

Figure 203
3D false-colour rendering of a typical one lane roundabout street lighting layout, including approximate lux (lx) levels shown by different colours.

Road/Area Type According to AD USDM	Calculated Area	Page	Luminaire	Luminaire option	Power [W]	Pole height [m]	Distance [m]	DMA Requirement	Calculated Values		
									E <sub>av</sub> [lux]	E <sub>min</sub> [lux]	E <sub>min</sub> /E <sub>s</sub>
Typical One-Lane Roundabout	Road going into the Roundabout		Typical Street LED Luminaire	not tilted, single sided	102	10	50	Sector Internal Roads (Streets) L <sub>av</sub> = 0,6 cd/m²   L <sub>min</sub> / <sub>Lav</sub> = 0,4 0,6cd/m² similar to 9 lux	16	6,33	0,40
Typical One-Lane Roundabout	Outgoing road from the Roundabout		Typical Street LED Luminaire	not tilted, single sided	102	10	50	Sector Internal Roads (Streets)  L <sub>av</sub> = 0,6 cd/m <sup>2</sup>   L <sub>min</sub> / <sub>Lav</sub> = 0,4  0,6cd/m <sup>2</sup> similar to 9 lux	14	6,06	0,43
Typical One-Lane Roundabout	Pedestrian Crossing 1		Typical Street LED Luminaire	not tilted, single sided				Conflict Areas $L_{av} = 2.0 \text{ cd/m}^2 \mid L_{min}/L_{lav} = 0.4$ $2\text{cd/m}^2 \text{ similar to 30 lux}$	38	33	0,87
Typical One-Lane Roundabout	Vertical Calculations Points on 1m on Pedestrian Crossing 1		Typical Street LED Luminaire	not tilted, single sided				No requirement so far.	Evert <sub>s</sub> , [lux] 16	Evert <sub>min</sub> [lux]	0,66
Typical One-Lane Roundabout	Pedestrian Crossing 2		Typical Street LED Luminaire	not tilted, single sided				Conflict Areas $L_{av} = 2.0 \text{ cd/m}^2 \mid L_{min}/L_{av} = 0.4$ $2\text{cd/m}^2 \text{ similar to 30 lux}$	40	34	0,85
Typical One-Lane Roundabout	Roundabout Area		Typical Street LED Luminaire	not tilted, single sided				Conflict Areas $L_{av} = 2.0 \text{ cd/m}^2 \mid L_{min}/L_{Lav} = 0.4$ $2\text{cd/m}^2 \text{ similar to 30 lux}$	41	24	0,59

Table 35

Table of results for a typical one lane roundabout street lighting layout, showing conformity with DMA Lighting Specifications, results provided by DIALux in lx.