Table 2.5 Lighting energy targets

Lamp type	CIE general colour-rendering index (R_a)	Task illuminance (lux)	Average installed power density (W/m^2)
Commercial and other similar application, e.g. offices, shops and schools*			
Fluorescent – triphosphor	80–90	300	7
		500	11
		750	17
Compact fluorescent	80–90	300	8
		500	14
		750	21
Metal halide	60–90	300	11
		500	18
		750	27
Industrial and manufacturing applications			
Fluorescent – triphosphor	80–90	300	6
		500	10
		750	14
		1000	19
Metal halide	60–90	300	7
		500	12
		750	17
		1000	23
High pressure sodium	40–80	300	6
		500	11
		750	16
		1000	21

*Values do not include energy for display lighting.

2.5 Lighting schedule

The lighting schedule gives recommendations for the lighting of various areas in terms of the following parameters.

Maintained illuminance (lux): the maintained illuminance in lux for the area. This value may be adjusted to suit a particular task (see section 2.3.2, Illuminance). The uniformity of the illuminance is given in section 2.3.3, Illuminance variation. For more information about maintenance factors, see section 3.5.2, Maintained illuminance.

Limiting glare rating: limiting glare rating is the maximum discomfort glare, expressed as UGR, permitted for a given application. To calculate UGR for a given installation by using tables, see CD (Sample glare rating calculation using a standard table).

Minimum colour rendering (R_a): this value is the minimum colour rendering value of the lamps use in the installation (see section 2.3.7, Colour rendering).