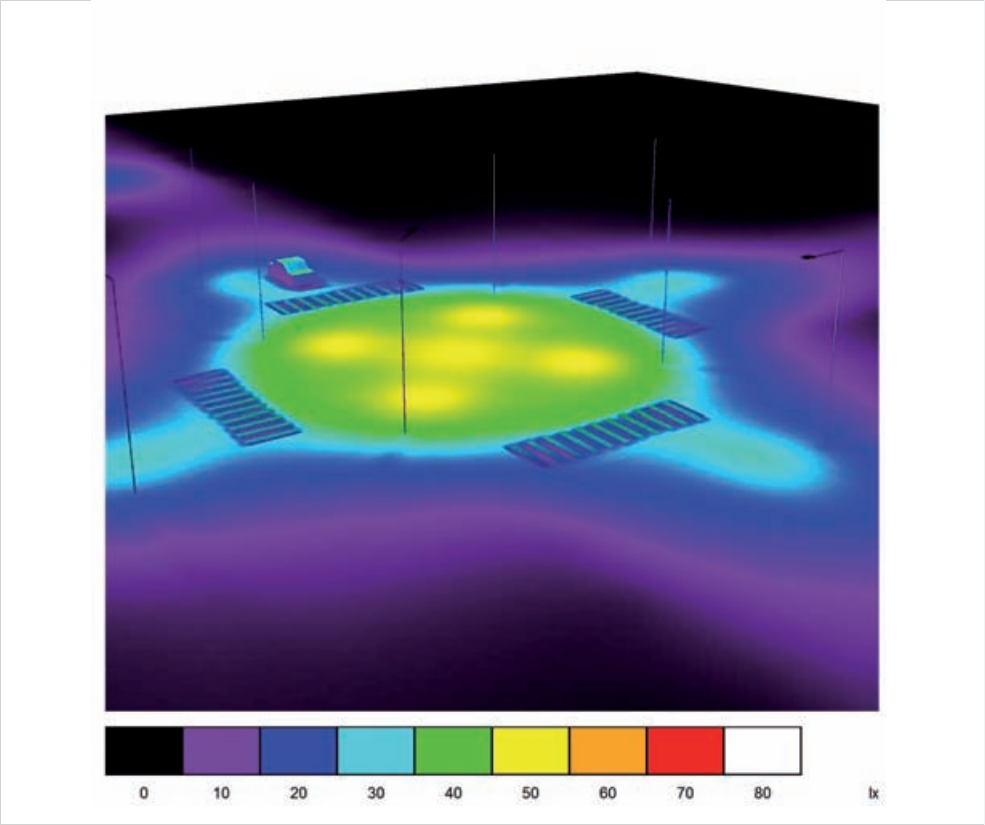

Figure 209
3D false-colour rendering of a typical junction of street/street lighting layout, including approximate lux (lx) levels shown by different colours.

LDA Lighting Calculation 05 - Typical Road Lighting in Lux

Road/Area Type	Calculated Area	Page	Luminaire	Luminaire option	Power	Pole height	Distance	DMA Requirement	Calculated Values		
According to AD USDM					[W]	[m]	[m]		E_{av} [lux]	E_{min} [lux]	E_{min}/E_{av}
Typical Junction Street-Street	Typical Road Part		Typical Street LED Luminaire	not tilted, single sided	102	10	45	Sector Internal Roads (Streets) L_{av} = 0,6 cd/m² | L_{min}/L_{av} = 0,4 0,6cd/m² similar to 9 lux	11	4,92	0,45
Typical Junction Street-Street	Pedestrian Crossing		Typical Street LED Luminaire	not tilted, single sided				Conflict Areas L_{av} = 2,0 cd/m² | L_{min}/L_{av} = 0,4 2cd/m² similar to 30 lux	31	22	0,71
Typical Junction Street-Street	Vertical Calculations Points on 1m on Pedestrian Crossing		Typical Street LED Luminaire	not tilted, single sided				No requirement so far.	$Evert_{av}$ [lux] 18	$Evert_{min}$ [lux] 6,46	0,37
Typical Junction Street-Street	Junction Area		Typical Street LED Luminaire	not tilted, single sided				Conflict Areas L_{av} = 2,0 cd/m² | L_{min}/L_{av} = 0,4 2cd/m² similar to 30 lux	46	34	0,74

Table 38
Table of results for a typical junction of street/street lighting layout, showing conformity with DMA Lighting Specifications, results provided by DIALux in lx.