

Beräkning av bländning enligt UGR

p Tak	80	70	70	50	50	80	70	70	50	50
p Vägg	60	50	30	50	30	60	50	30	50	30
p Golv	30	20	20	20	20	30	20	20	20	20

Rumsstorlek		Blickriktning tvärs till tvärsaxel					Blickriktning längs till tvärsaxel					
X	Y											
2H	2H	-1.8	-0.2	0.9	0.4	1.6	-1.8	-0.2	0.9	0.4	1.6	
2H	3H	-2.0	-0.5	0.6	0.2	1.3	-2.0	-0.5	0.6	0.2	1.3	
2H	4H	-2.1	-0.6	0.4	0.1	1.1	-2.1	-0.6	0.4	0.1	1.1	
2H	6H	-2.3	-0.7	0.2	0.0	0.9	-2.3	-0.7	0.2	0.0	0.9	
2H	8H	-2.3	-0.8	0.1	-0.1	0.8	-2.3	-0.8	0.1	-0.1	0.8	
2H	12H	-2.4	-0.9	0.0	-0.1	0.7	-2.4	-0.9	0.0	-0.1	0.7	
4H	2H	-2.1	-0.6	0.4	0.1	1.1	-2.1	-0.6	0.4	0.1	1.1	
4H	3H	-2.4	-0.9	0.0	-0.1	0.7	-2.4	-0.9	0.0	-0.1	0.7	
4H	4H	-2.5	-1.0	-0.2	-0.2	0.5	-2.5	-1.0	-0.2	-0.2	0.5	
4H	6H	-2.7	-1.1	-0.4	-0.3	0.3	-2.7	-1.1	-0.4	-0.3	0.3	
4H	8H	-2.7	-1.2	-0.5	-0.4	0.2	-2.7	-1.2	-0.5	-0.4	0.2	
4H	12H	-2.8	-1.2	-0.6	-0.4	0.1	-2.8	-1.2	-0.6	-0.4	0.1	
8H	4H	-2.7	-1.2	-0.5	-0.4	0.2	-2.7	-1.2	-0.5	-0.4	0.2	
8H	6H	-2.9	-1.3	-0.7	-0.5	0.1	-2.9	-1.3	-0.7	-0.5	0.1	
8H	8H	-2.9	-1.3	-0.9	-0.5	-0.1	-2.9	-1.3	-0.9	-0.5	-0.1	
8H	12H	-3.0	-1.4	-1.0	-0.6	-0.2	-3.0	-1.4	-1.0	-0.6	-0.2	
12H	4H	-2.8	-1.2	-0.6	-0.4	0.1	-2.8	-1.2	-0.6	-0.4	0.1	
12H	6H	-2.9	-1.3	-0.9	-0.5	-0.1	-2.9	-1.3	-0.9	-0.5	-0.1	
12H	8H	-3.0	-1.4	-1.0	-0.6	-0.2	-3.0	-1.4	-1.0	-0.6	-0.2	

Variation av åskådarposition för tvärsaxel S

S = 1.0H	0.0 / 0.0	0.0 / 0.0
S = 1.5H	0.0 / 0.0	0.0 / 0.0
S = 2.0H	0.0 / 0.0	0.0 / 0.0
Standardtabell	BK00	BK00
Korrektionsfaktor	-18.2	-18.2

Korrigerade bländindikeringar relaterade till totalt ljusflöde