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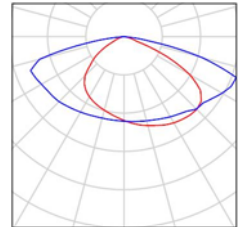
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## Project 1 / Luminaire parts list

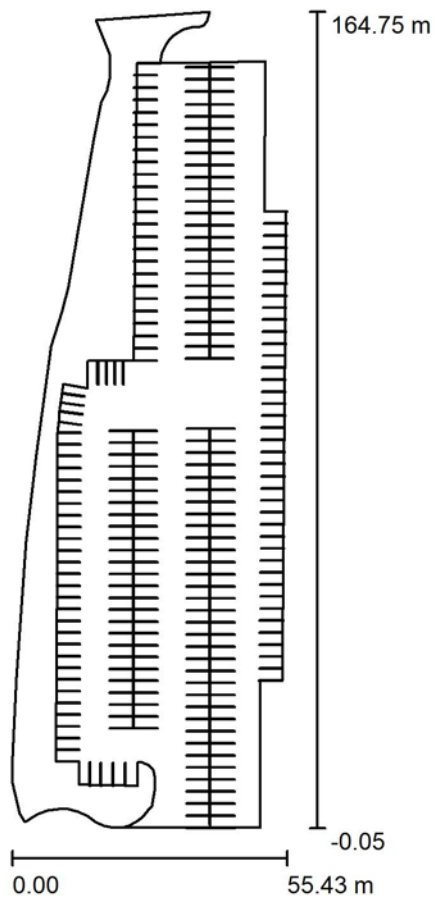
24 Pieces 60W 3M 5050  
Article No.:  
Luminous flux (Luminaire): 9000 lm  
Luminous flux (Lamps): 9000 lm  
Luminaire Wattage: 60.0 W  
Luminaire classification according to CIE: 100  
CIE flux code: 35 71 96 100 100  
Fitting: 1 x User defined (Correction Factor 1.000).

See our luminaire catalog for an image of the luminaire.



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### Exterior Scene 1 / Planning data



Maintenance factor: 0.80, ULR (Upward Light Ratio): 0.0%

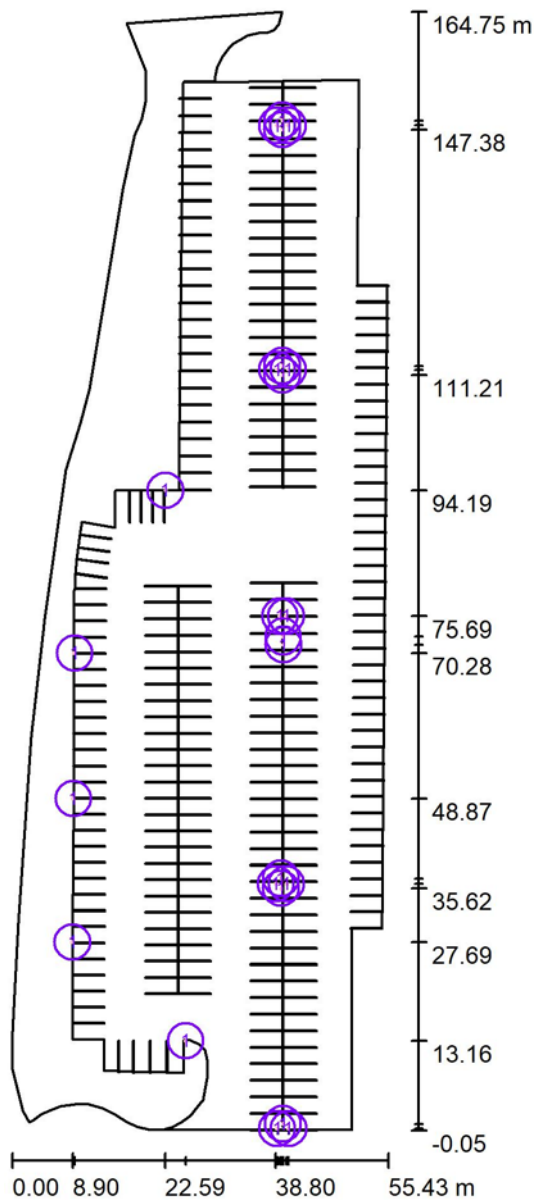
Scale 1:1528

#### Luminaire Parts List

No.	Pieces	Designation (Correction Factor)	Φ (Luminaire) [lm]	Φ (Lamps) [lm]	P [W]
1	24	LD60KM 3M 5050 (1.000)	9000	9000	60.0
			Total: 216005	Total: 216000	1440.0

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### Exterior Scene 1 / Luminaires (layout plan)



Scale 1 : 1115

#### Luminaire Parts List

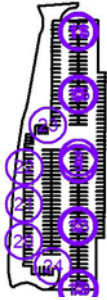
No.	Pieces	Designation
1	24	LD60KM 3M 5050

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## Exterior Scene 1 / Luminaires (coordinates list)

### LD60KM 3M 5050

9000 lm, 60.0 W, 1 x 1 x User defined (Correction Factor 1.000).

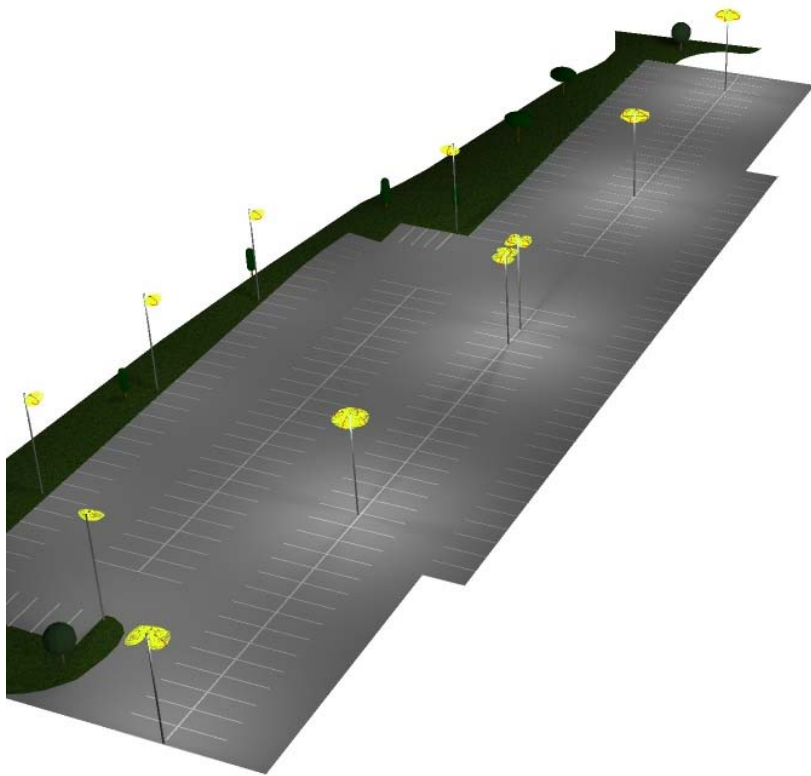


No.	Position [m]			Rotation [°]		
	X	Y	Z	X	Y	Z
1	39.602	35.620	12.000	0.0	0.0	-180.0
2	39.572	37.108	12.000	0.0	0.0	0.0
3	39.947	71.525	12.000	0.0	0.0	-180.0
4	39.929	72.736	12.000	0.0	0.0	0.0
5	39.794	111.209	12.000	0.0	0.0	-180.0
6	39.794	112.549	12.000	0.0	0.0	0.0
7	39.425	75.687	12.000	0.0	0.0	90.0
8	40.355	75.687	12.000	0.0	0.0	-90.0
9	39.882	0.897	12.000	0.0	0.0	0.0
10	39.794	148.735	12.000	0.0	0.0	0.0
11	39.794	147.375	12.000	0.0	0.0	180.0
12	38.800	36.300	12.000	0.0	0.0	90.0
13	40.400	36.300	12.000	0.0	0.0	-90.0
14	39.011	112.000	12.000	0.0	0.0	90.0
15	40.666	112.000	12.000	0.0	0.0	-90.0
16	40.625	148.000	12.000	0.0	0.0	-90.0
17	38.992	148.000	12.000	0.0	0.0	90.0
18	39.023	0.234	12.000	0.0	0.0	90.0
19	40.687	0.234	12.000	0.0	0.0	-90.0
20	8.897	27.693	12.000	0.0	0.0	-90.0
21	9.011	48.874	12.000	0.0	0.0	-90.0
22	9.205	70.281	12.000	0.0	0.0	-90.0
23	22.587	94.193	12.000	0.0	0.0	179.2
24	25.551	13.162	12.000	0.0	0.0	0.0



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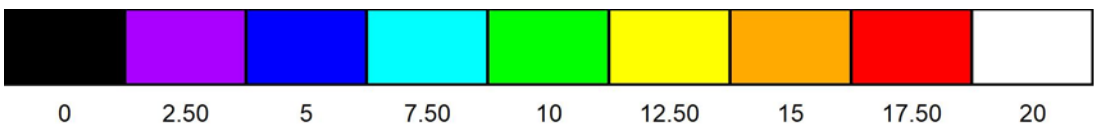
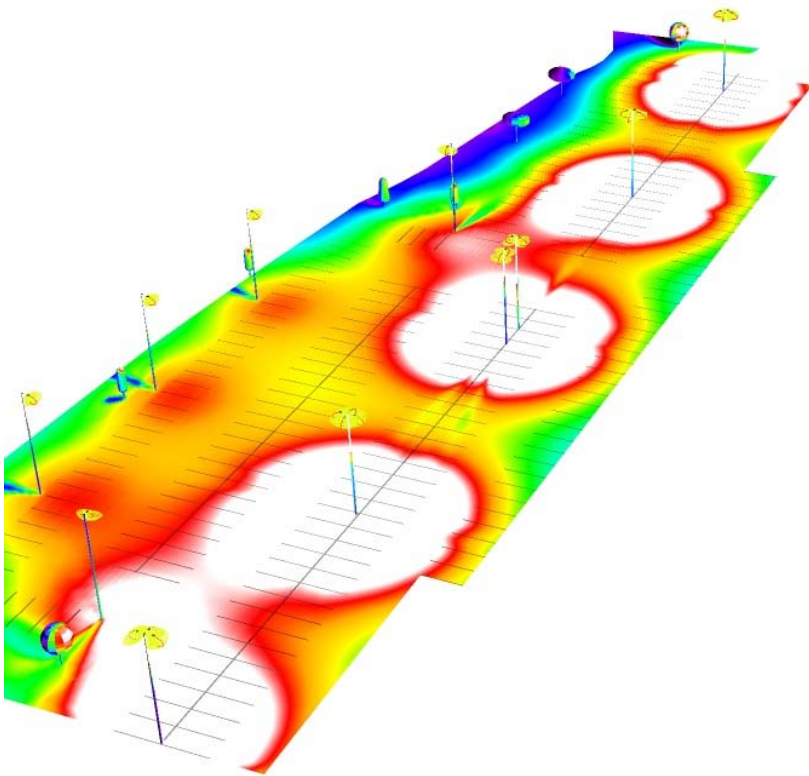
## Exterior Scene 1 / 3D Rendering





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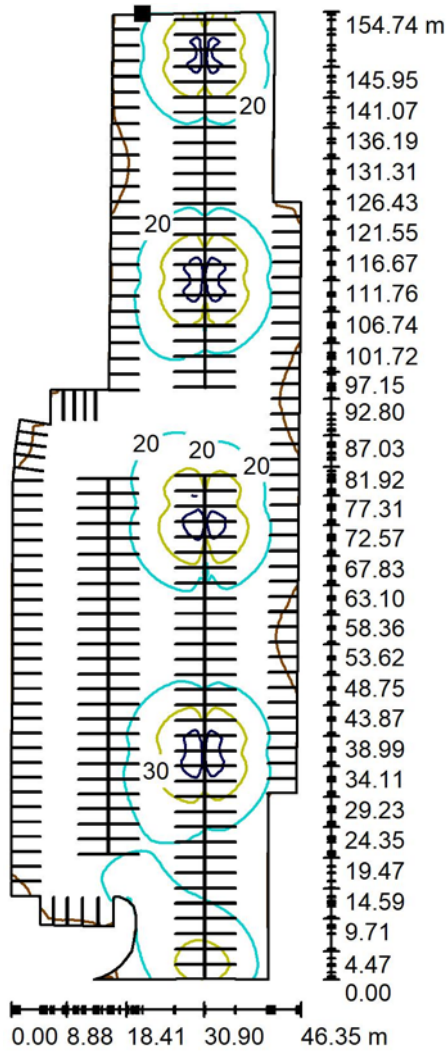
### Exterior Scene 1 / False Colour Rendering



lx

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**Exterior Scene 1 / Ground Element 1 / Surface 1 / Isolines (E)**



Values in Lux, Scale 1 : 1211

Position of surface in external scene:  
 Marked point:  
 (29.910 m, 154.404 m, 0.000 m)

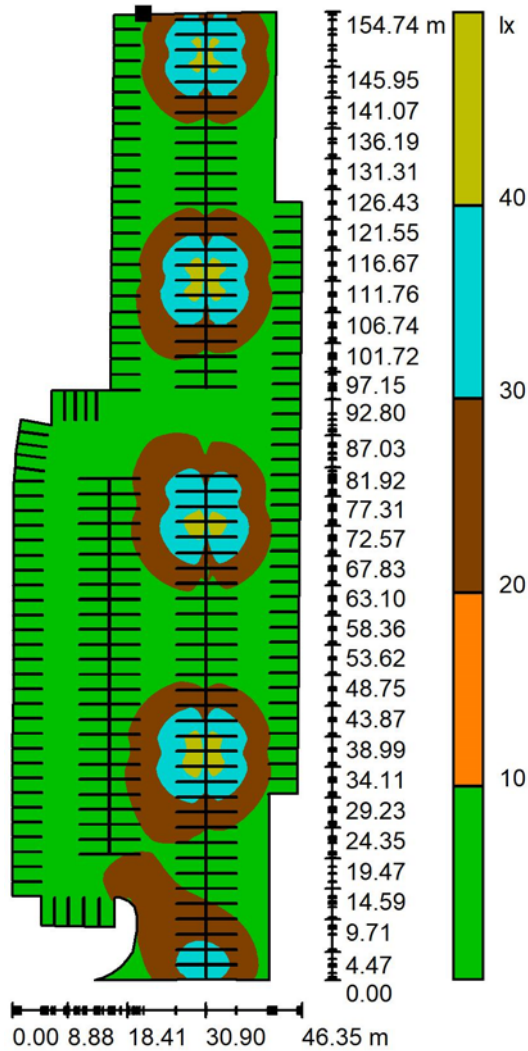


Grid: 128 x 128 Points

$E_{av}$ [lx]	$E_{min}$ [lx]	$E_{max}$ [lx]	u0	$E_{min} / E_{max}$
19	8.06	45	0.413	0.178

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**Exterior Scene 1 / Ground Element 1 / Surface 1 / Greyscale (E)**



Scale 1 : 1211

Position of surface in external scene:  
 Marked point:  
 (29.910 m, 154.404 m, 0.000 m)

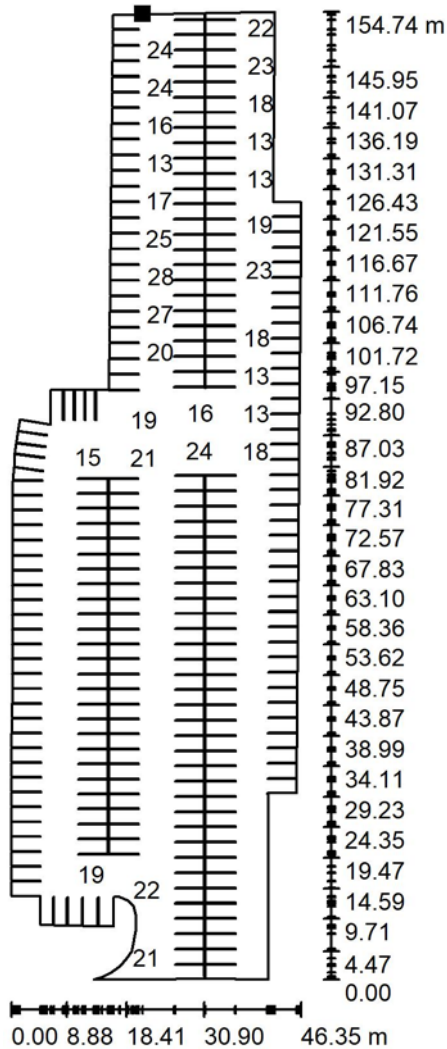


Grid: 128 x 128 Points

$E_{av}$ [lx]	$E_{min}$ [lx]	$E_{max}$ [lx]	u0	$E_{min} / E_{max}$
19	8.06	45	0.413	0.178

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### Exterior Scene 1 / Ground Element 1 / Surface 1 / Value Chart (E)



Values in Lux, Scale 1 : 1211

Not all calculated values could be displayed.

Position of surface in external scene:  
 Marked point:  
 (29.910 m, 154.404 m, 0.000 m)



Grid: 128 x 128 Points

$E_{av}$ [lx]	$E_{min}$ [lx]	$E_{max}$ [lx]	$u_0$	$E_{min} / E_{max}$
19	8.06	45	0.413	0.178