IESNA ED-100 ERRATA

If you, as a user of *IESNA Lighting Education (Fundamental Level)* [IESNA ED-100.1 through IESNA ED-100.10], believe you have located an error not covered by the following revisions, you should e-mail your information to Pat McGillicuddy at: pmcgillicuddy@ies.org or send a letter to: Pat McGillicuddy, Manager of Technology, IES, 120 Wall Street 17th Floor, New York, NY 10005. Additions will be posted to this list as they become available. This errata list was last updated on **May 12, 2005**.

Please confine your comments to specific typographical errors or misstatements of fact in the text and/or graphics of the various IESNA ED-100 modules. Do not attempt to revise or update IESNA ED-100 itself.

• ***IESNA ED-100.5 LIGHTING CALCULATIONS***

On page 5-18 under **Example 2:** the very last line at the bottom of the page is incorrect. It should be replaced with the following line:

E_{L2} = 291 lx (27 fc) (from calculations)

• ***IESNA ED-100.5 LIGHTING CALCULATIONS***

On page 5-19 under **Example 2:** (continued from the previous page): the calculation for the sum of the illuminances (immediately before **Example 3:** begins) is incorrect. It should be replaced with the following calculation:

E_{L1}	= 398 lx	(37 fc)
E_{L2}	= 291 lx	(27 fc)
E_{TOTAL}	= 398 lx + 291 lx = 689 lx	(64 fc)

• ***IESNA ED-100.6 LIGHTING APPLICATIONS for VISUAL PERFORMANCE***

On page 6-1 under **VISUAL TASKS** the third paragraph should be replaced with the following revised paragraph:

> The ability to see detail depends upon the contrast between the detail and its background. However, the eyes function more comfortably and efficiently when the luminances in the surrounding environment are fairly uniform. Thus while some contrast is certainly necessary, enormous luminance differences within the visual field can be counterproductive. Therefore, all luminances within the field of view should be carefully controlled. The designer must carefully evaluate the reflectances of all finishes of the room surfaces as well as the luminance distribution of the lighting equipment.

• ***IESNA ED-100.6 LIGHTING APPLICATIONS for VISUAL PERFORMANCE***

On page 6-2 and 6-3 under **AREAS IN WHICH TASKS ARE PERFORMED** go to the third numbered section (**3. *Glare*.**). The first paragraph should be replaced with the following revised paragraph:

> **3. *Glare.*** (see also ED-100.1) Visual Discomfort (Discomfort Glare) and a loss of visibility (Disability Glare) can result from excessively bright sources of light and from excessive luminance ratios within a space. The discomfort may cause the person to look away, blink or close the eyes, with possible changes in the adaptation state. While discomfort glare produces discomfort (even pain), it does not necessarily interfere with visual performance or visibility.

• ***IESNA ED-100.8 LIGHTING APPLICATIONS for EXTERIOR ENVIRONMENTS***

On page 8-9 the second paragraph from the top of the page should be replaced with the following revised paragraph:

> The photometric distribution is also classified according to the cutoff characteristics: full cutoff, cutoff, semicutoff and noncutoff. These classifications show what the maximum intensity of light is above 80° and above 90°, as shown in **Figure 8.5**. These categories should be taken into consideration when glare or spill light may be a concern.