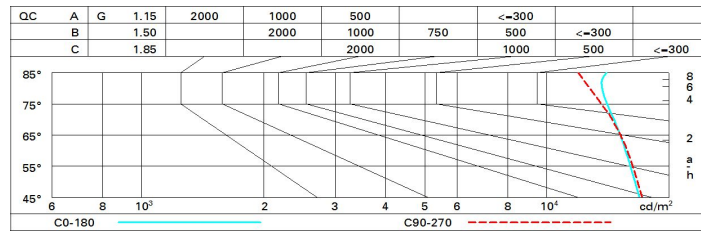




# Utilisation factors

R	77	75	73	71	55	53	33	00	DRR
K0.8	51	42	37	32	41	36	35	30	39
1.0	56	48	42	38	47	42	41	36	47
1.5	64	57	52	48	56	51	51	46	59
2.0	68	63	59	55	62	58	57	52	68
2.5	71	67	63	60	65	62	61	57	74
3.0	73	69	66	63	68	65	64	60	78
4.0	76	73	70	68	71	69	67	64	83
5.0	77	75	72	70	73	71	70	66	86

# Luminance curve limit



# UGR diagram

Corrected UGR values (at 2450 lm bare lamp luminous flux)															
Reflect.:															
ceil/cav		0.70	0.70	0.50	0.50	0.30		0.70	0.70	0.50	0.50	0.30		0.70	0.70
walls		0.50	0.30	0.50	0.30	0.30		0.50	0.30	0.50	0.30	0.30		0.50	0.30
work pl.		0.20	0.20	0.20	0.20	0.20		0.20	0.20	0.20	0.20	0.20		0.20	0.20
Room dim		viewed						viewed							
x	y	crosswise						endwise							
2H	2H	22.3	23.4	22.6	23.7	24.0		22.3	23.5	22.7	23.8	24.1		22.3	23.5
	3H	23.9	25.0	24.2	25.2	25.6		22.8	23.9	23.2	24.2	24.5		22.8	23.9
	4H	24.6	25.5	24.9	25.9	26.2		23.0	24.0	23.4	24.3	24.7		23.0	24.0
	6H	25.1	26.0	25.5	26.4	26.7		23.1	24.0	23.5	24.4	24.7		23.1	24.0
	8H	25.3	26.2	25.7	26.6	26.9		23.1	24.0	23.5	24.4	24.7		23.1	24.0
	12H	25.5	26.4	25.9	26.7	27.1		23.1	24.0	23.5	24.3	24.7		23.1	24.0
4H	2H	23.0	24.0	23.3	24.3	24.6		24.6	25.5	24.9	25.9	26.2		24.6	25.5
	3H	24.8	25.6	25.2	26.0	26.4		25.2	26.1	25.6	26.4	26.8		25.2	26.1
	4H	25.6	26.3	26.0	26.7	27.1		25.6	26.3	26.0	26.7	27.1		25.6	26.3
	6H	26.3	26.9	26.7	27.3	27.8		25.8	26.5	26.2	26.9	27.3		25.8	26.5
	8H	26.5	27.2	27.0	27.6	28.0		25.9	26.5	26.3	26.9	27.4		25.9	26.5
	12H	26.8	27.3	27.2	27.8	28.2		25.9	26.5	26.4	26.9	27.4		25.9	26.5
8H	4H	25.9	26.5	26.3	26.9	27.4		26.4	27.0	26.9	27.5	27.9		26.4	27.0
	6H	26.7	27.3	27.2	27.7	28.2		26.8	27.3	27.3	27.8	28.3		26.8	27.3
	8H	27.1	27.6	27.6	28.0	28.5		27.0	27.4	27.5	27.9	28.4		27.0	27.4
	12H	27.4	27.8	28.0	28.3	28.8		27.1	27.5	27.6	28.0	28.5		27.1	27.5
12H	4H	25.9	26.5	26.4	26.9	27.4		26.6	27.1	27.1	27.6	28.1		26.6	27.1
	6H	26.8	27.3	27.3	27.7	28.2		27.0	27.5	27.5	27.9	28.5		27.0	27.5
	8H	27.2	27.6	27.7	28.1	28.6		27.2	27.6	27.8	28.1	28.6		27.2	27.6
Variations with the observer position at spacing:															
S =	1.0H	0.1 / -0.1						0.1 / -0.1							
	1.5H	0.2 / -0.3						0.2 / -0.3							
	2.0H	0.3 / -0.5						0.3 / -0.5							