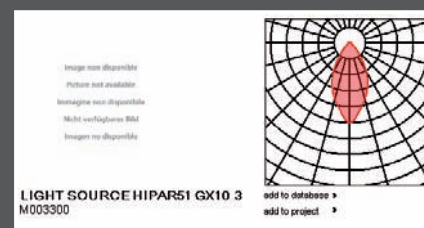
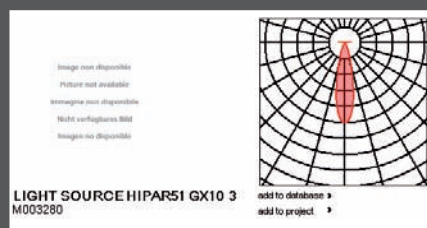


Since the 21st of April, the latest version of our plug-in is available on line, for use in DIALux. Here is some useful information to optimize your project studies. The following remarks mainly apply to the Artemide Architectural products.

## Adding bare lamps.

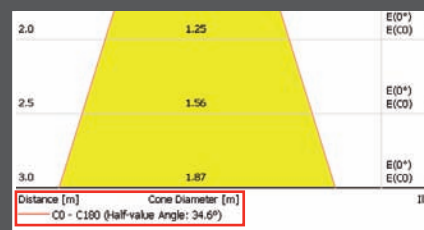
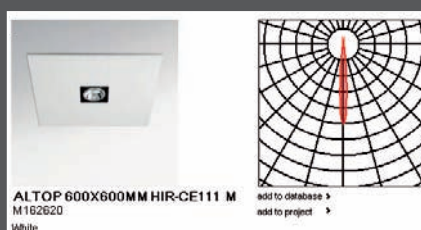
In response to the growing user demand, this 2009 plug-in features the technical data of 4 types of light sources (halogen 12V QR-CBC51 and QR-LP111, metal halide discharge lamps HIPAR51 and HIR-CE111), available in the main beam angles. This tool allows you to feed product photometric data by separately adding light sources to the Dialux project, as is the case with Andromeda or Mix System for instance.



## Checking beam angles.

For the products using lamps with built-in reflectors (particularly halogen 12V QR-CBC51 or QR-LP111, and metal halide discharge lamps HIPAR51 and HIR-CE111), various photometries are available under the same article codes, corresponding to the most commonly used beam angles.

To identify and choose the adequate beam angle, you just have to add the product to the Dialux project, and consult the information given with the cone diagram (Output tab). This remark applies to TOPLITE, RASTAF, ALTOP etc...



## Directing rotatable parts.

The 3D models sometimes consist of several elements, such as rotatable parts which generally correspond to directional optical bodies (applies in particular to ALTOP and FOCAL). The luminaires featuring rotatable parts are identifiable by means of a bidirectional arrow which appears in the margin once the product have been added to the Dialux project (1).

To move these rotatable parts, you just have to activate the right selection tool (2), select the part to be moved (3), and make a right click to open the drop-down menu, and access to the "Set illumination point" fonction (4). Click on the point you wish to light (a dialog box will open to let you confirm the point of projection), then validate. The projector is now directed (5). You can also choose to modify the position of the rotatable part by specifying rotating angles according to axes X and Z (6), after selecting the part concerned.

