Fully-closed State (P0) | **Intermediate State (P0.2)** | **Fully-open State (P0.4)** | **Intermediate State (P0.8)**
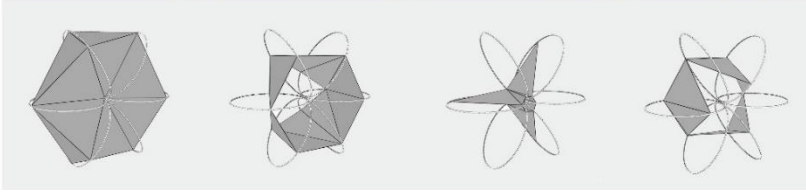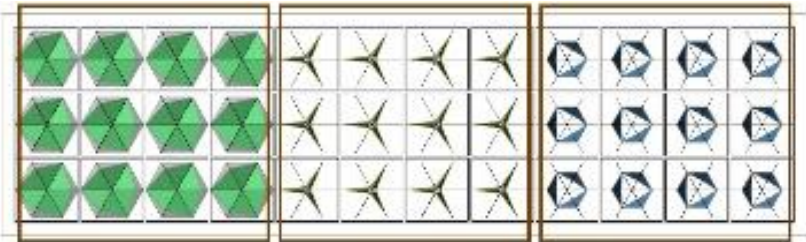
Column ONE
User 5/6
Ps = 0

Column TWO
User 3/4
Ps = 0.4

Column THREE
User 1/2
Ps = 0.2

Unique ID: Ps 0 4 2

USER 1 | USER 2 | USER 3 | USER 4 | USER 5 | USER 6

North
West ← → East
South
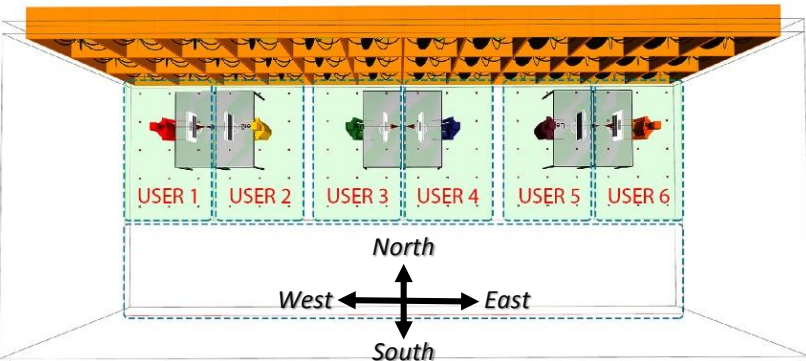
Priority (P)
1st Priority (P1) is Glare
2nd Priority (P2) is View
3rd Priority (P3) is Task illuminance

Cluster (C)
C1 when one user of a column feels discomfort
C2 when no one in the same column feels discomfort
C3 when both users of the same column feel discomfort

Prioritization Order List | **Definitions**

P1C3 — (Discomfort glare for both users of the same column)

P2C3 — (Insufficient view ratio for both users of the same column)

P1C1 — (Discomfort glare for one of the users of a column)

P2C1 — (Insufficient view ratio for one of the users of a column)

P3C3 — (Insufficient task illuminance for both users of the same column)

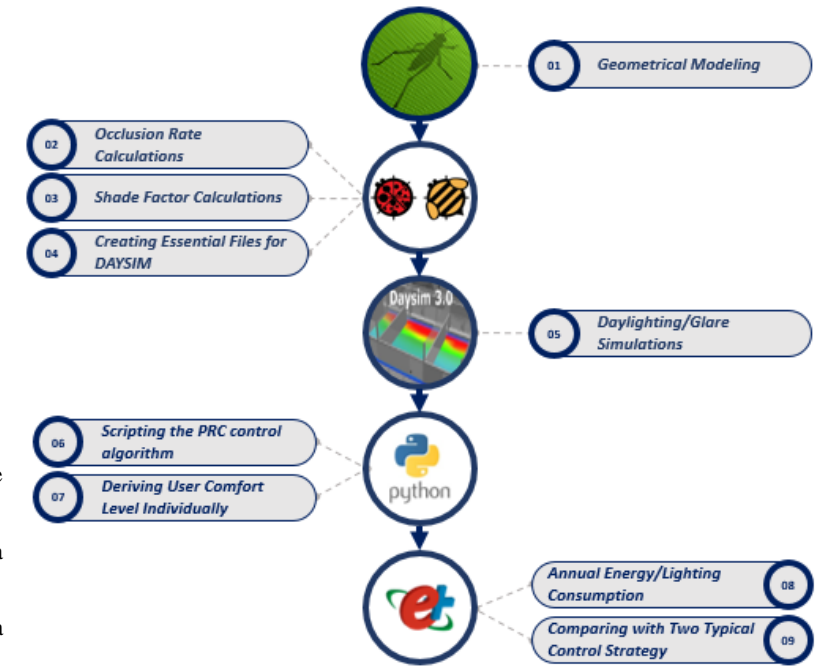P3C1 — (Insufficient task illuminance for one of the users of a column)

Stage B.2 — When all users are comfortable (PnC2) or absent or a mixture of both

NOTE: In 4th scenario, Task illuminance is prior to discomfort glare

01 Geometrical Modeling
02 Occlusion Rate Calculations
03 Shade Factor Calculations
04 Creating Essential Files for DAYSIM
05 Daylighting/Glare Simulations
06 Scripting the PRC control algorithm
07 Deriving User Comfort Level Individually
08 Annual Energy/Lighting Consumption
09 Comparing with Two Typical Control Strategy

Users	U1			U2			U3			U4			U5			U6		
	E_v	E_T	VR	E_v	E_T	VR	E_v	E_T	VR	E_v	E_T	VR	E_v	E_T	VR	E_v	E_T	VR
1st Scenario	2800lux	300lux	70%	1500lux	650lux	50%	1350lux	2500lux	50%	2000lux	1500lux	50%	3600lux	1000lux	90%	3000lux	150lux	35%
2nd Scenario	2100lux	195lux	55%	1900lux	700lux	45.5%	1750lux	1750lux	60%	2300lux	1000lux	63%	2520lux	800lux	45.5%	2300lux	195lux	50%
3rd Scenario	1700lux	500lux	85%	1700lux	500lux	85%	1700lux	500lux	85%	1700lux	500lux	85%	1700lux	500lux	85%	1700lux	500lux	85%

PERSONALIZED REAL-TIME CONTROL CHEAT SHEET