Instructions for the use of photometric files

HALOO HO, HALOO VE

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— Photometric file formats such as LDT and IES were created a very long time ago, in the 80-90s, and are not able to properly render and simulate the light fluxes emitted by many new LED luminaires. Therefore, to meet the requirements and expectations of performing good simulations in programs such as DIALUX, RELUX, etc. we have prepared two solutions based on the LDT files:

1 The first is to use standard files, in which, as far as possible, the entire photometric solid with full flux is reflected - Fig. 1.

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Due to the above-mentioned limitations, the disadvantage of this solution is the imprecise mapping of the photometric solid and the calculation of glare coefficients.
This also translates into a not very accurate distribution of light spots - isolines on the illuminated planes.

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The upside is the speed of creating the project, since all the emitted light is contained in one file. Recommended for quick verification of the total amount of light in rooms and in simulations in which glare calculation and very faithful reflection of the distribution of light spots is not required. Correctly generated calculation reports.

2 The second solution is to use files with photometric solids with important surfaces / points emitting light separated from the luminaire - Fig. 2. The method consists in creating a luminaire from several separate elements in the simulation:

- file with the body - 3D model - it can be a file in 3DS format, an LDT file with one of the lighting elements or simply a solid created in an currently used program with the dimensions of the luminaire body
- photometric files with other luminous points / surfaces from the luminaire, placed in appropriate places on the luminaire

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The disadvantages include: time-consuming creation of a project with simulation, caused by a much larger number of embedded elements and quantity disturbance luminaires in the generated reports.

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Good reproduction light emitted from the luminaire.
Recommended for very accurate verification of light distribution and in simulations in which glare rating calculation is required.

Fig.1

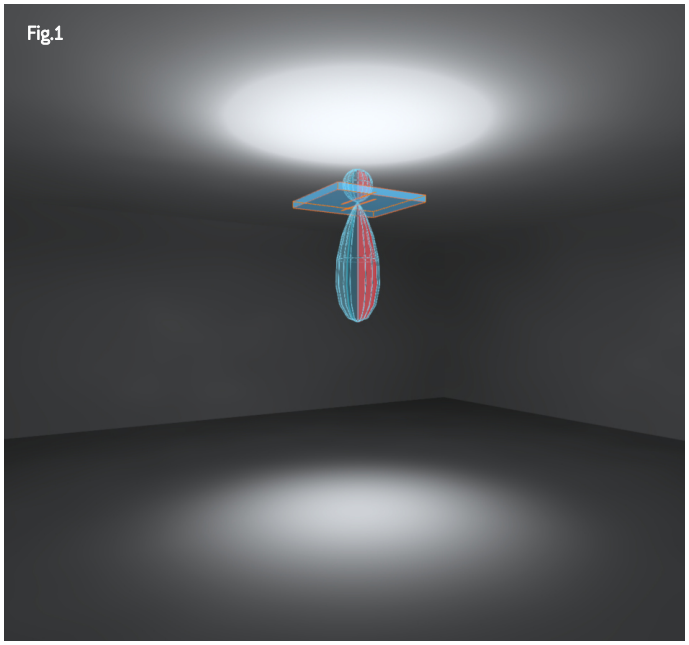
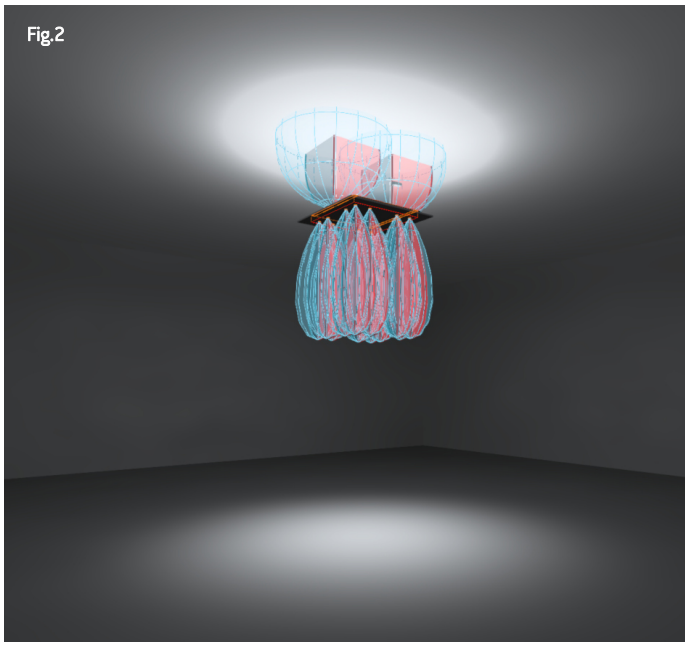


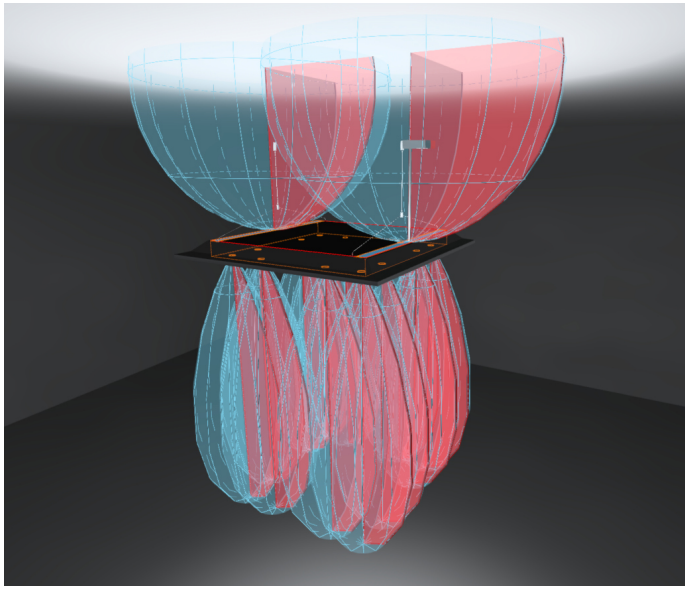
Fig.2



LUMINAIRE	Number of LED points files with photometry down	Number of LED lines files with photometry up
HALOO HO DOWN 4.8 NT / ZW	8	—
HALOO HO DOWN 4.16 NT / ZW	12	—
HALOO HO DOWN 8.8 NT / ZW	12	—
HALOO HO DOWN 8.16 NT / ZW	20	—
HALOO HO UP-DOWN 4.8 ZW	8	2
HALOO HO UP-DOWN 4.16 ZW	12	2
HALOO HO UP-DOWN 8.8 ZW	12	2
HALOO HO UP-DOWN 8.16 ZW	20	2
HALOO VE DOWN 4.8 NT / ZW	6	—
HALOO VE DOWN 4.16 NT / ZW	12	—
HALOO VE DOWN 8.8 NT / ZW	6	—
HALOO VE DOWN 8.16 NT / ZW	12	—
HALOO VE UP-DOWN 4.8 ZW	6	1x shorter
HALOO VE UP-DOWN 4.16 ZW	12	1x longer
HALOO VE UP-DOWN 8.8 ZW	6	1x shorter
HALOO VE UP-DOWN 8.16 ZW	12	1x longer

Example of LED arrangement - method 2

HALOO HO UP-DOWN 8.8 ZW



Example of LED arrangement - method 2

HALOO VE UP-DOWN 4.16 ZW