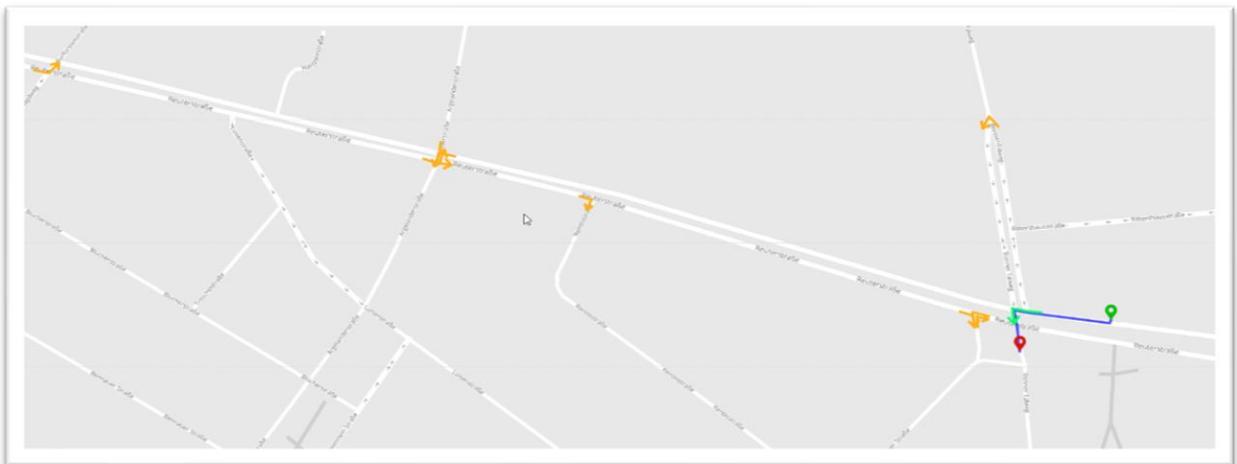
Deactivated turning instructions appear in light green.

The following is an example of route planning, taking into account the turning rule shown above.



The route takes into account the restriction: You are not allowed to turn left here. The route is calculated up to the next possible left turn.

The turning restriction is deactivated in the illustration below. The "Turn left" passage is therefore enabled. The route is calculated directly with this next left turn option.



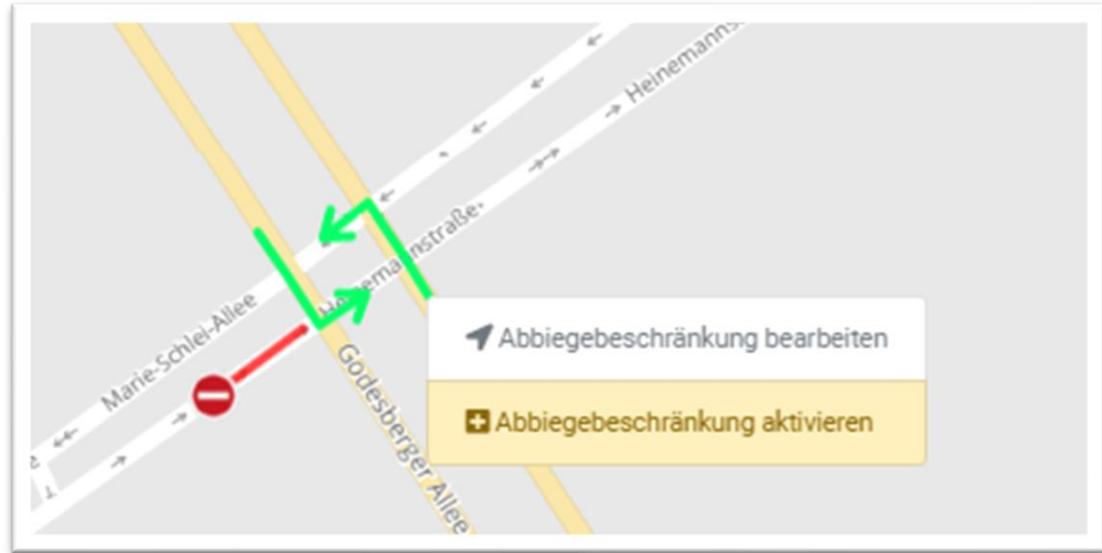
The deactivation is valid until you reactivate it.

REACTIVATE TURN RESTRICTION

You can reactivate a deactivated turning instruction at any time.

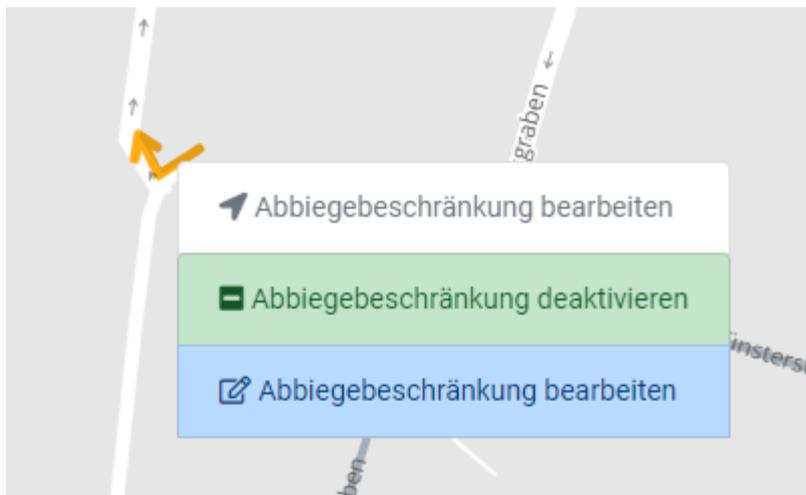
To do this, right-click on the deactivated (light green) turn-off regulation. Select "Activate turn restriction" in the context menu and save your action on the server.

The turn-off regulation now appears in yellow again and is taken into account for the route calculation.



TURN RESTRICTIONS VALIDITY

Turn restrictions are shown on the map with a yellow arrow. The arrow represents a prohibited driving maneuver.



The turn restriction can be edited with a click (right).

Abbiegebeschränkung bearbeiten

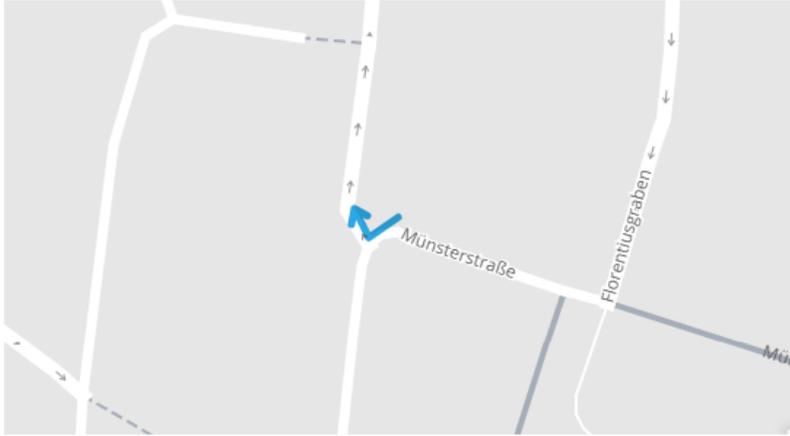
Name

Änderung beachten

Standardrouting Ja

Blaulichrouting Anfahrsroute Ja

Blaulichrouting Zielgebiet Nein



Abbrechen Speichern

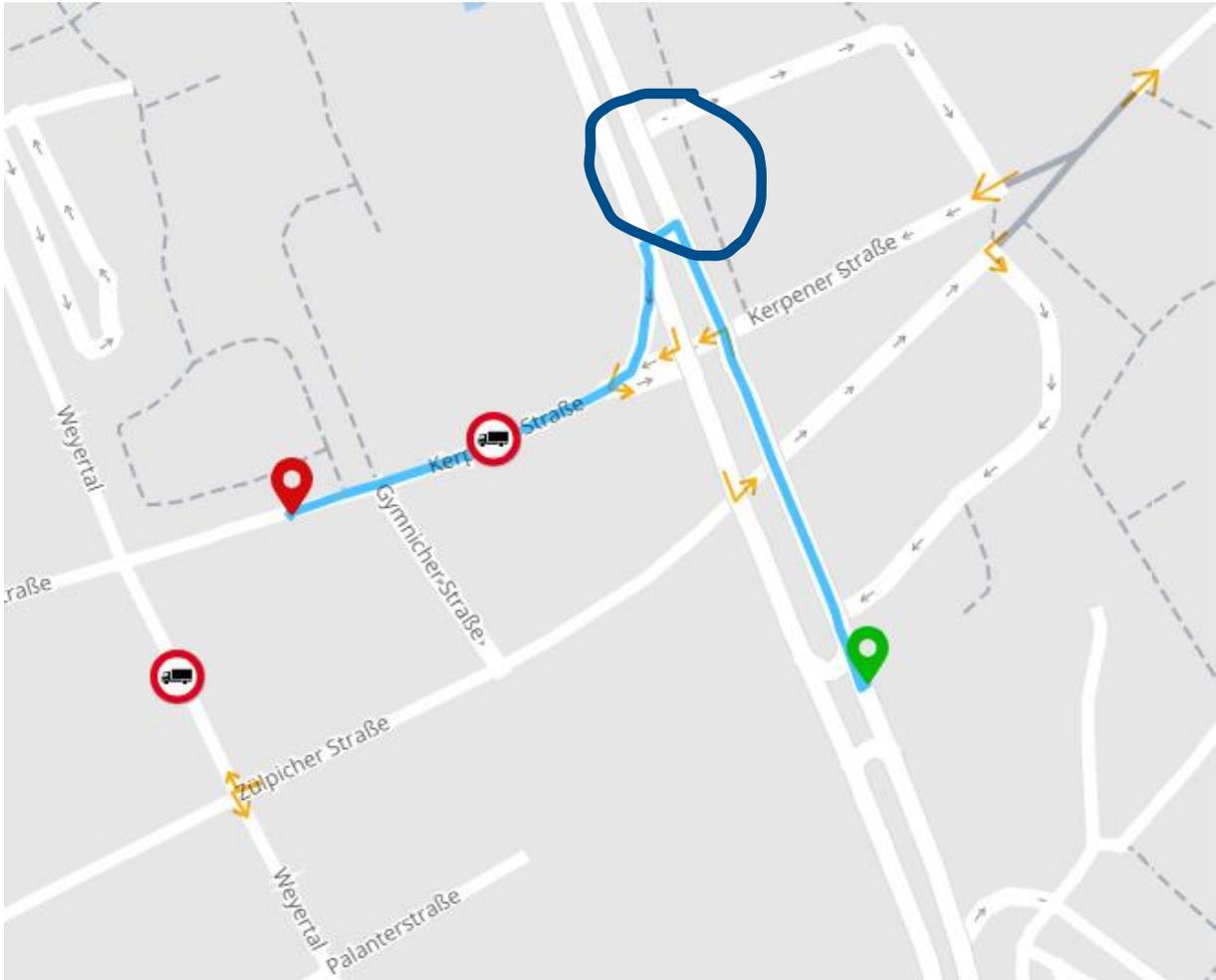
Here you can select when the turning restriction should apply.

TURN RESTRICTIONS – DEACTIVATE ALL

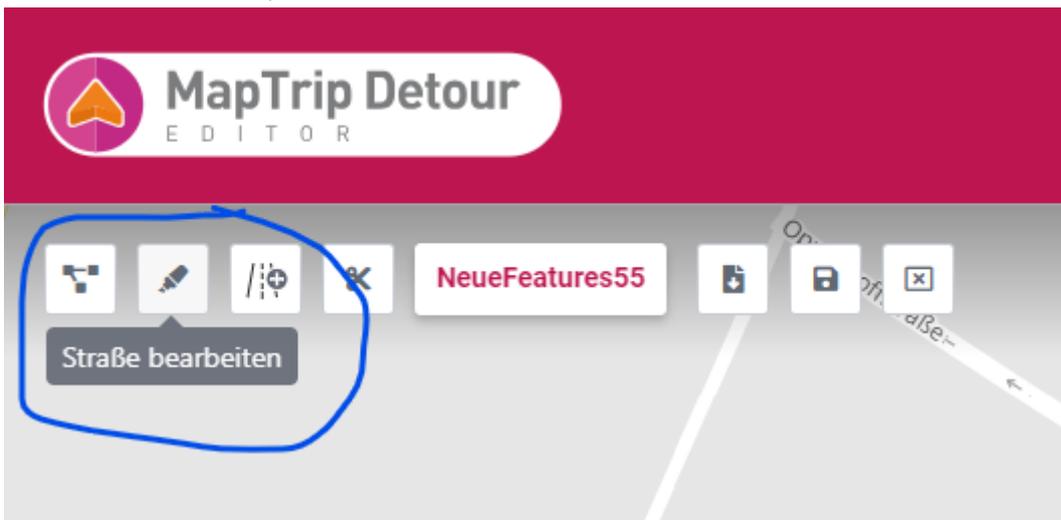
In the settings, you can select that all original turn restrictions should be ignored. In this case, only the self-created or edited turn restrictions are taken into account.

DEACTIVATE TURN RESTRICTION

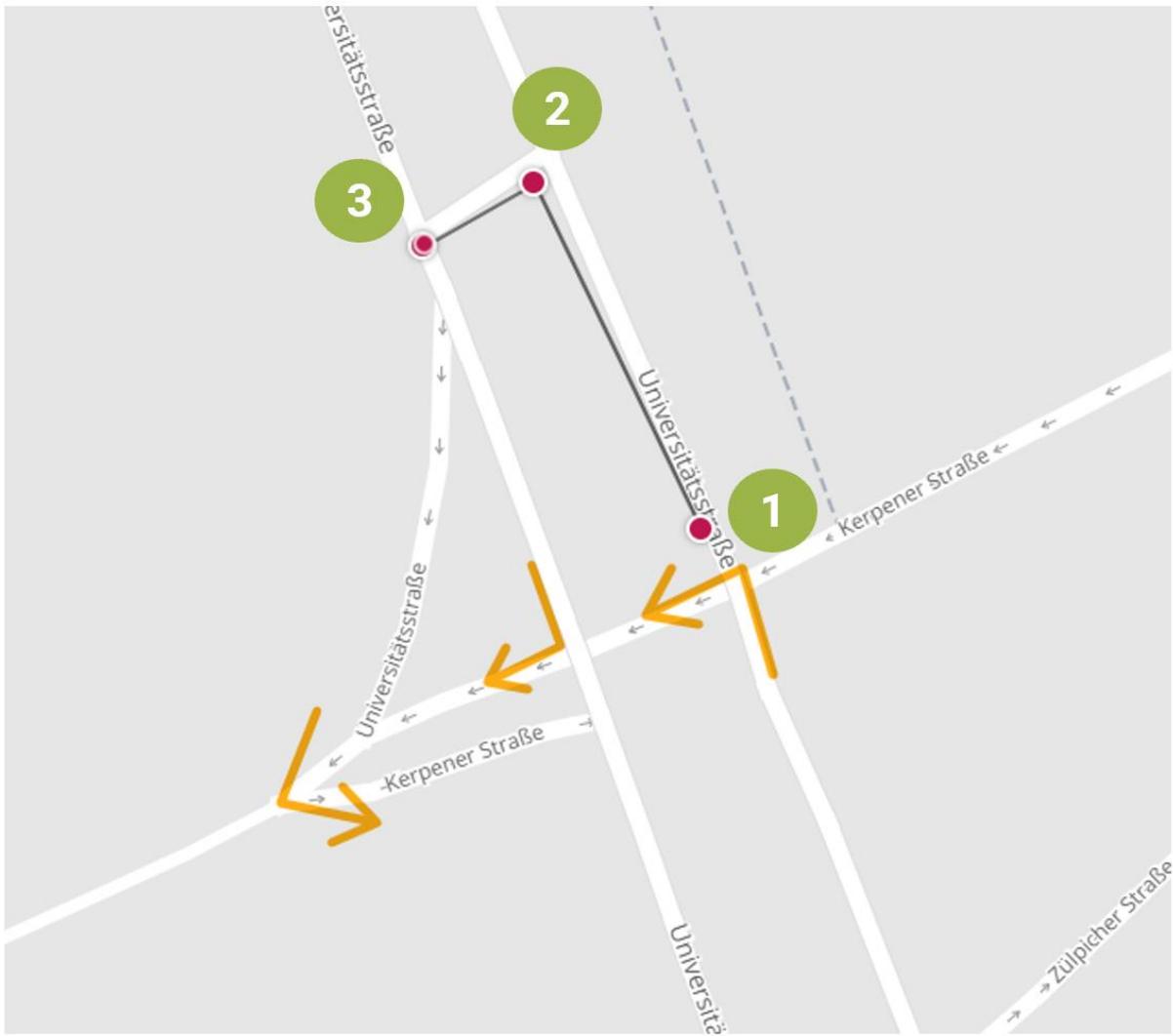
The route shown is not practicable in reality. There is no turn restriction on the maps at the point of the turning maneuver.



To add a turn restriction, select the "Edit road" tool.



Then mark the roads in the order corresponding to the prohibited maneuver.



Confirm the entry by pressing Enter.

Straße bearbeiten ✕

Sperren
Entsperren
Priorisieren / Vermeiden
Abbiegebeschränkung
Entfernen

Name

Zeitraumen

Immer aktiv
📅 Bearbeiten
🗑️

Beschränkungen

Breite (m)

Höhe (m)

Gewicht (t)

☰ Mehr

Änderung beachten

Standardrouting Ja

Blaulichrouting Anfahrtsroute Ja

Blaulichrouting Zielgebiet Nein

Sperrung 

Entsperrung 

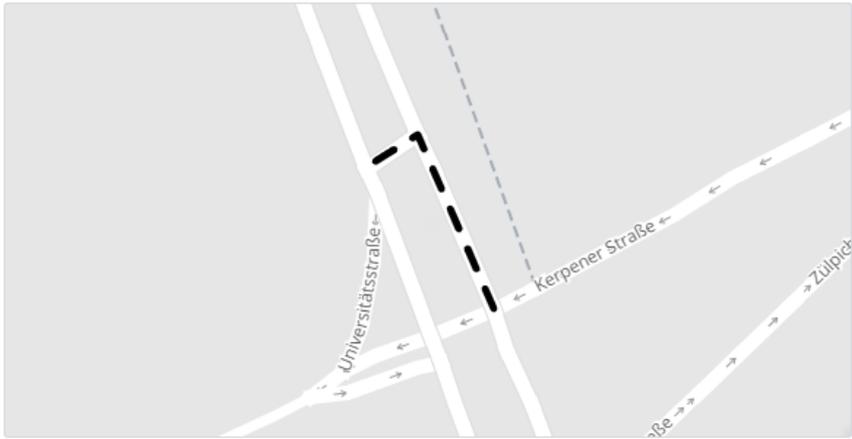
Priorisieren 

Vermeiden 

Truckattribute 

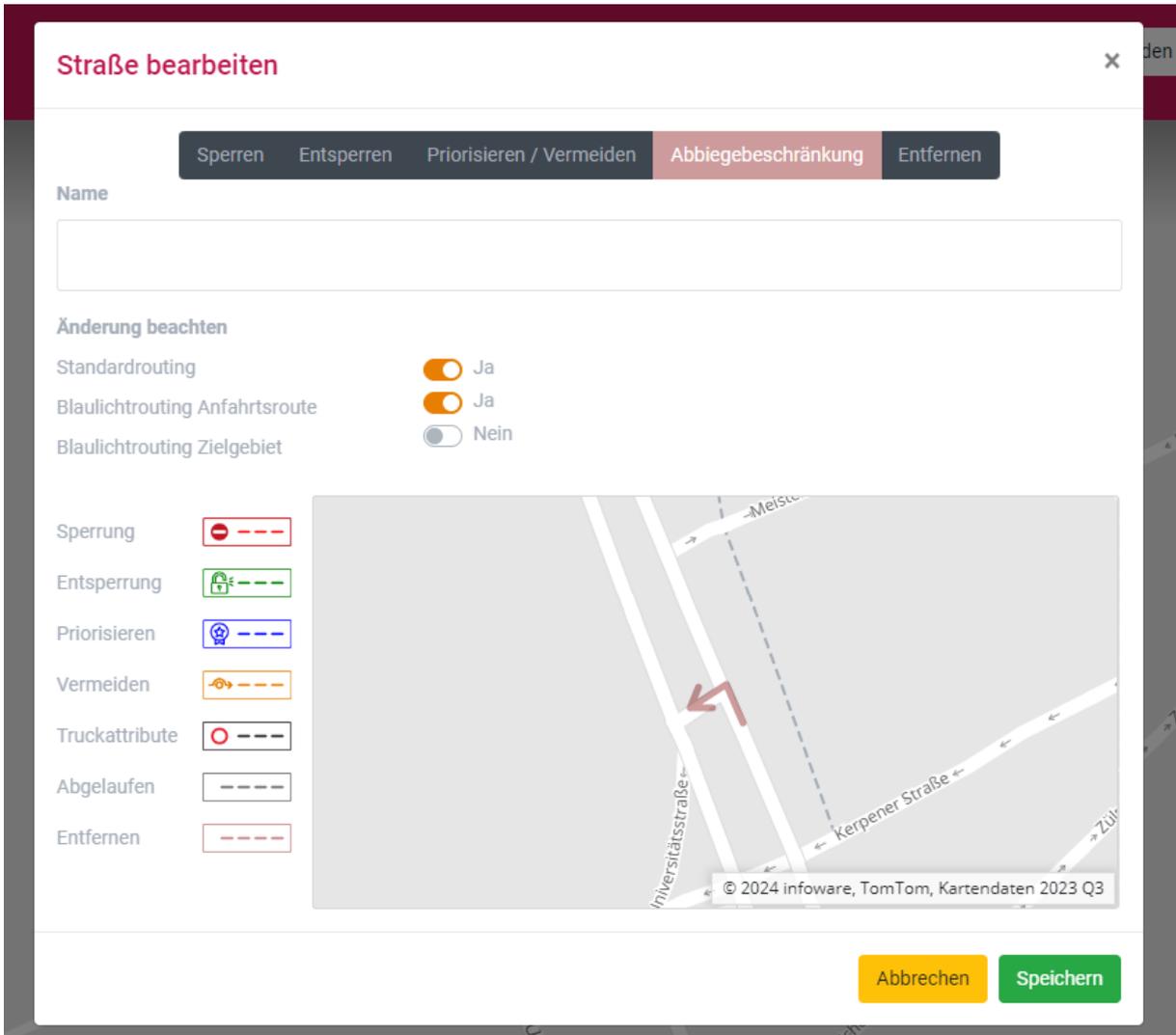
Abgelaufen 

Entfernen 



Abbrechen
Speichern

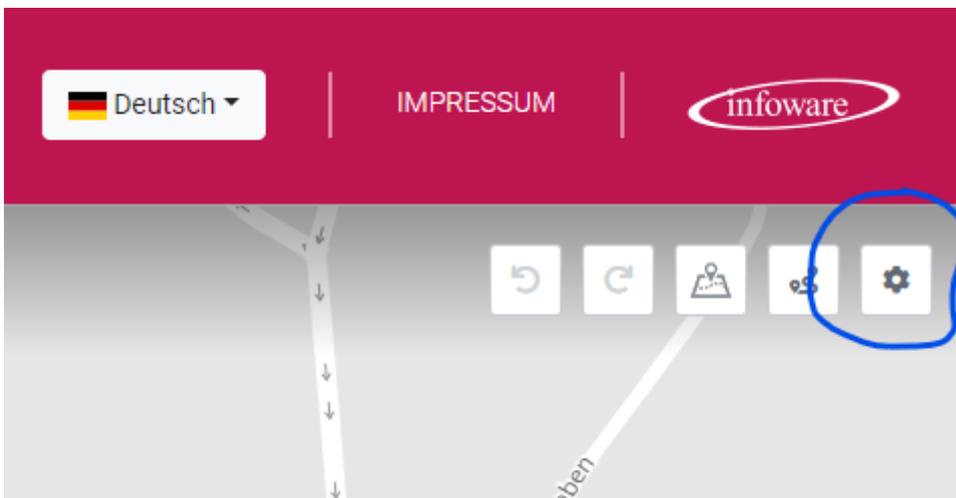
The selected roads are displayed. Click on "Turn restriction".



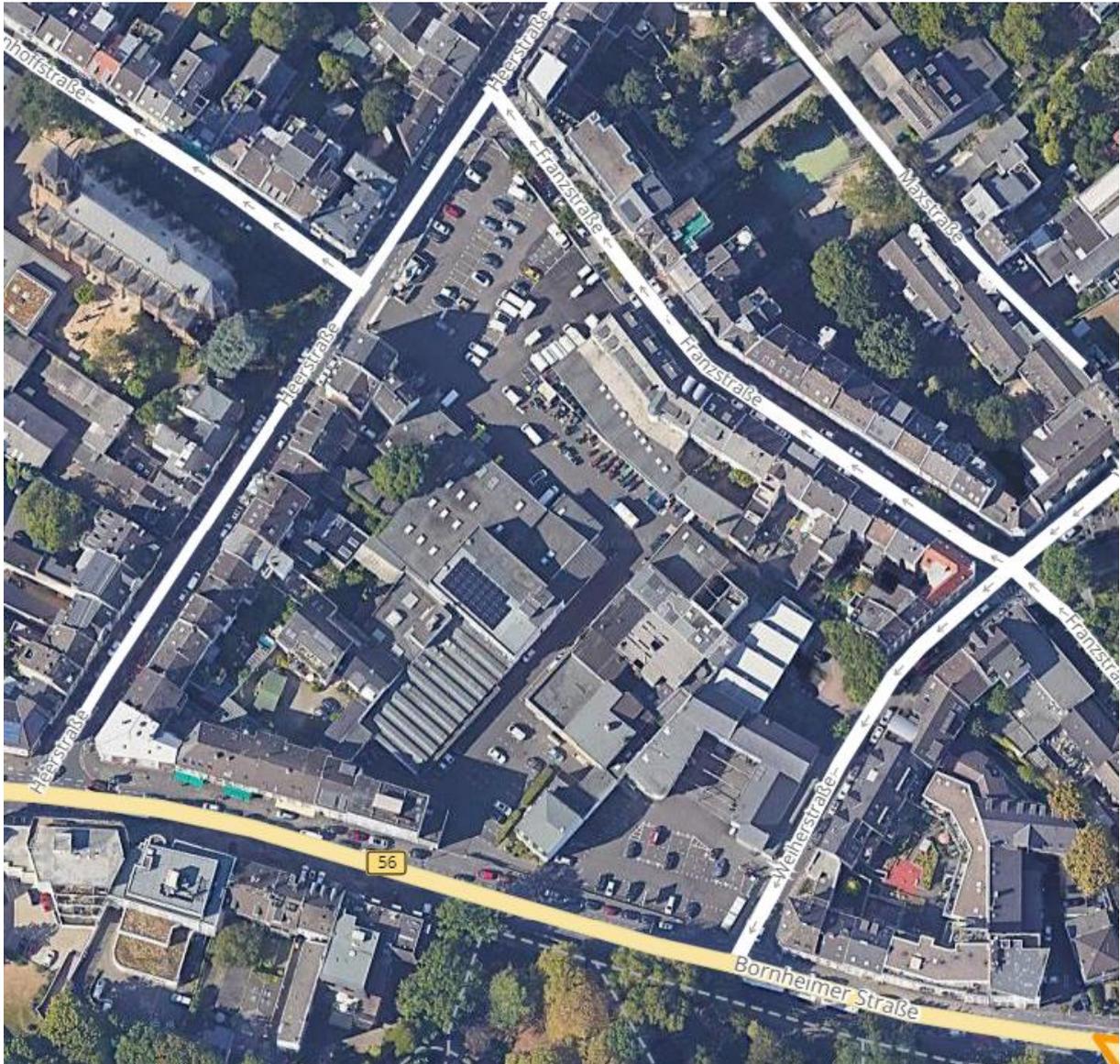
The new turn restriction is displayed.

AERIAL IMAGES

Aerial images can simplify the drawing of missing roads, for example. To display aerial images, open the settings.

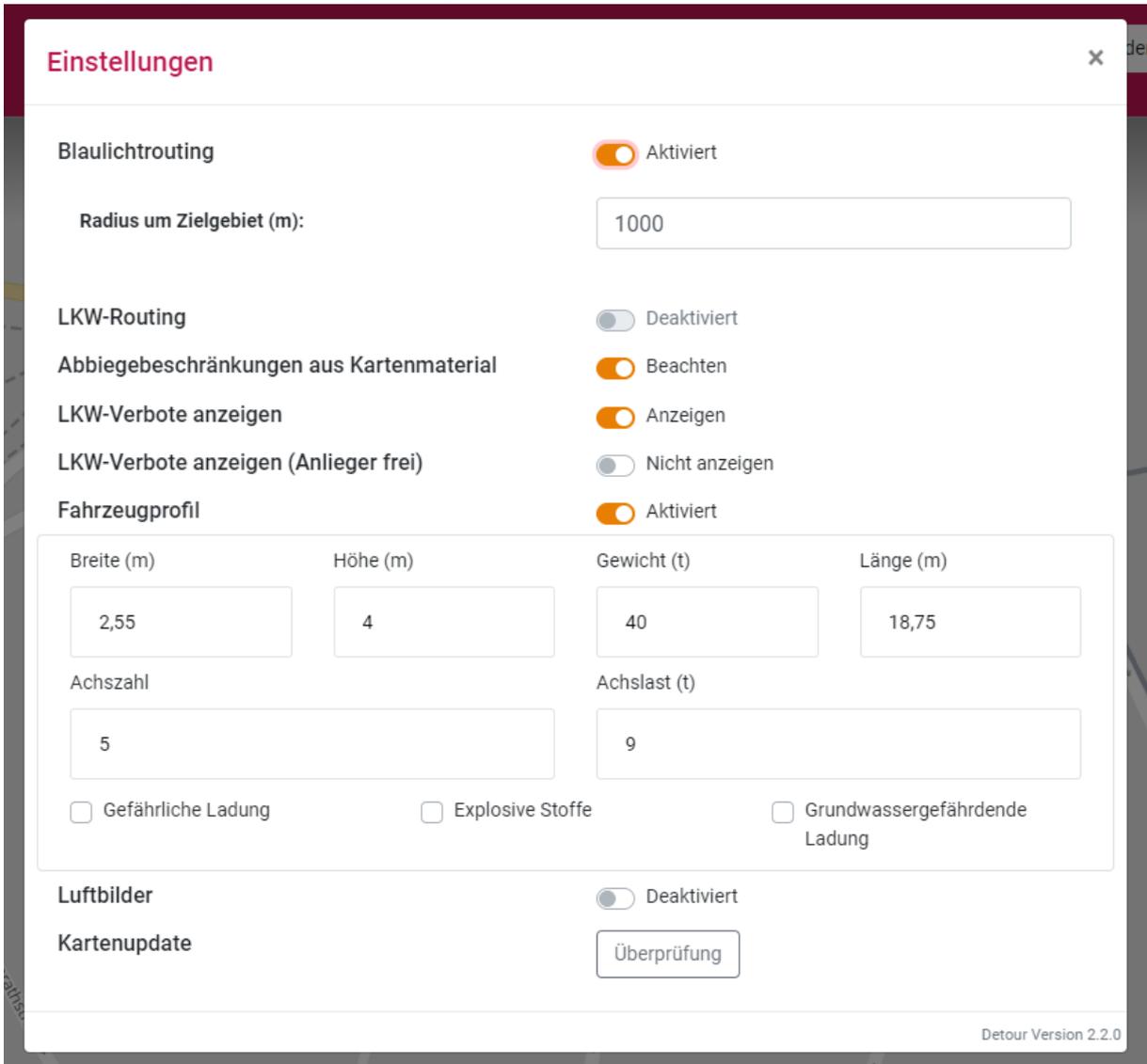


The roads are displayed above the aerial images.



SETTINGS

The settings are opened via the cogwheel symbol.



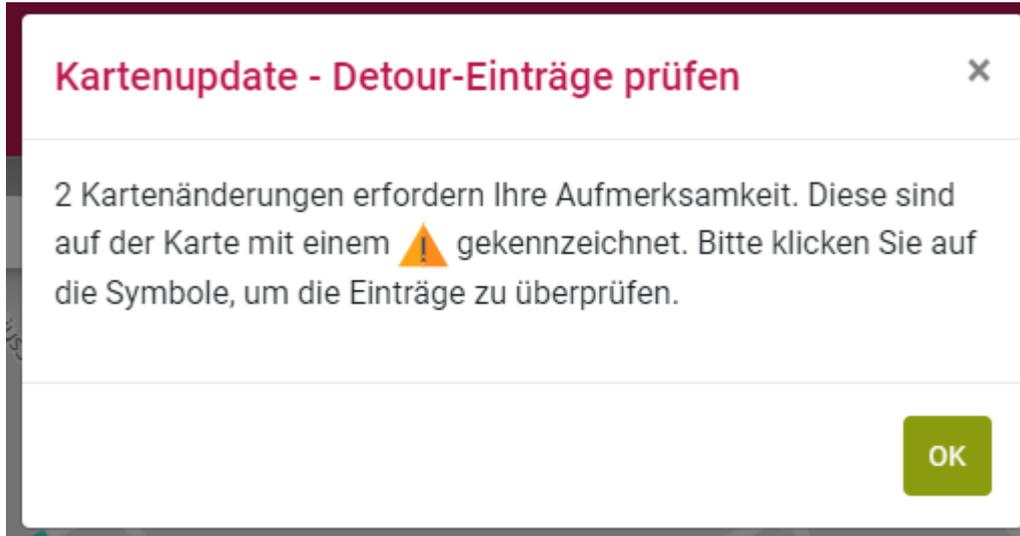
When truck routing is activated, the routes are optimized for a large truck. The route will then preferably use major roads and, if necessary, take detours.

If truck routing is deactivated, the routes are optimized for a car. The vehicle profile (e.g. vehicle width) is taken into account if it is activated.

CHECK MAP UPDATE

The position of the roads may change during a map update. It could then be that manually entered changes no longer fit the roads. This is checked in the function.

Small deviations are automatically corrected by Detour. Major deviations are marked with a warning symbol on the map and in the change list.



Select them to check your entries.

VALIDITY OF A CHANGE FOR BLUE LIGHT ROUTING

For each change in the card, you can set the cases in which it should be valid.

A distinction is made between three parameters:

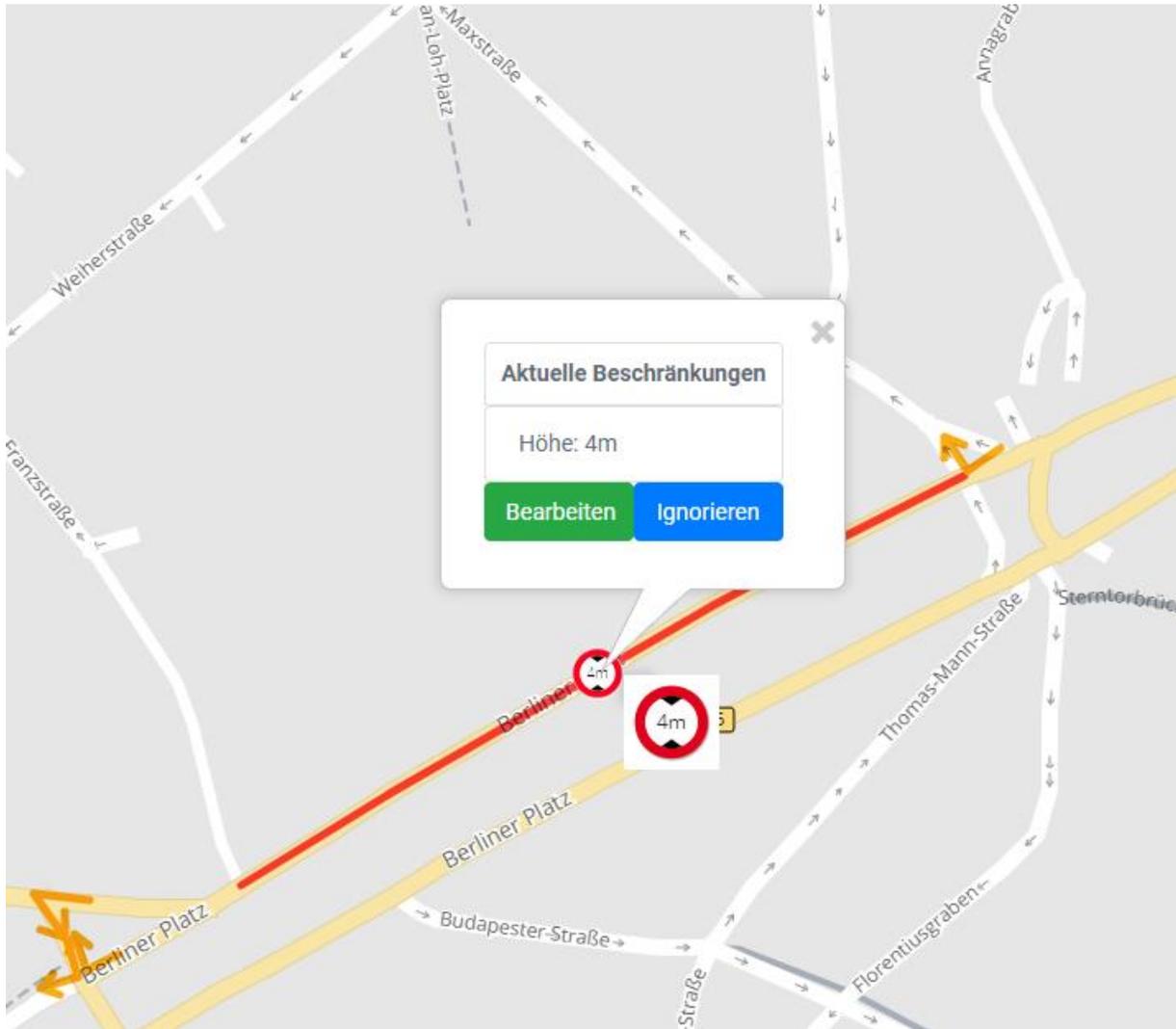
- Is taken into account for normal routing
- Is taken into account for blue light routing
- Is taken into account for blue light routing in the target area

TRUCK RESTRICTIONS EDIT/CREATE

Restrictions refer to limits on the height, width, weight or other characteristics of a vehicle. Restrictions are included in Detour as standard. These can be edited and more can be added.

TRUCK RESTRICTIONS EDIT

To edit, click (left) on the restriction.



Click on "Ignore" to ignore the restriction.

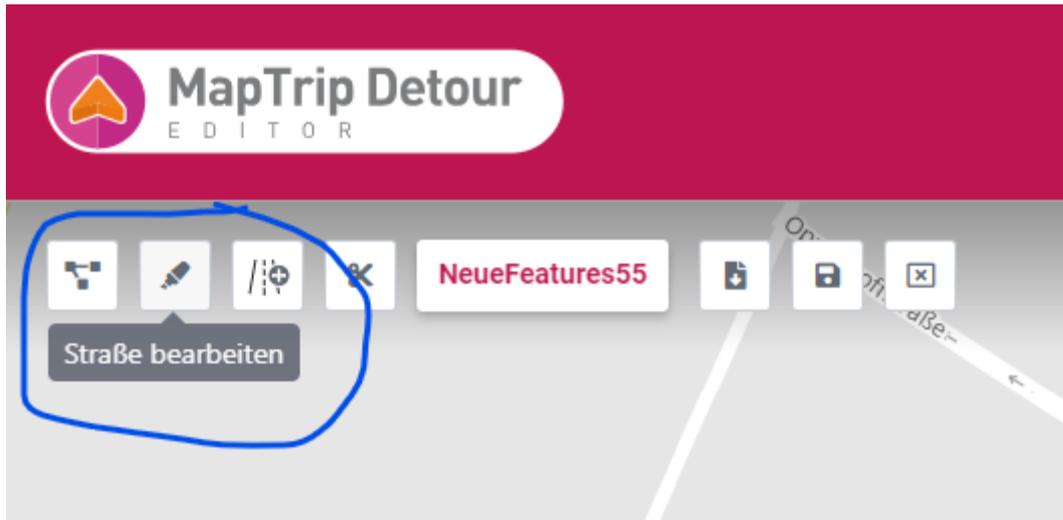
Click on "Edit" to open the editing window.

The values can be changed here.

CREATE RESTRICTION

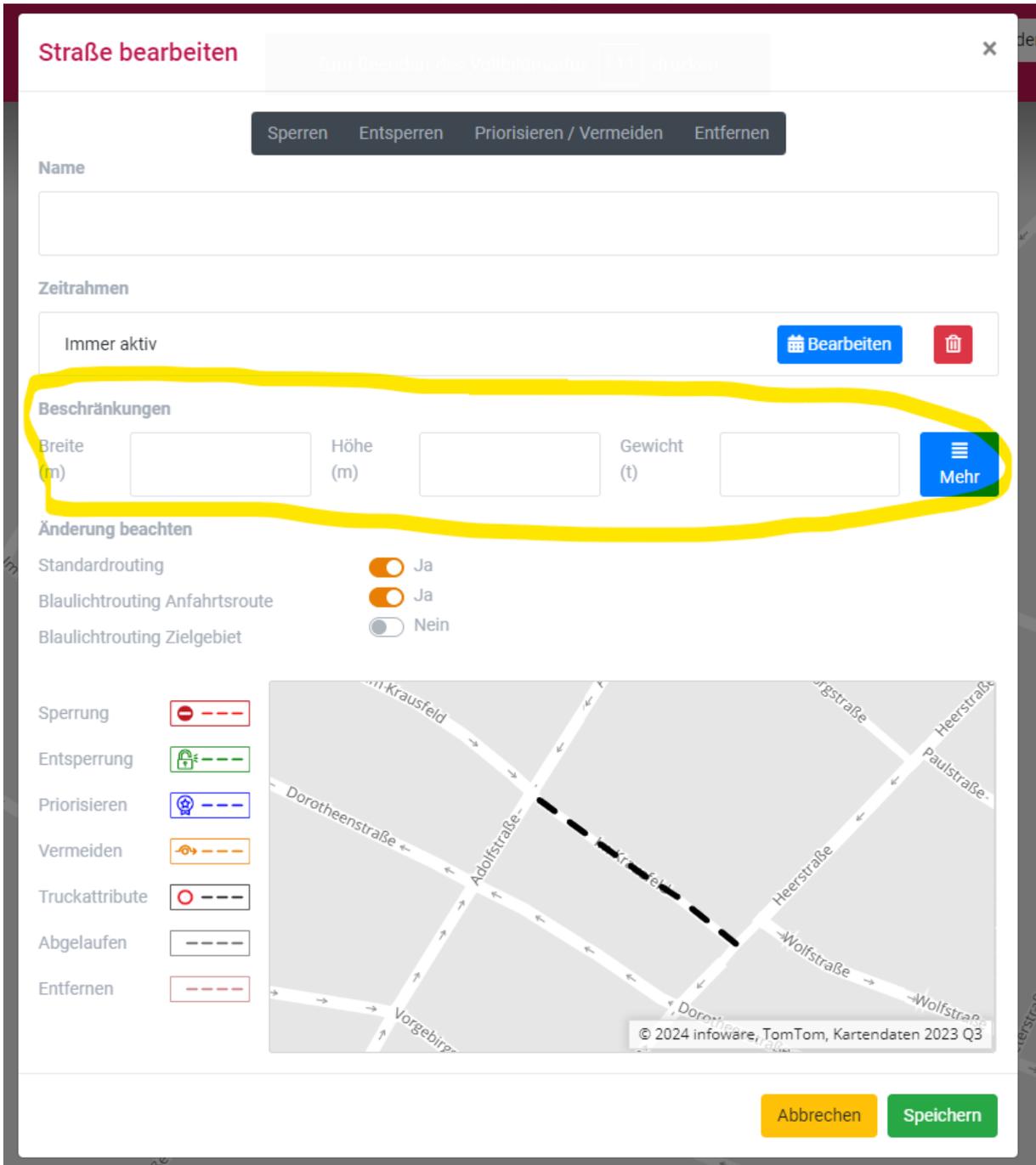
Missing restrictions can be added manually.

To do this, select "Edit street".



Click (left) and enter to select the street to be edited.

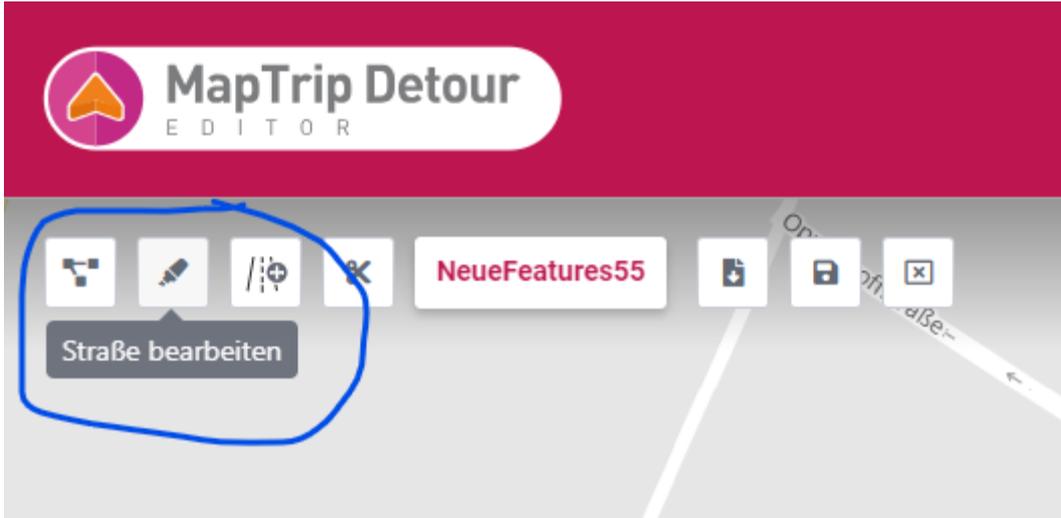
The restrictions can be entered in the following window (e.g. width, height, weight).



PRIORITIZE / AVOID

With the Prioritize / Avoid function, the route calculation can be adapted to suit the local needs of the user. Prioritized roads are used preferentially in the route calculation. In addition, the calculation of the arrival time can be better adapted to reality by entering a driving speed.

To do this, select "Edit road". Wählen Sie dafür „Straße bearbeiten“.



The average speed on which the route calculation is based is displayed in the following dialog.

Straße bearbeiten ✕

Sperren
Entsperren
Priorisieren / Vermeiden
Abbiegebeschränkung
Entfernen

Name

Original Geschwindigkeit: 48 km/h Neue Geschwindigkeit (km/h):

Verzögerung (s):

Beschränkungen

Breite (m)

Höhe (m)

Gewicht (t)

Mehr

Änderung beachten

Standardrouting Ja

Richtung Positiv Negativ Beide

Blaulichrouting Anfahrtsroute Ja

Blaulichrouting Zielgebiet Nein

Sperrung

Entspernung

Priorisieren

Vermeiden

Truckattribute

Abgelaufen

Entfernen

Abbrechen

Speichern

By entering a higher speed, the road is prioritized. A lower speed tends to lead to the road being avoided. The greater the difference between the original speed and the new speed, the greater this effect.

A delay in seconds can also be specified. This value is added when driving on the road. The value leads to avoidance of the road and is added to the travel time.