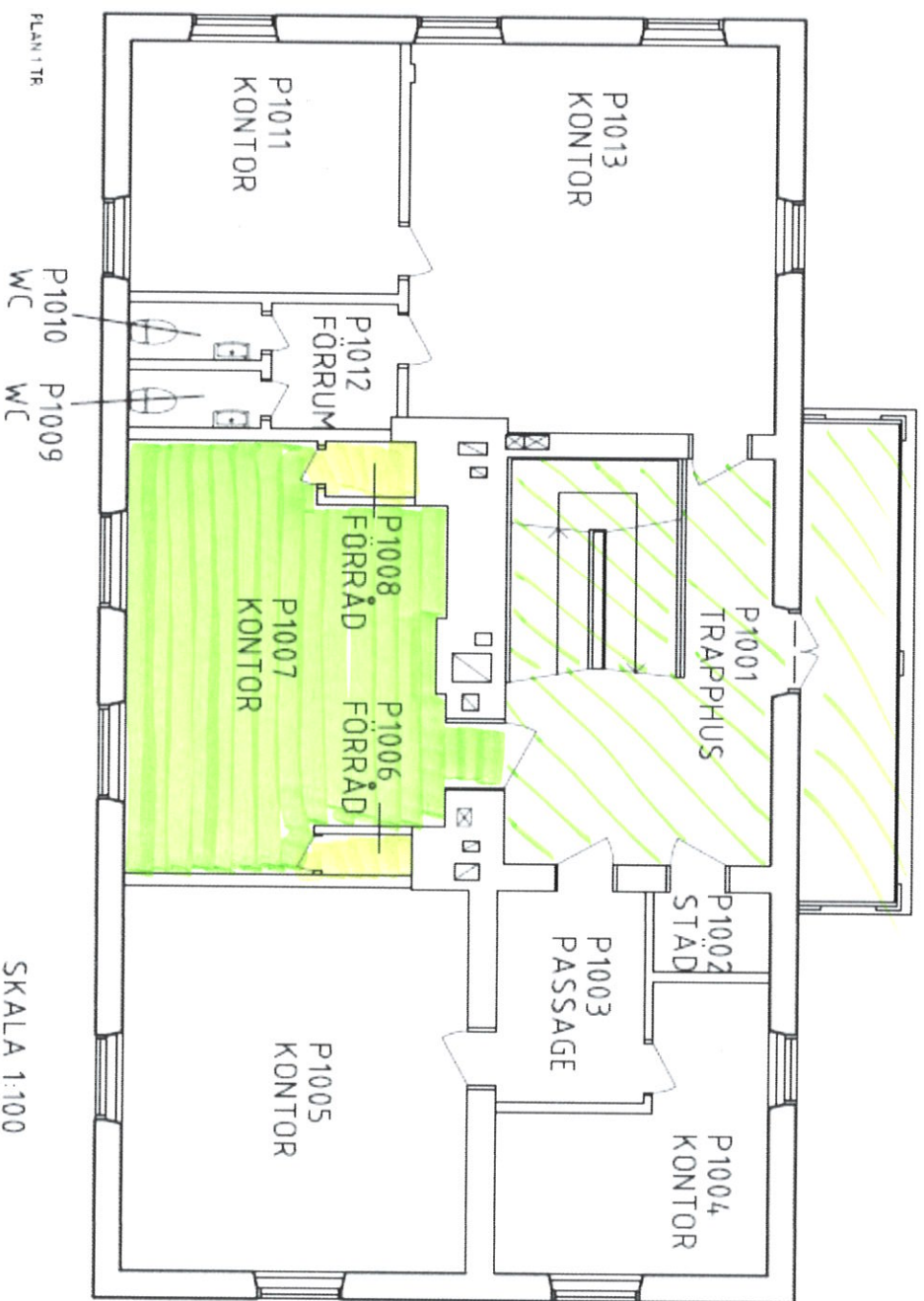


- = Kontor P 1007
 - = Förråd P 1006 + P 1008
 - = Trapphus/generallucka
- Endring*