

Displaying facade levels

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Results of facade calculations can be displayed basically in two ways, as level tables and as facade maps:

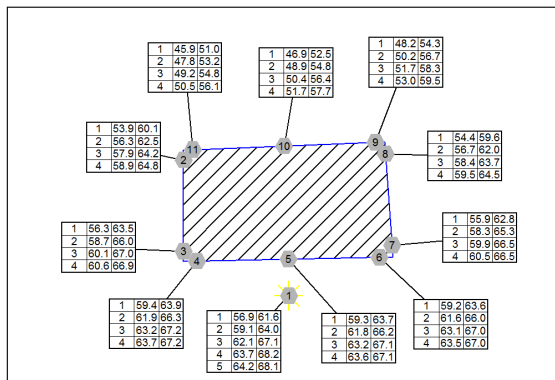


Fig 1 Level tables

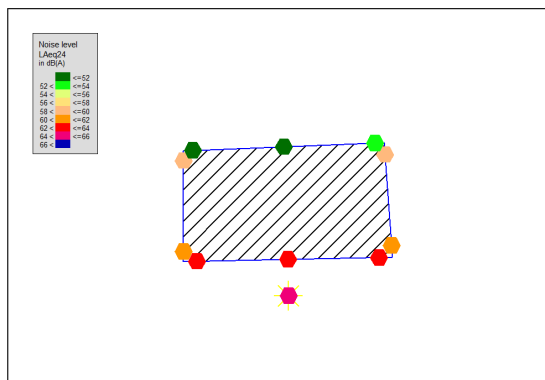


Fig 2 Facade map

Level Tables

When loading the level table you can select to show the result in individual boxes, one for each facade point as in Fig 1 or to gather all result in a single box (tick 'Set in box', see Fig 3). During the load the results can be filtered so only some of the results are included in the table:

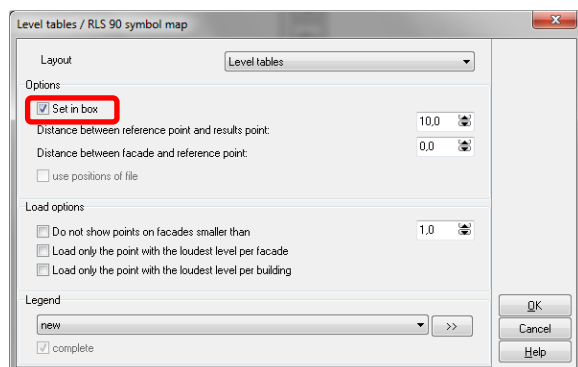


Fig 3 Loading level tables / RLS 90 symbols map

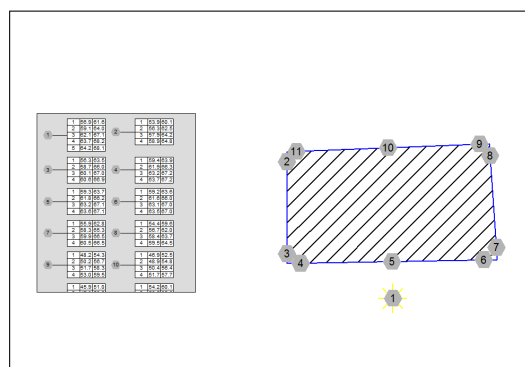


Fig 4 Level table with all results in a box

The layout and contents of the level table are defined in the map object types:

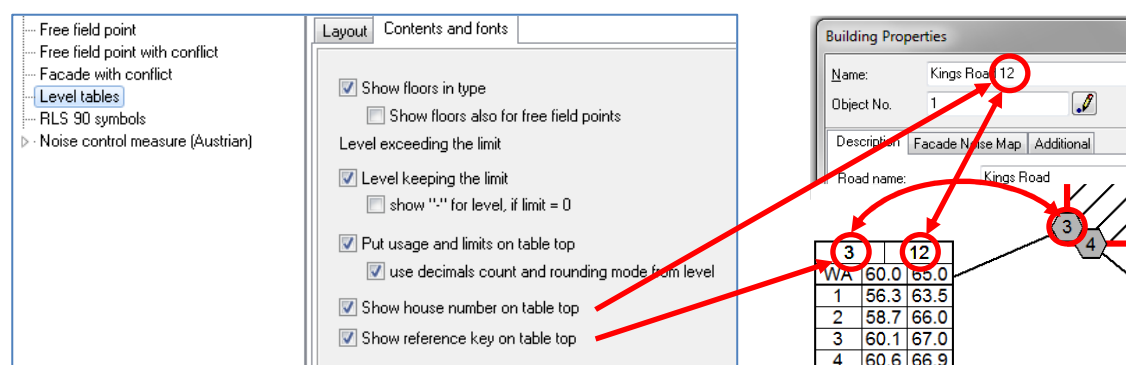


Fig 5 Map object types > Results > Facade Noise Map > Level tables

Define	Limits	Additions
L _{Aeq24}	L _{max, road}	

Usage	Description	Leq, road, lim	Lmax, road, lim
GI	Industrial site		
GE	Business district		
MK	Inner city		
MI	Mixed area		
MD	Village area		
WB	Special residential		
WA	General residential	60.0	65.0

Fig 6 Header of the level refers to the setup of the assessment record

Font and color for levels keeping and exceeding the limit can be selected individually and levels keeping the limit can be left out of the table. If a limit is not defined in the assessment record a <-> can be shown instead. Abbreviation for area usage and the corresponding noise limits can be shown at the table top. The levels appear in the same order as in the assessment record, in the example above with Leq to the left and Lmax to the right, see Fig 5. House number can be shown at the table header together with the reference key of the façade point, see Fig 5. The contents of the reference key is chosen on the base settings of the Level tables/RLS 90 symbols.

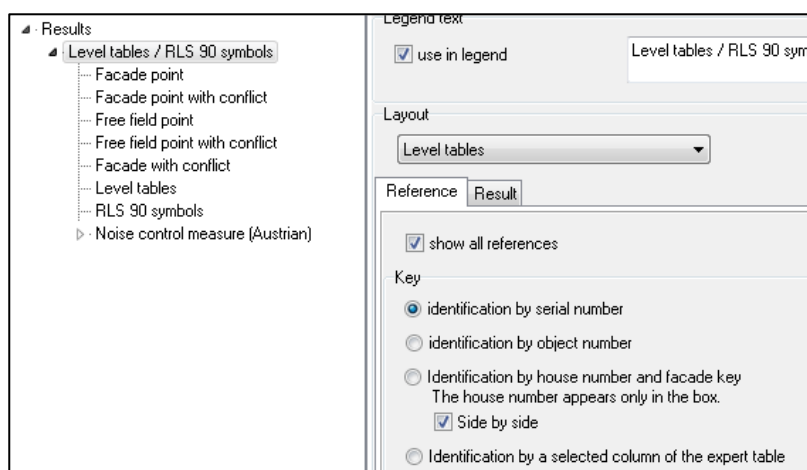


Fig 7 Contents of reference key

Façade map

When loading the facade results you must first select time slice and that specific floor you want to show in the site view of the map. If you intend to present the facade map in 3D the selection of floor is irrelevant. It is also in the first window you must choose between displaying the level or excess of the noise limit ('show conflict', se Fig 8). Finally you can choose to load only the loudest level per facade (don't tick this if you for 'Floor' have selected Minimum level , since that would make the program report the lowest level in that column of facade points where the highest level per facade is found and that does not make sense, will be changed in Version 7.3).

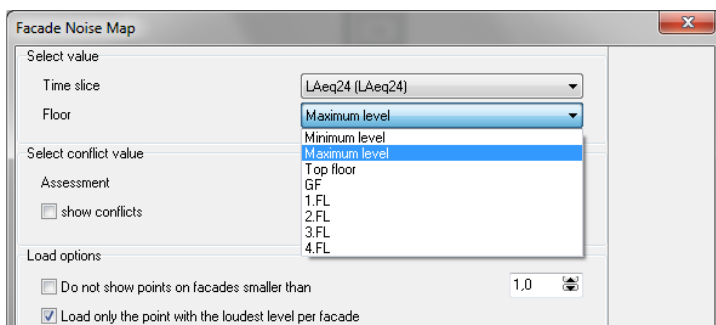


Fig 8 Loading facade result

In the map object type you select the design of the map. The receiver symbol can be filled with various info, please select from the drop down list, see Fig 9.

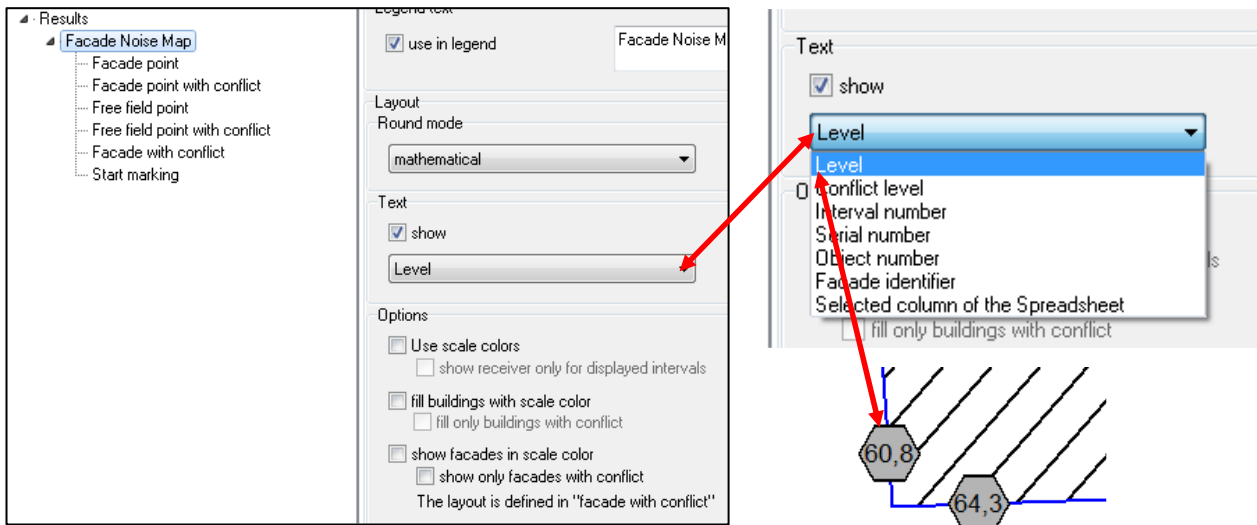


Fig 9 Design of the facade map is defined in the map object type

You can fill the symbol with colors according to a color scale, see Fig 10:

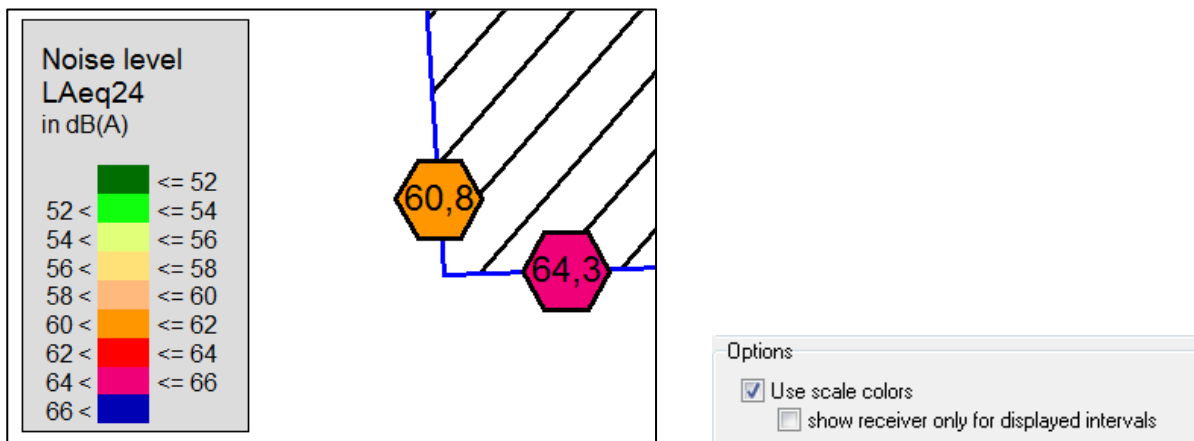


Fig 10 Facade points can be filled with scale colors

If you tick also for 'show receivers only for the displayed intervals' and combine this with a color scale in which you don't use the lowest interval you can make the program show only those receivers with level included in the color scale:

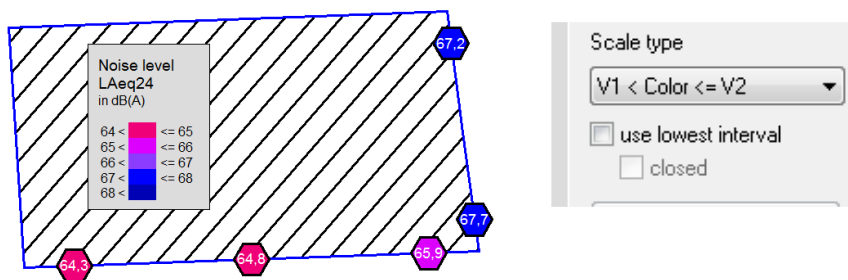


Fig 11 Show only receivers for displayed interval

In the site view each building can be filled with the color reflecting the level you loaded in the first step (time slice and floor, Fig 3). Buildings without conflict can be left without fill color.

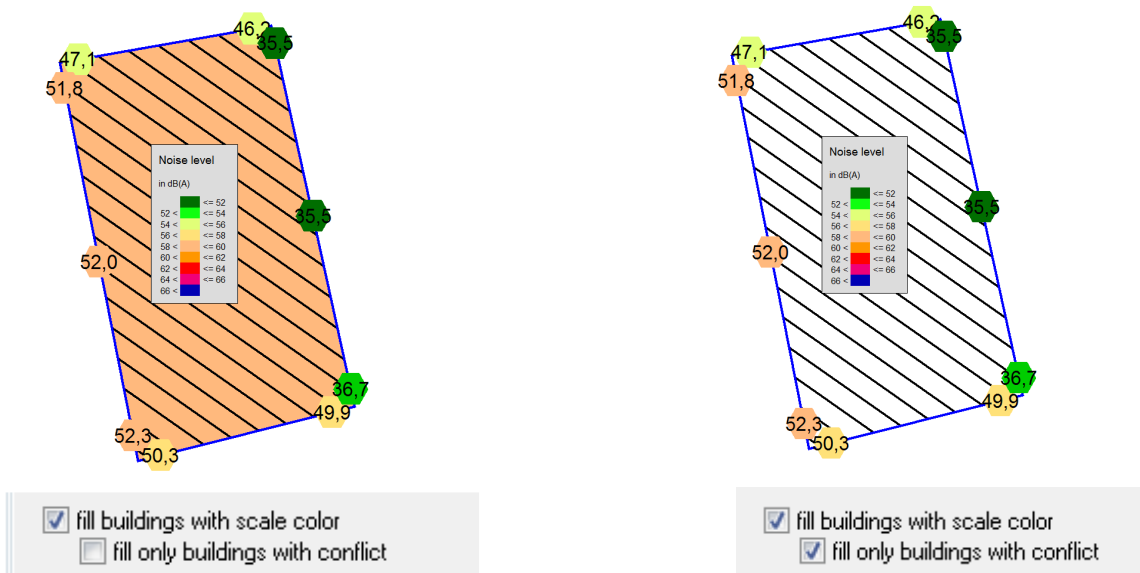


Fig 12 Building filled with scale color

Facades can be shown in colors according to the color scale, see Fig 13.

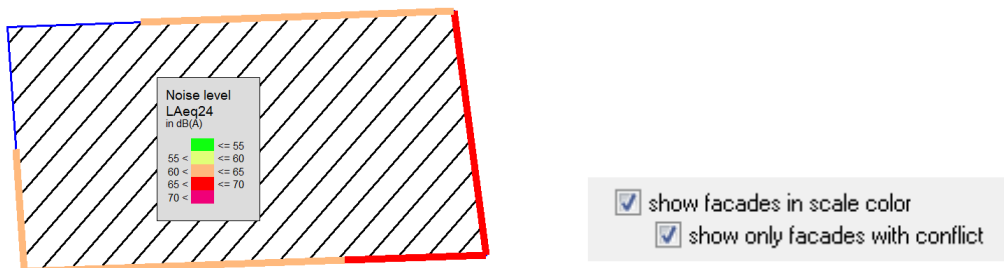


Fig 13 Facades in color, facades without conflict in neutral display

All facades with a conflict can be shown with a user selectable color provided 'show facades in scale color' in the base settings is not ticked, see Fig 14.

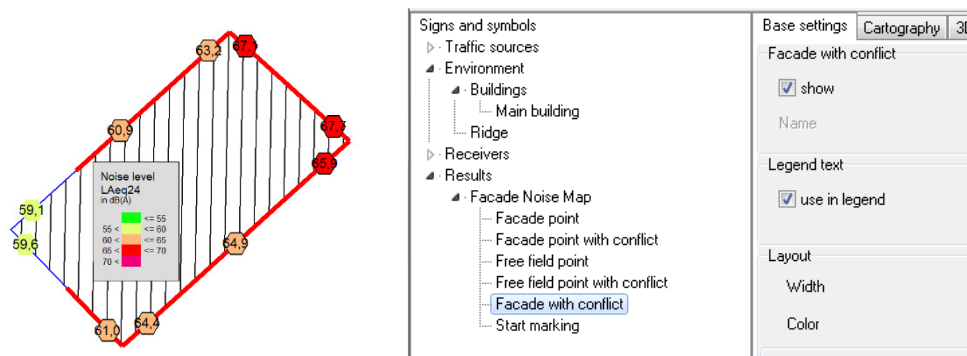


Fig 14 Facade with conflict marked, here in red

3D display of facade maps

Facade can be shown in scale color in 3D view, see Fig 17. To do that first show the building in 3D, next call map object types and make sure 'Facade with conflict' is not ticked for 'show' on both 'Base settings' and '3D graphics' index card, see Fig 15. Finally tick for 'show facades in color scale' on the base settings for Facade Noise Map, see Fig 16.

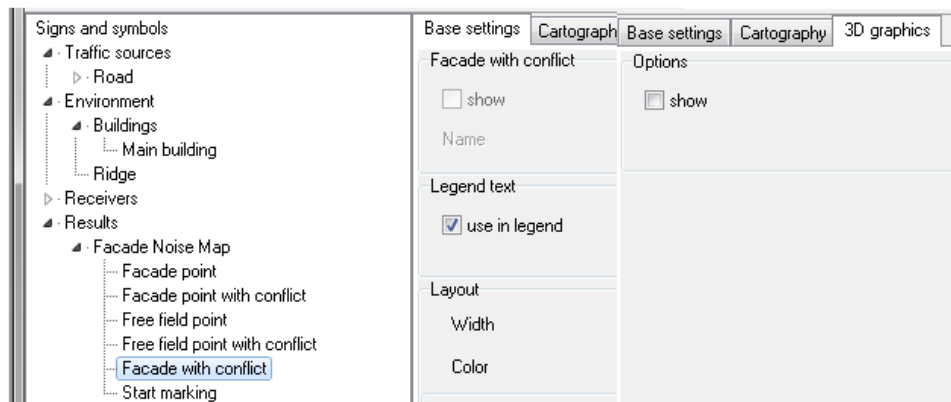


Fig 15 'Facade with conflict' not ticked

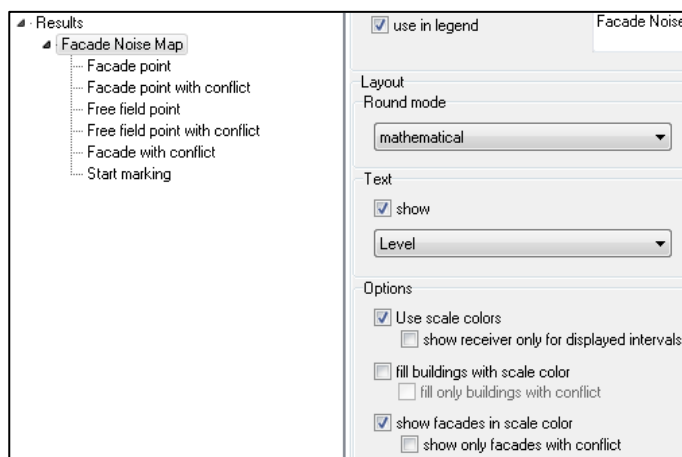


Fig 16 'show facades in scale color' ticked

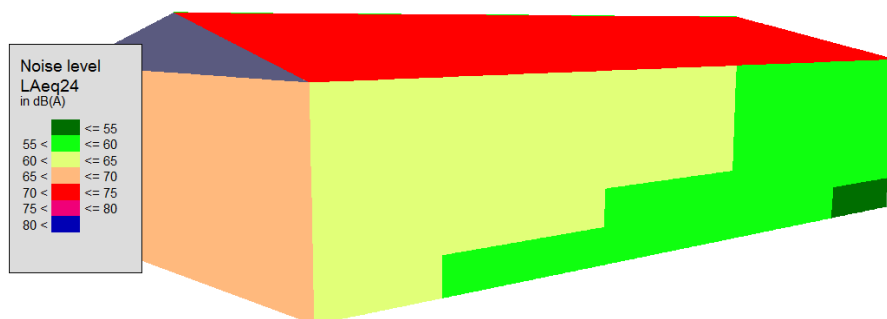


Fig 17 3D display of facade map with facades in scale color

From Version 7.3 we further have the possibility to show the levels in text. The display is adjusted on the 3D graphics index card for the facade noise map, see Fig 18 and Fig 19.

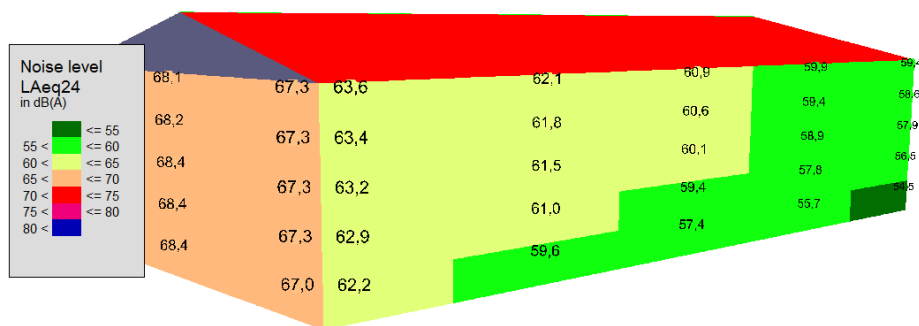


Fig 18 3D display of facade map with facades in scale color and levels in text

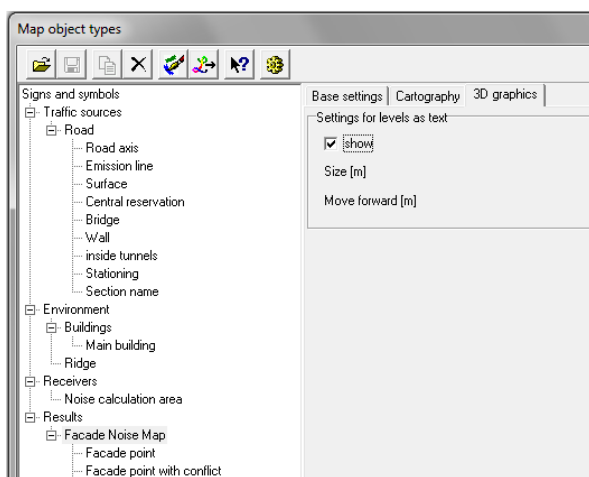


Fig 19 Settings for values in text