



Gurnos Police Station

Table of Contents

Cover	1
Table of Contents	2
Luminaire list	3

Site 1

Luminaire layout plan	4
Calculation objects / Light scene 1	6
Calculation surface 1 / Light scene 1 / Perpendicular illuminance	8
Calculation surface 2 / Light scene 1 / Perpendicular illuminance	9

Site 1 - Building 1

Storey 1

Calculation objects / Emergency light scene	10
Calculation objects / Light scene 1	12
Horizontal Light Spill / Light scene 1 / Horizontal illuminance	14

Site 1

LHS Front

Working plane (LHS Front) / Light scene 1 / Perpendicular illuminance (adaptive)	15
--	----

Site 1

Rear Patio Area

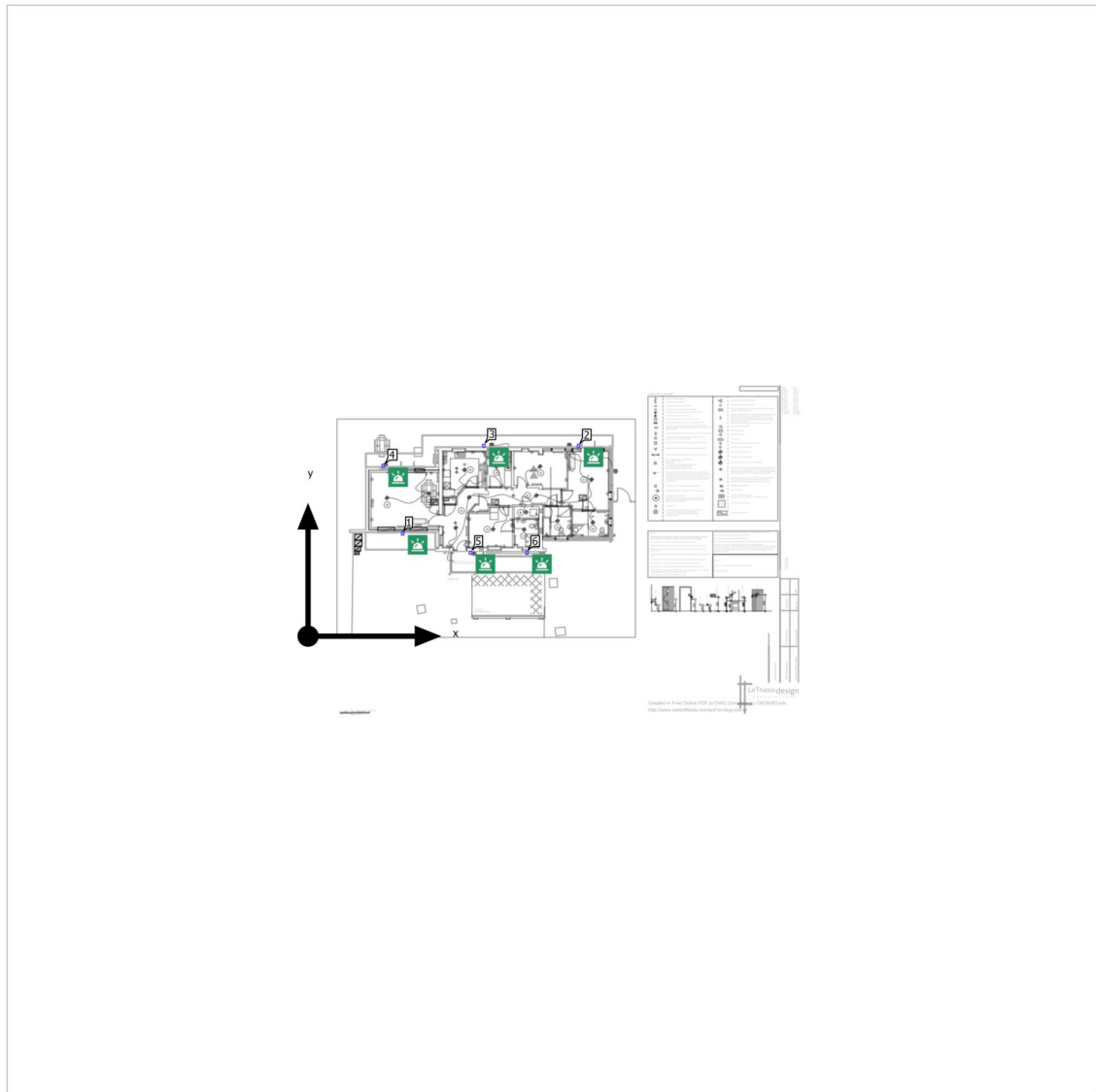
Working plane (Rear Patio Area) / Light scene 1 / Perpendicular illuminance (adaptive)	16
--	----

Luminaire list

Φ_{total}		P_{total}		Luminous efficacy		
5694 lm		42.0 W		135.6 lm/W		
$\Phi_{\text{Emergency lighting}}$		$P_{\text{Emergency lighting}}$				
5694 lm		42.0 W				
pcs.	Manufacturer	Article No.	Article name	P	Φ	Luminous efficacy
6	Not yet a DIALux member	JC130011	Novium LED Wall Pack 7/8/10/12W IP65	7.0 W	949 lm	135.5 lm/W
			IK10 3000K Black Emergency	 7.0 W	949 lm (100 %)	-

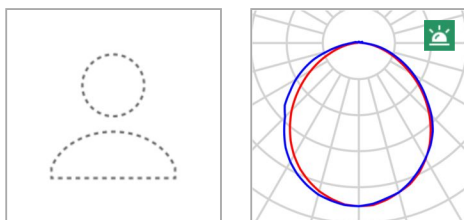
Site 1

Luminaire layout plan



Site 1

Luminaire layout plan



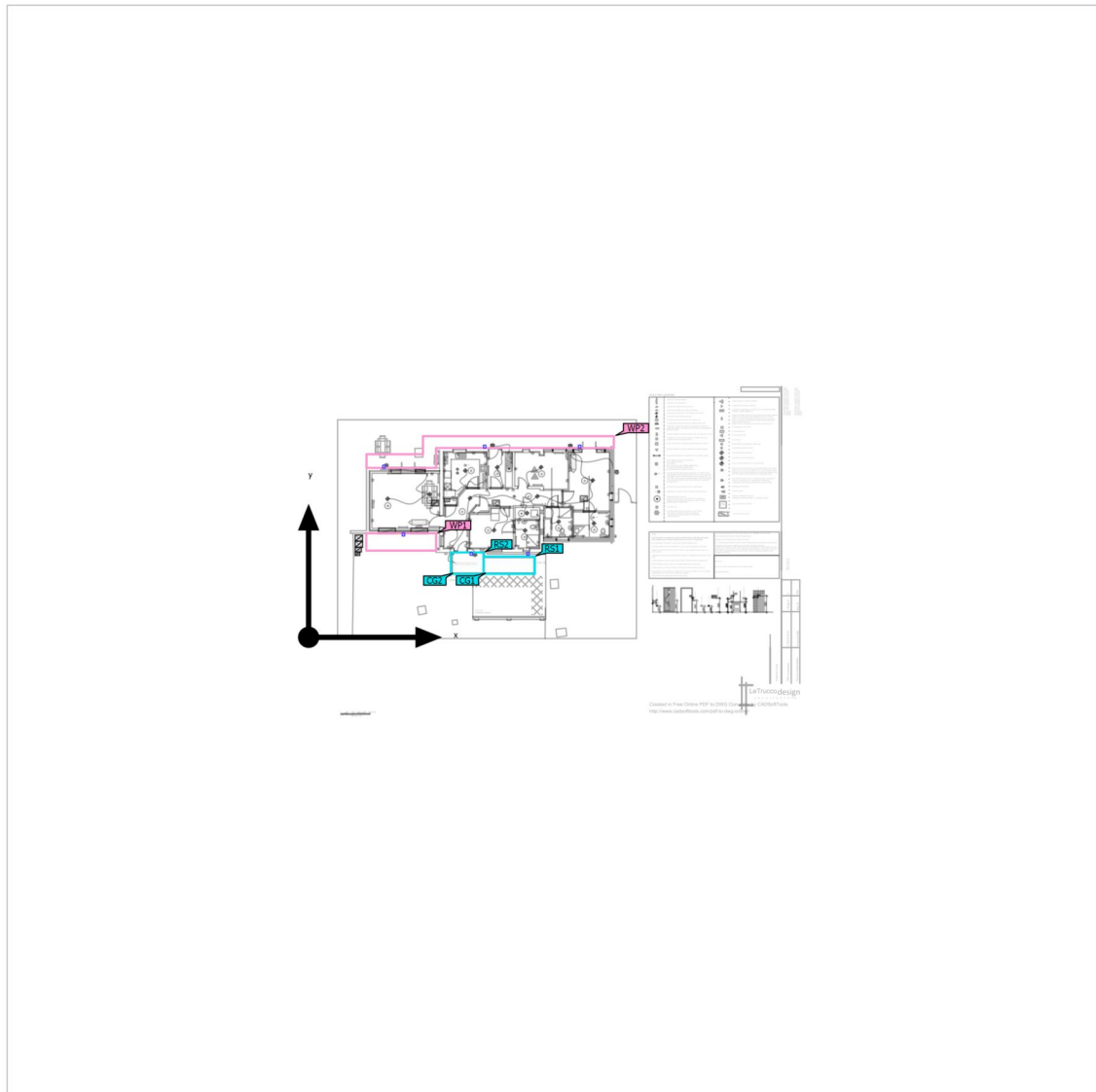
Manufacturer	Not yet a DIALux member	P	7.0 W
Article No.	JC130011	P _{Emergency lighting}	7.0 W
Article name	Novium LED Wall Pack 7/8/10/12W IP65 IK10 3000K Black Emergency	Φ _{Luminaire}	949 lm
		Φ _{Emergency lighting}	949 lm
Fitting	1x LED	ELF	100 %

Individual luminaires

X	Y	Mounting height	Luminaire
8.188 m	8.881 m	2.000 m	1
23.398 m	16.459 m	1.800 m	2
15.200 m	16.457 m	1.800 m	3
6.500 m	14.731 m	1.800 m	4
14.046 m	7.220 m	2.000 m	5
18.938 m	7.217 m	2.000 m	6

Site 1 (Light scene 1)

Calculation objects



Site 1 (Light scene 1)

Calculation objects

Working planes

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Working plane (LHS Front) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	28.3 lx	4.07 lx	76.6 lx	0.14	0.053	WP1
Working plane (Rear Patio Area) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	27.2 lx	1.30 lx	96.0 lx	0.048	0.014	WP2

Surface result objects

Properties	$\varnothing$	min	max	$U_o (g_1)$	g_2	Index
Ramp 2 Perpendicular illuminance (adaptive) Height: 0.300 m	30.1 lx	10.1 lx	80.4 lx	0.34	0.13	RS1
Ramp 2 Luminance Height: 0.300 m	1.92 cd/m ²	0.64 cd/m ²	5.12 cd/m ²	0.33	0.13	RS1
Ramp Perpendicular illuminance (adaptive) Height: 0.500 m	55.8 lx	10.9 lx	142 lx	0.20	0.077	RS2
Ramp Luminance Height: 0.500 m	8.88 cd/m ²	1.73 cd/m ²	22.6 cd/m ²	0.19	0.077	RS2

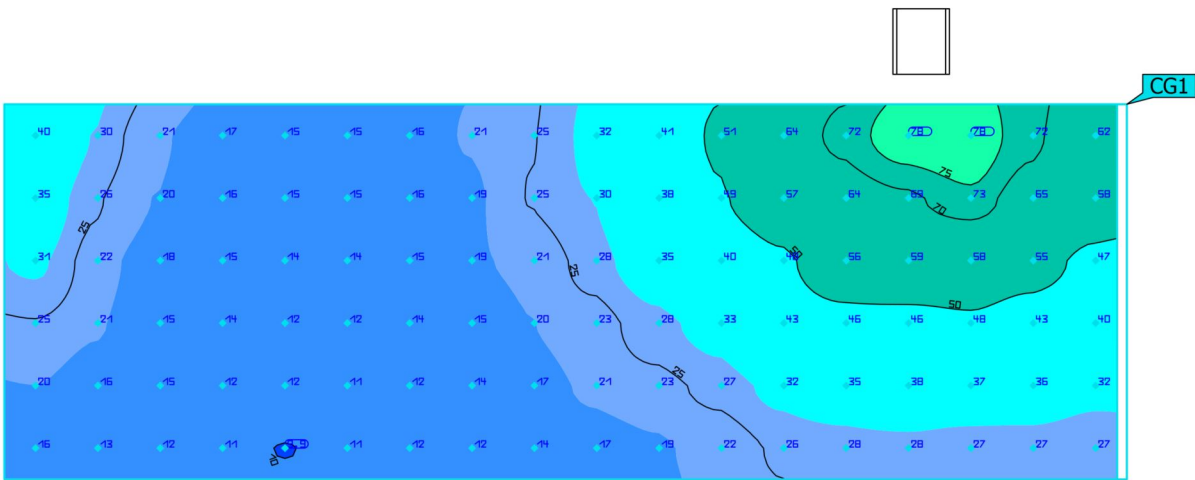
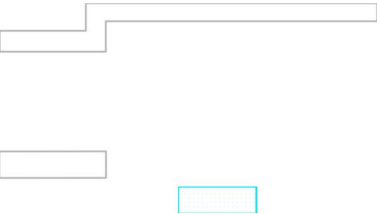
Calculation surfaces

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 1 Perpendicular illuminance Height: 0.247 m	30.3 lx	9.94 lx	78.4 lx	0.33	0.13	CG1
Calculation surface 2 Perpendicular illuminance Height: 0.500 m	55.8 lx	13.4 lx	142 lx	0.24	0.094	CG2

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Site 1 (Light scene 1)

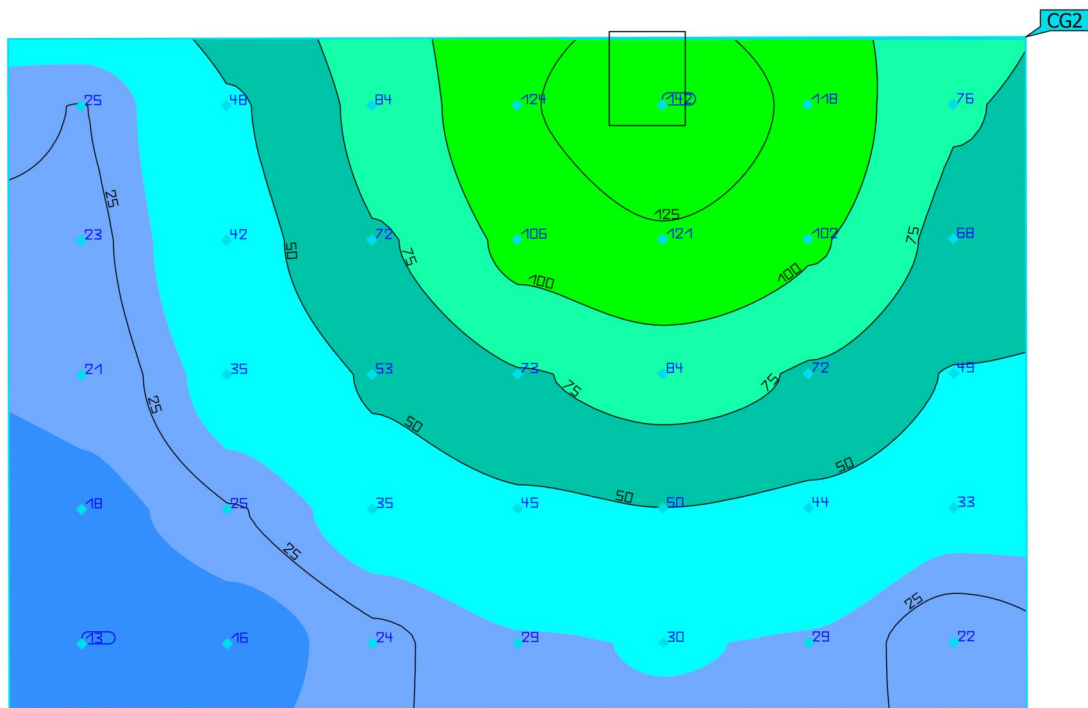
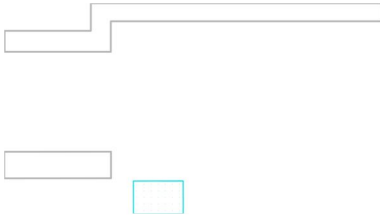
Calculation surface 1



Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 1 Perpendicular illuminance Height: 0.247 m	30.3 lx	9.94 lx	78.4 lx	0.33	0.13	CG1

Utilisation profile: DIALux presetting (5.1.4-Standard (outdoor transportation area))

Site 1 (Light scene 1)

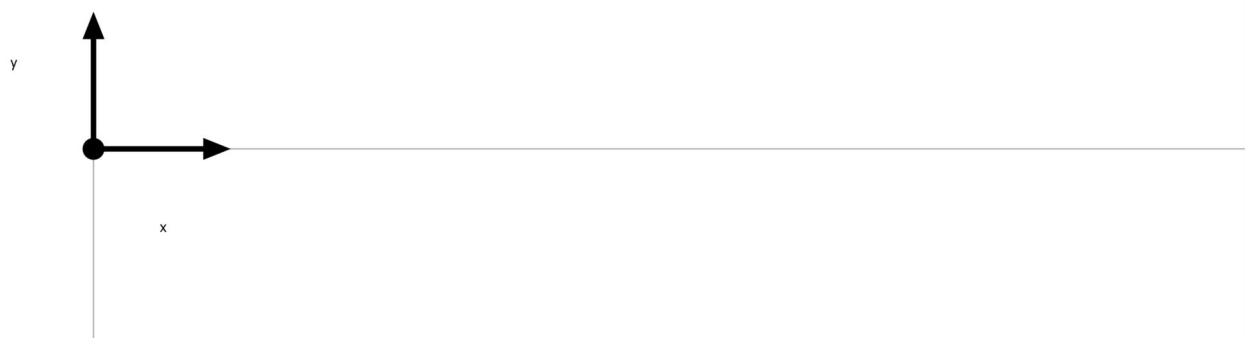
Calculation surface 2

Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_o (g_1)$	g_2	Index
Calculation surface 2 Perpendicular illuminance Height: 0.500 m	55.8 lx	13.4 lx	142 lx	0.24	0.094	CG2

Utilisation profile: DIALux presetting (5.1.4-Standard (outdoor transportation area))

Building 1 · Storey 1 (Emergency light scene)

Calculation objects



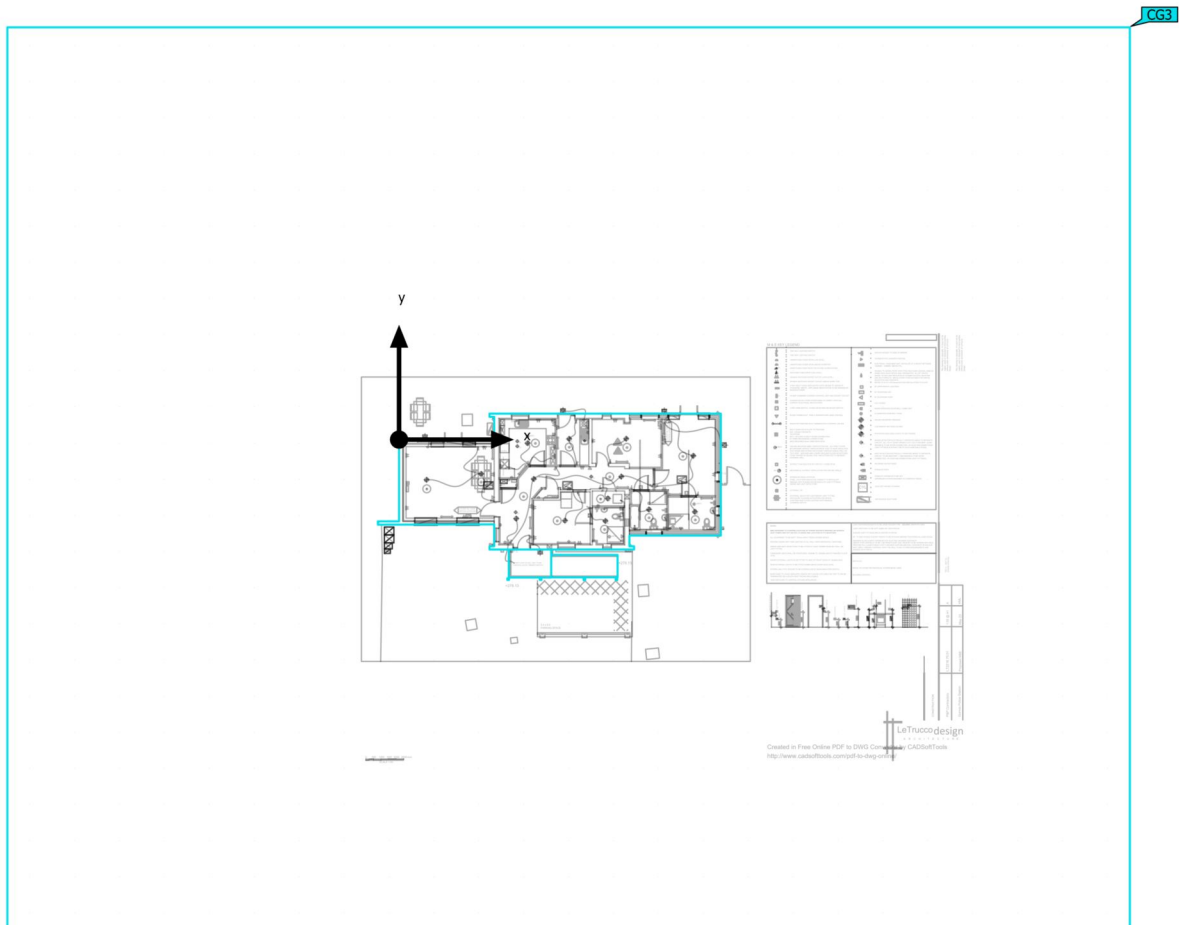
Building 1 · Storey 1 (Emergency light scene)

Calculation objects

Notes on planning:

The emergency lighting scene was calculated without reflection and without taking into account the placed furniture.

Building 1 · Storey 1 (Light scene 1)

Calculation objects

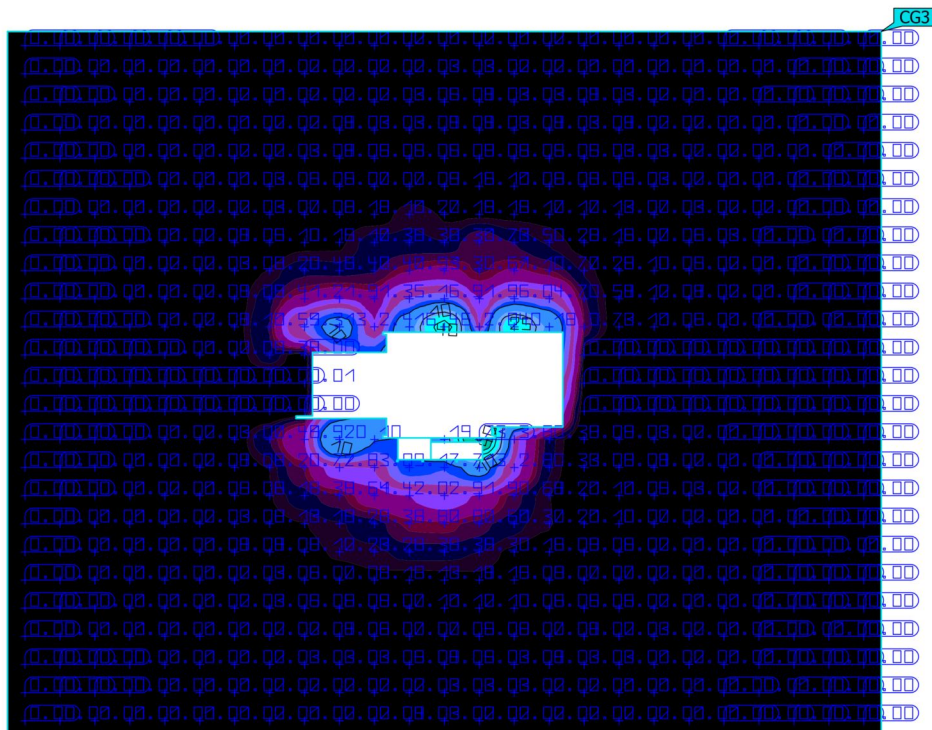
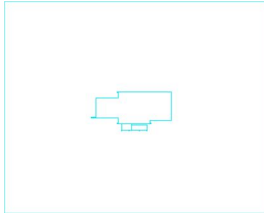
Building 1 · Storey 1 (Light scene 1)

Calculation objects

Calculation surfaces

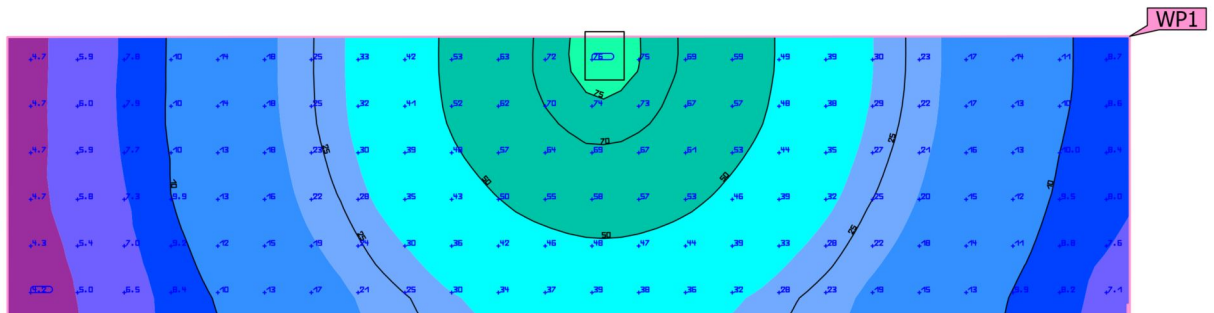
Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_o (g_1)$	g_2	Index
Horizontal Light Spill Horizontal illuminance Height: 0.000 m	0.63 lx	0.000 lx	72.7 lx	0.00	0.00	CG3

Building 1 · Storey 1 (Light scene 1)

Horizontal Light Spill

Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_0 (g_1)$	g_2	Index
Horizontal Light Spill	0.63 lx	0.000 lx	72.7 lx	0.00	0.00	CG3
Horizontal illuminance						
Height: 0.000 m						

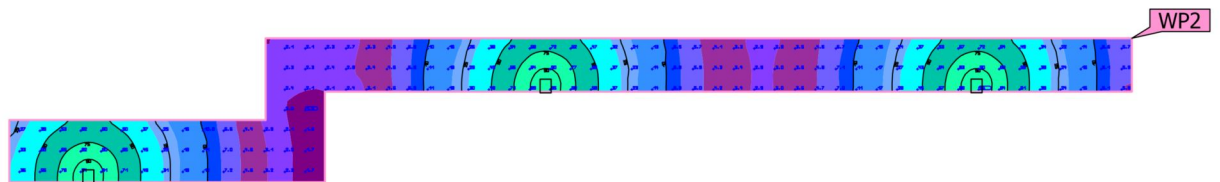
LHS Front (Light scene 1)

Working plane (LHS Front)

Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_o (g_1)$	g_2	Index
Working plane (LHS Front)	28.3 lx	4.07 lx	76.6 lx	0.14	0.053	WP1
Perpendicular illuminance (adaptive)						
Height: 0.000 m, Wall zone: 0.000 m						

Utilisation profile: DIALux presetting (5.1.4-Standard (outdoor transportation area))

Rear Patio Area (Light scene 1)

Working plane (Rear Patio Area)

Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_o (g_1)$	g_2	Index
Working plane (Rear Patio Area)	27.2 lx	1.30 lx	96.0 lx	0.048	0.014	WP2
Perpendicular illuminance (adaptive)						
Height: 0.000 m, Wall zone: 0.000 m						

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))