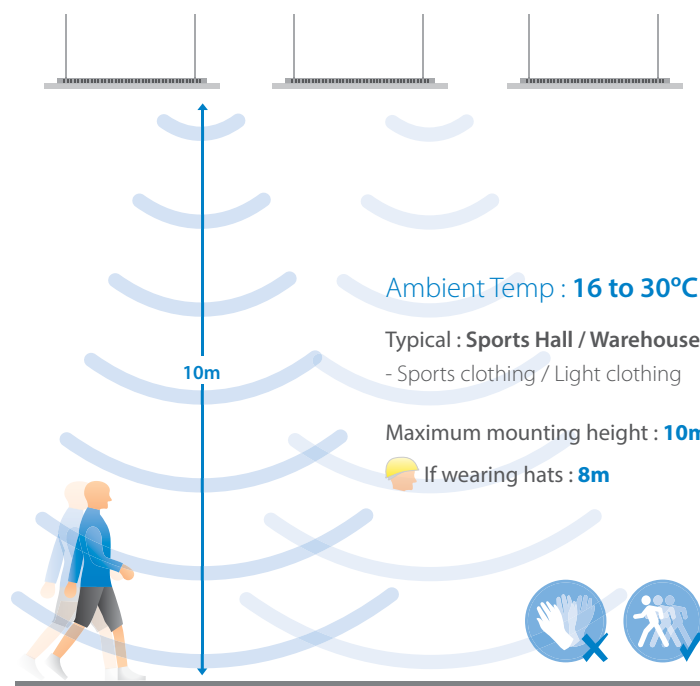
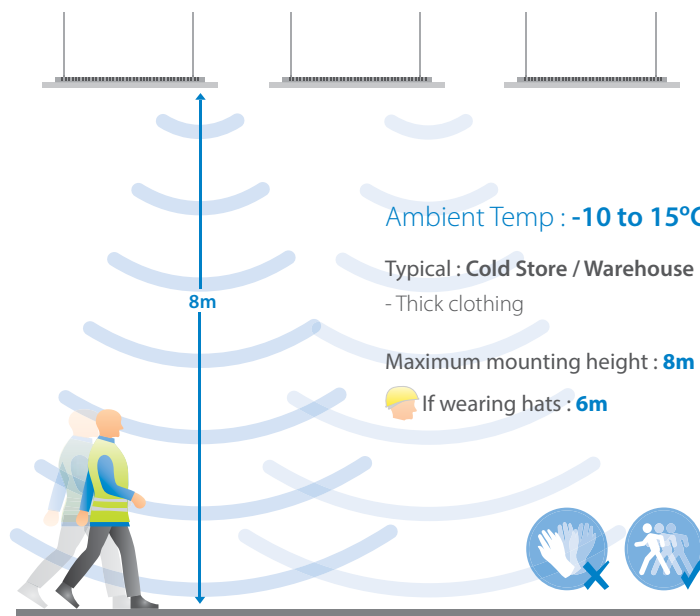




For applications above these mounting heights, please refer to the High and Low Bay section of this catalogue.
The Solow XL and the Solow XLP are both available with a high level sensor capable of operation up to 16m.

SMART PRESENCE DETECTION GUIDE

HIGH MOUNTING HEIGHTS

The Thorlux Smart system uses an infra-red movement sensor built into each luminaire. Infra-red sensing is a commonly used technology for lighting control, but as the mounting height increases, a number of factors are increasingly important. These should be given careful consideration on any project above 6m mounting height.

USE OF THE AREA

As the mounting height increases, so does the amount of movement needed to trigger the sensor. Hand movement may not be sufficient, the person may need to be walking to be detected.

POSITIONING OF THE SENSORS

In a warehouse racking aisle the luminaires must be mounted parallel to the aisle, and not across the aisle.

LOW AMBIENT TEMPERATURE

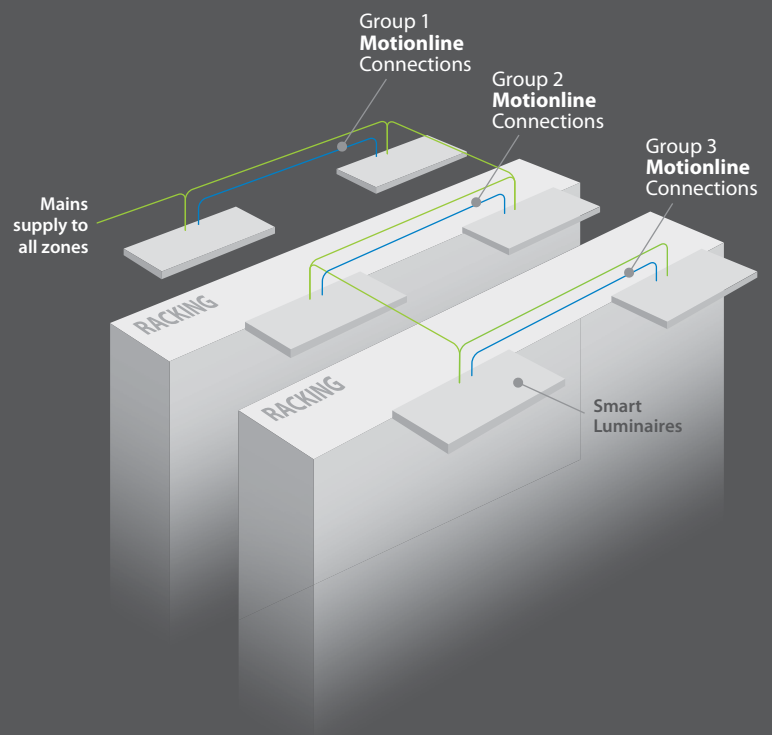
In low temperature applications, personnel often wear thick insulating clothing. This can reduce the thermal image presented to the sensor, thus reducing PIR effectiveness.

HIGH AMBIENT TEMPERATURE

In higher ambient temperature applications (>30°C) the sensitivity will be reduced.

MOTIONLINE

We strongly recommend luminaires should be connected using a "Motionline" two-core low voltage bus. If one luminaire detects movement, a signal is passed to all of the luminaires in the group and they will all switch on. This ensures effective group control and extends presence detection coverage - particularly helpful in high level applications.



MOTIONLINE : RECOMMENDED FOR OPTIMUM OPERATION

Individual Smart luminaires should be linked into a grouped system using "Motionline" two wire low voltage bus allowing luminaires to communicate within a group.

If any one luminaire detects movement all connected luminaires within the group will illuminate. This provides optimum PIR coverage and best system performance.