

## NEW IN v2.0– Outdoor

In the new version of Lighting Reality, v2.0, users will see a number of new features and improvements to both the Outdoor and Roadway programs.

### Autosave / recover of Autosave

#### Autosave Customisation

v2.0 of Lighting Reality PRO now includes an autosave / recover facility. The time period between autosaves can be set by the user to an interval of their choosing. The default value for the autosave is 2 minutes. After 2 minutes the current file will be autosaved to your temporary files location.

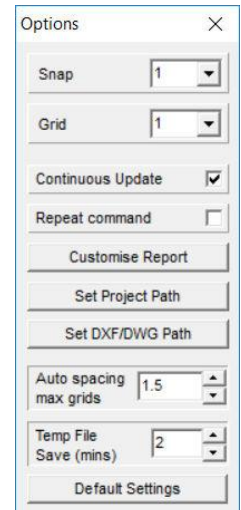
This process runs continuously in the background and creates very small files (5Kb to about 300Kb depending how much information is in the file) so will not require much space.

If the Temp File Save period is set to 0 then the Autosave process is disabled.

#### Please note

The drawing file (DWG or DXF) is not included in the autosave in order to maintain speed and minimize file size. We assume the drawing file will be saved elsewhere on your computer or network.

The autosave files are saved to C:\Users \yourloginname \AppData \Roaming \Lighting Reality. This location is fixed and not configurable by the user.

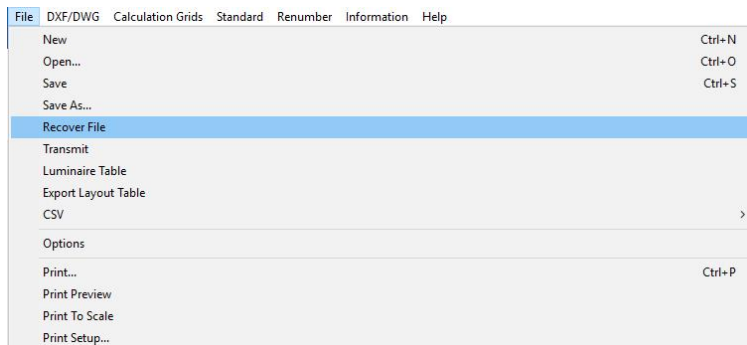


#### Autosave Recover

If a file is lost due to an event such as:

- a power outage
- not saving the file on closure of Outdoor
- a recovery needs to be carried out for another reason.

The user can access the “recover file” from the file menu. See below for details of how to achieve this:



On selecting the recover file, a dialogue box will open allowing the user to select the file they want to recover. Clicking on the top of the “Date modified” column will sort the column by date, so the most recent file can be seen at the top of the list.

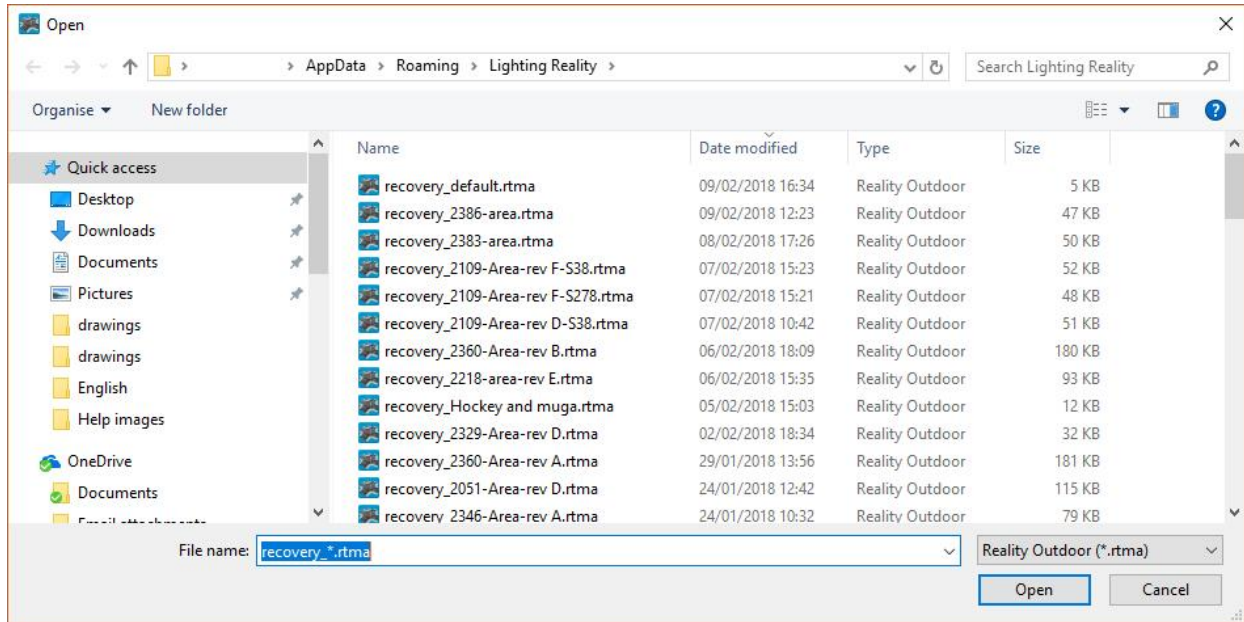


Figure 1-Outdoor file recovery dialogue

The naming convention used is dependent on whether the file has been saved or not. If the file has not been saved, Outdoor will use the form “recovery\_default.rtma”. An example is as at the top of the list in the figure above. The visual style of this dialogue box may differ depending on the Windows version you have and your local settings.

If the file has been saved, the file name used will form part of the recovery file name. The first part of the file name will be recovery, followed by the original file name, there are some examples in the figure above.

Upon selecting a file, the recovery process will restore to the last point it was autosaved with a dialogue box prompting the user to save the file. You may then need to reload the DWG or DXF file. The simplest way to do this is using the reload option in the DWG menu.

At this point ensure you save the file to your desired file location using you own naming convention and the “save as” option in the file menu.

## Keyboard shortcuts

The following Windows standard keyboard short cut functionality has been added in both the Roadway and Outdoor programs. Pressing the CTRL key together with another key will access these commands:

CTRL + N key for **New**

CTRL + S key for **Save**,

CTRL + O key for **Open**.

CTRL + Print function key for **Print**.

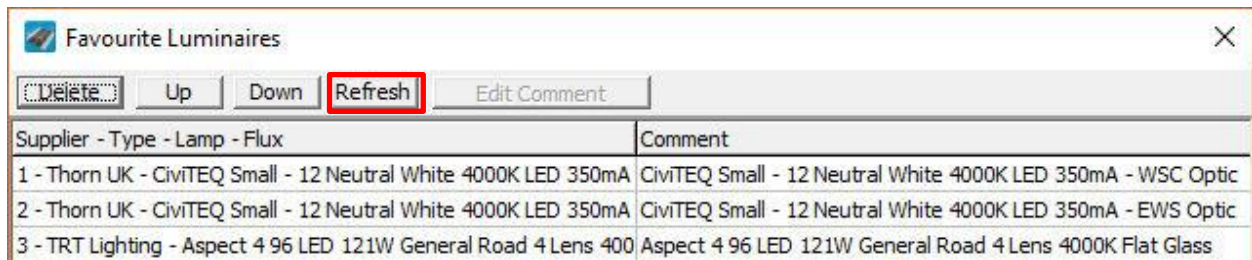
Other options that already exist

CTRL + C key for **Copy**,

CTRL + X key for **Cut**.

CTRL + V key for **Paste**

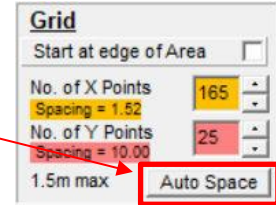
## Favourites' refresh



v2.0 allows the Favourites dialogue box to be updated by the user. If both the Roadway and Outdoor programs are open at the same time the Favourites dialogue box is not always up to date. By clicking the "refresh" button in the top tool bar of the Favourites dialogue box, the list of Luminaires is updated.

## Auto grid spacing

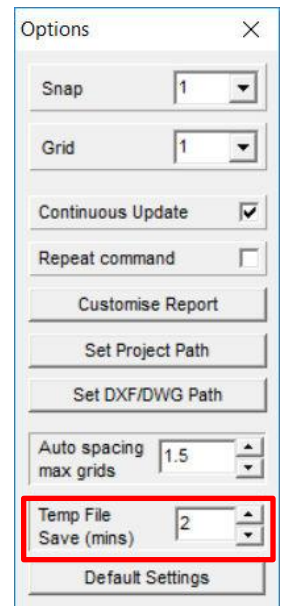
Once a grid has been set-up, the grid dialogue box allows the grid parameters to be changed. The auto space button highlighted on the right, will set the grid to a specific grid spacing or, as close as possible, without altering the grid dimensions.



There are three states for the grid spacing.

1. When the background of the point spacing is Red this indicates that the grid spacing is too coarse and a lower grid point spacing is required, otherwise ISO contours will appear very jagged. The red state is shown when the grid spacing is greater than 5m between points.
2. When the background of the point spacing is Orange, the grid spacing should ideally be reduced to a lower grid point spacing than shown. The orange state indicates the grid spacing is greater than 1.5m but less than 5m between grid points. We recommend the use of lighting standards such as CIE140, EN13201 and IES document RP8. All these standards have guidance grid spacing which should be adopted, particularly in an area design where the grid spacing cannot be related to the column spacings.
3. When the background of the point spacing is White the grid spacing is within the preferred range of less than 1.5m (or 3ft) between points. In general, this will be acceptable for most designs. In some instances, it may be necessary to go to a tighter grid spacings of perhaps 0.5m. For example, at the front of a building when looking at spill light on to the building, or a very narrow area of less than 5m where a good level of uniformity is required.

The user can define in the options panel (shown to the right) a specific value they want to use by default.



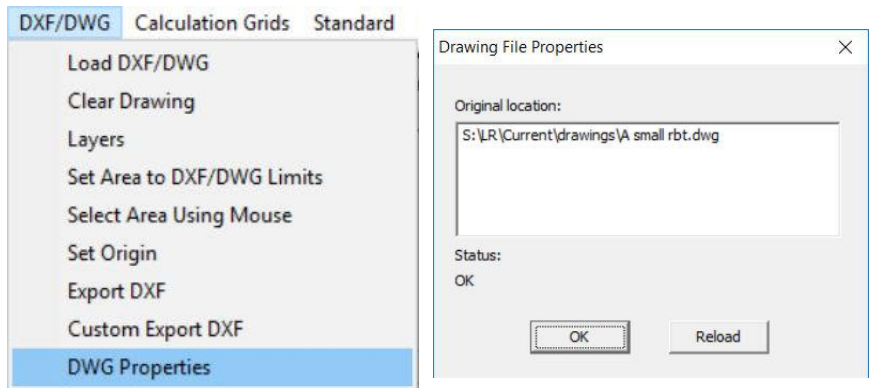
## AutoCAD 2018 DWG load support

V2.0 Lighting Reality PRO, includes an improved drawing load routine which enables AutoCAD 2018 format DWG (DWG 2018) files to be loaded. Previous versions of AutoCAD DWG and DXF formats are also supported back to DWG R14 (includes DWG 2000, DWG 2004, DWG 2007, DWG 2010, DWG 2013 formats). Earlier versions of DWG format files prior to DWG R14 may work but have not been tested.

## Drawing store location

A new option has been added to the DXF/DWG menu option, “DWG Properties”

Once a drawing has been loaded it is not possible to tell what the file name is, which may indicate a version, or the original drawing file location.



At the bottom of the DXF/DWG menu, shown to the right, a new option of “DWG properties” has been added. This will open the “Drawing File Properties” dialogue box shown on the far right. The location of the current loaded drawing including the file path and drawing name are presented. The user can replace this file by selecting the Load DXF/DWG option in the menu to replace this drawing with another should it be necessary.

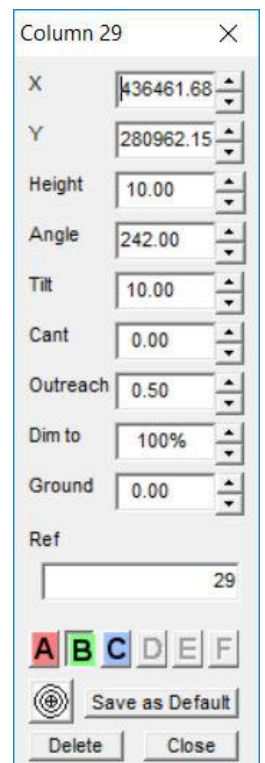
In version 1.8 and earlier, we had a reload menu item which forced the DWG file to load from the original location. The “Reload” menu option has now been incorporated as a button into the bottom right corner of the new “Drawings File Properties” dialogue. The reload button forces the program to reload the drawing from the original location, in the event the drawing has been updated.

## User defined numbering

In version 1.8 and earlier, the internal number of each column or mast was shown next to the item with a letter at the end indicating the optic used on that pole. Using the dialogue box shown to the right, the column id would be shown as 29B. Because it is column 29 and optic file B.

From version 2.0 the user can define an alternative alphanumeric value or string of their choice to go in the “Ref” dialogue. The internal number will remain present and shown at the top of the dialogue box as the program requires an internal number to identify each pole and the photometric file used upon it.

The user defined string is set to 16 characters. The new reference will be shown on the main design screen, printed reports and DWG outputs. The letter of the optic used will still be shown as before.

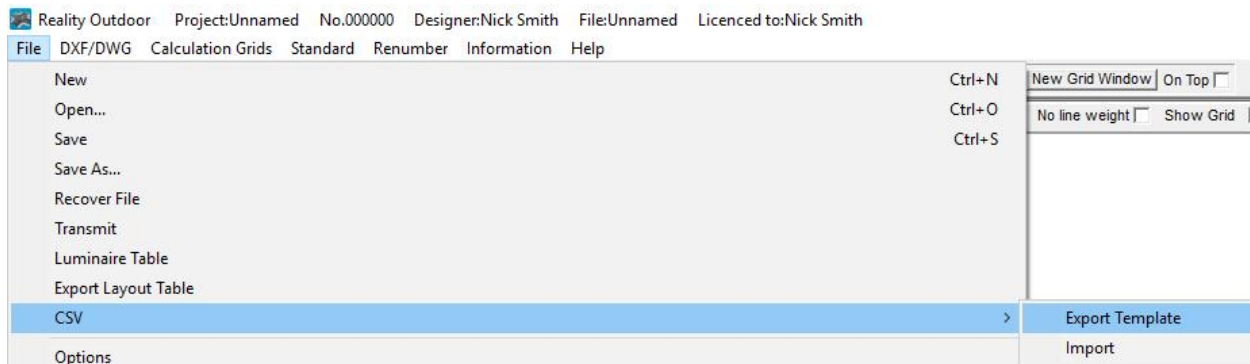


## Increase number of luminaires to 999

The number of luminaires allowed in any one project has been increased to 999. Previously this was 500 in v1.8, and 300 or 200 luminaires in older versions of Lighting Reality PRO Outdoor.

## Import column data in CSV format

This new function enables the import of column location data into an Outdoor design from a database such as an asset management system. This new facility can be accessed from the File menu. The format of the data needs to be precisely set up, so a template file can be exported from the File menu, to help users correctly format the file to be uploaded. See below for the new menu item.



Once the template has been exported this can be opened in a suitable program. We recommend programs which preserve the CSV (comma separated values) when the file is resaved, such as Microsoft Excel or basic text editors such as Notepad. Editors which add additional formatting such as Microsoft Word should be avoided.

The format required is very precise: any data before the line will be ignored: -

Ref,Type,X,Y,Height,Angle,Tilt,Cant,Outreach,Dim,Ground"

This line MUST be exactly as defined above to indicate the start of the data for import. Every line after that (apart from blanks), must have the required number of commas to delimit fields. This would be handled automatically if you edited the data via a program such as Excel and saved as .csv format.

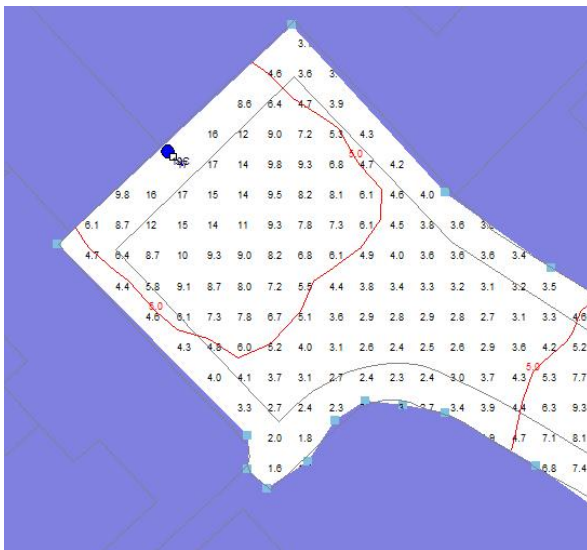
We have included all the columns currently available in the luminaire edit form, for completeness. Blanks are allowed for all fields apart from the "Type" column. This must contain a valid, configured type letter (A..Z): anything else will cause an error. Any other blank fields are allowed and should then be initialised appropriately, e.g. the Ref (ID) field will be initialised with the luminaire number. Any data lines after the start of the luminaire data, which do not meet the expected format, would be discarded and the import aborted. The data is parsed one line at a time, so any lines which had already been processed would have already been created.

There are some example files in the "my documents/Lighting Reality/Examples/CSV" directory. This can be trial and error process until you get the format correct.

## Show masking grip points

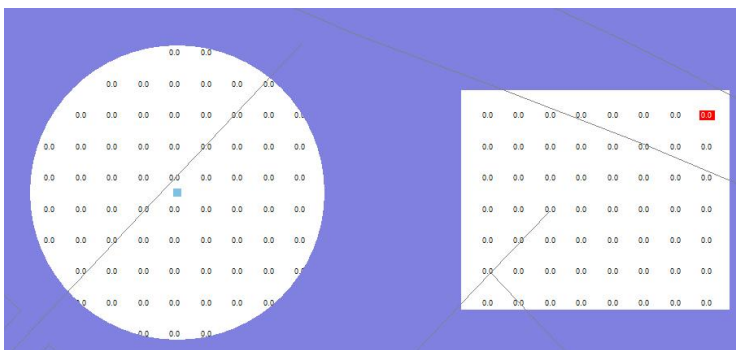
When editing masking it has previously been difficult to find the points to move or edit the masking points from one location to another. For v2.0 a grip points tick box option has been added to the masking tool bar along the left side of the screen below the layer drop down (see the figure to the right). By default, this option is turned off, but can be turned on should the user need this facility.

The figure below shows a polyline grid with the grip points turned on, the colour of the grip point may vary depending on the background masking and image. These can be seen in a lighter shade of blue. The points can then be more easily seen picked up and modified as the user needs to. As before, right clicking on the point allows the point to be moved from one location to another; left clicking allows the point to be picked up and continued.

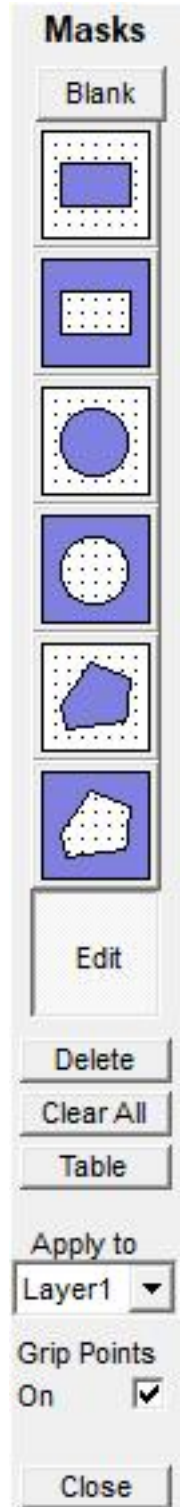


Circular masks will have a grip point in the centre to allow a circle to be picked up and moved from one location to another.

The circle and rectangle mask can also be picked up at any location around the perimeter of the mask to make the circle or rectangle larger or smaller. The Rectangle can also be picked up along any side to stretch the length or height of the rectangle.



NB. When masking over an imported AutoCAD drawing file grips can be hidden behind hatching and thick polylines in the DWG file.



## Export custom DXF

Improvements to the custom DXF export have been made. It was noted that all the grid points from all the grids were placed on the same layer, these have now been split across the various grids using the same naming convention as other layers. The naming convention for DXF export layers is Reality followed by the grid name followed by the item on the layer e.g. points, results etc.

The contour layers also carry the iso contours value at the end, e.g. Reality followed by grid 1 followed by contours followed by 15 lux would carry the 15 lux iso contour.

## Include maintenance factor in DXF export

As part of the DXF export we have now included the maintenance factor used by each of the lanterns in the calculation. The maintenance factor value has been added to the end of the product string used to describe the lantern used in the output.

An example of the key export is shown below

### Luminaire Data

Luminaire A CiviTEQ Small - 12 Neutral White 4000K LED 350mA - WSC Optic	Lamp LED 4000K MF 0.76
Luminaire B CiviTEQ Small - 12 Neutral White 4000K LED 350mA - WSC Optic	Lamp LED 4000K MF 0.76
Luminaire C CiviTEQ Small - 36 Neutral White 4000K LED 500mA - EWR Optic	Lamp LED 4000K MF 0.76
Luminaire E MI 26 Lamp SOX+ 35W MF 1.00	
Luminaire F AMPERA MIDI 5138 - 64 LEDs 500mA NW Flat, Glass Extra Clear,	Lamp 64 LEDs MF 0.76

### Key

-  Luminaire A Column
-  Luminaire B Column
-  Luminaire C Column
-  Luminaire E Column
-  Luminaire F Column
-  Beam Aiming Target
-  Photometric Centre

All Dimensions in metres



## Windows Compatibility

Lighting Reality PRO software runs solely on Microsoft's Windows Operating system. Supported versions of the Windows Operating System are aligned with Microsoft's published product lifecycle, (current lifecycle: <https://support.microsoft.com/en-us/help/13853/windows-lifecycle-fact-sheet> but subject to change by Microsoft).

All major releases of Lighting Reality (1.6, 1.7, 1.8, 2.0 etc) are tested on versions of Windows that are officially released by Microsoft and within the mainstream support window at the point of the release of the version of Lighting Reality PRO.

This currently includes Windows 8.1 and Windows 10.

Support by Lighting Reality for problems and issues with previous Windows operating systems is limited to those versions still within Microsoft's extended support window, which currently includes Windows 7 (with Service Pack 1), Windows 8 and Windows 10, which may result in minor update releases.

<b>Client operating systems</b>	<b>Latest update or service pack</b>	<b>End of mainstream support</b>	<b>End of extended support</b>
Windows Vista	Service Pack 2	April 10, 2012	April 11, 2017
Windows 7	Service Pack 1	January 13, 2015	January 14, 2020
Windows 8	Windows 8.1	January 9, 2018	January 10, 2023
Windows 10		October 13, 2020	October 14, 2025

Note that some versions of Windows include the Microsoft PDF print driver. We have found the Windows PDF print driver works well with Lighting Reality PRO.

It is likely Lighting Reality PRO will continue to function under earlier versions of Windows, however we do not guarantee this.

## Lighting Reality Support

Lighting Reality have a number of channels for accessing product support, product help, including video tutorials, and for staying up to date with the latest company and product news. Please visit <http://www.lightingreality.com/support> for more information.