

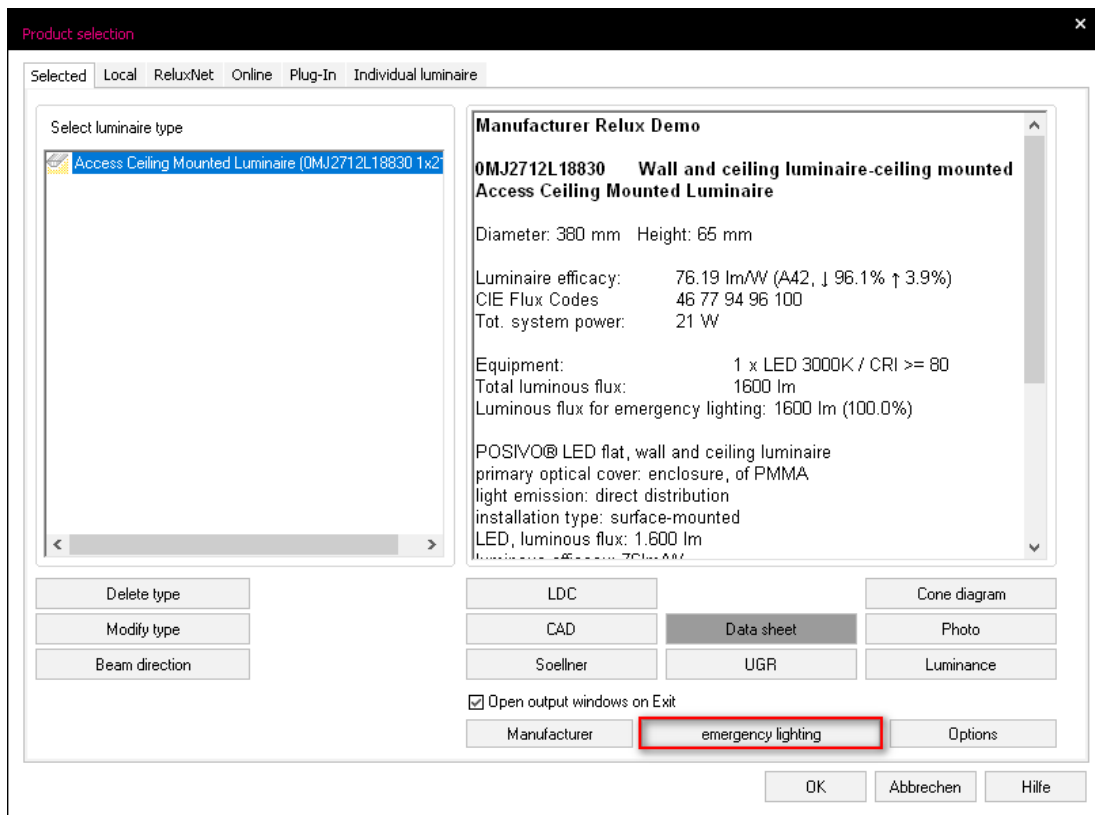
Requirements for an emergency lighting calculation

In order to perform an emergency lighting calculation three conditions must be fulfilled:

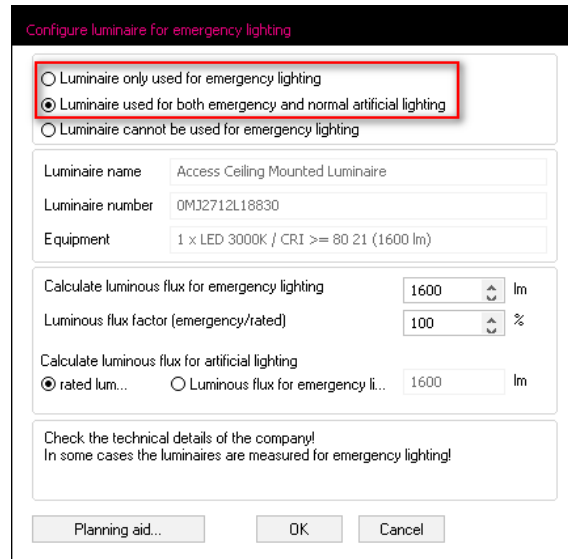
1. Activate emergency lighting mode for a luminaire type
2. Activate emergency lighting for a placed luminaire of this type
3. Insert an emergency area into the scene

Activate emergency lighting mode for a luminaire type

After a luminaire type has been selected from the Product selector the emergency lighting dialog has to be opened by pressing the button „*emergency lighting*“ in the tab “*Selected*“.



Inside this dialog the luminaire type can be activated for emergency lighting only or for artificial lighting as well. One of the two options has to be chosen.



The dialog box is titled "Configure luminaire for emergency lighting". It contains three radio button options at the top, with the middle one selected and highlighted by a red box:

- Luminaire only used for emergency lighting
- Luminaire used for both emergency and normal artificial lighting
- Luminaire cannot be used for emergency lighting

Below these are input fields for:

- Luminaire name: Access Ceiling Mounted Luminaire
- Luminaire number: 0M12712L18830
- Equipment: 1 x LED 3000K / CRI >= 80 21 (1600 lm)

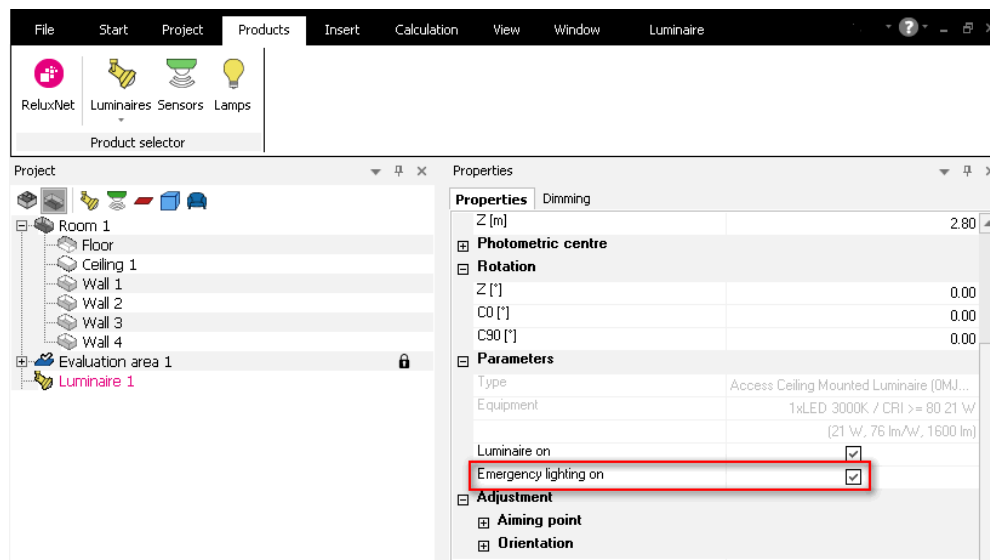
There are two sections for flux calculation:

- Calculate luminous flux for emergency lighting: 1600 lm
- Luminous flux factor (emergency/rated): 100 %
- Calculate luminous flux for artificial lighting: rated lum... Luminous flux for emergency li... 1600 lm

At the bottom, there is a note: "Check the technical details of the company! In some cases the luminaires are measured for emergency lighting!" and three buttons: "Planning aid...", "OK", and "Cancel".

Activate emergency lighting for a placed luminaire of this type

After a luminaire of this type has been placed into a scene, emergency lighting has to be activated in the properties tab for this luminaire. For this purpose the checkbox „Emergency lighting on“ has to be ticked.



The screenshot shows a software interface with a menu bar (File, Start, Project, Products, Insert, Calculation, View, Window, Luminaire) and a toolbar (ReluxNet, Luminaires, Sensors, Lamps). The "Products" tab is active. The "Project" panel shows a hierarchy: Room 1, Floor, Ceiling 1, Wall 1, Wall 2, Wall 3, Wall 4, Evaluation area 1, and Luminaire 1. The "Properties" panel is open for "Luminaire 1" and shows the following settings:

Property	Value
Z [m]	2.80
Photometric centre	
Rotation	
Z [°]	0.00
C0 [°]	0.00
C90 [°]	0.00
Parameters	
Type	Access Ceiling Mounted Luminaire (0M1...)
Equipment	1xLED 3000K / CRI >= 80 21 W (21 W, 76 lm/W, 1600 lm)
Luminaire on	<input checked="" type="checkbox"/>
Emergency lighting on	<input checked="" type="checkbox"/>
Adjustment	
Aiming point	
Orientation	

The "Emergency lighting on" checkbox is highlighted with a red box.

Insert an emergency area into the scene

Finally an emergency area has to be placed into the scene by going to the ribbon menu „Insert“ and pressing the subsequent button „Measuring object“.

