



Sky View in FlucsDL

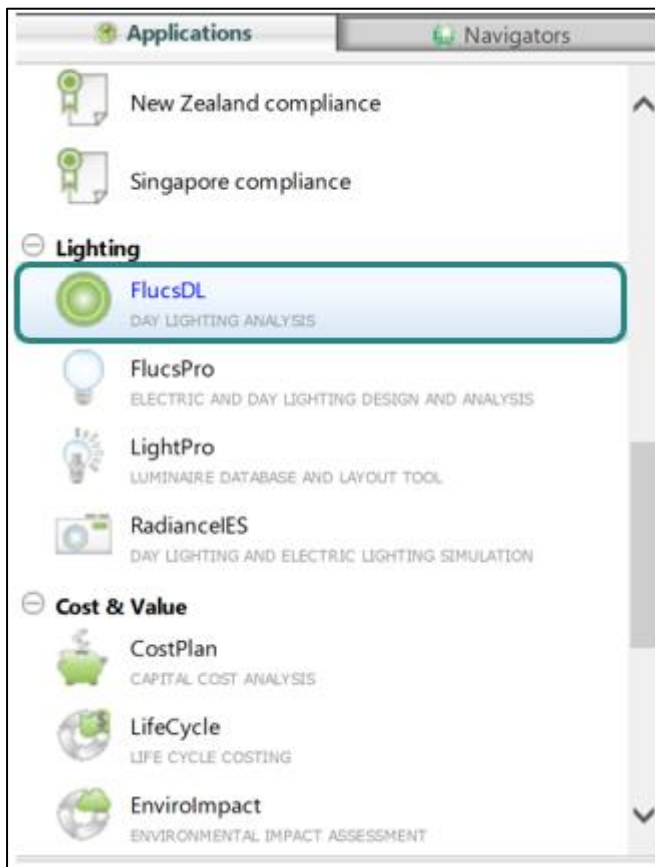
IES Technical Support

FAQ Document for Users

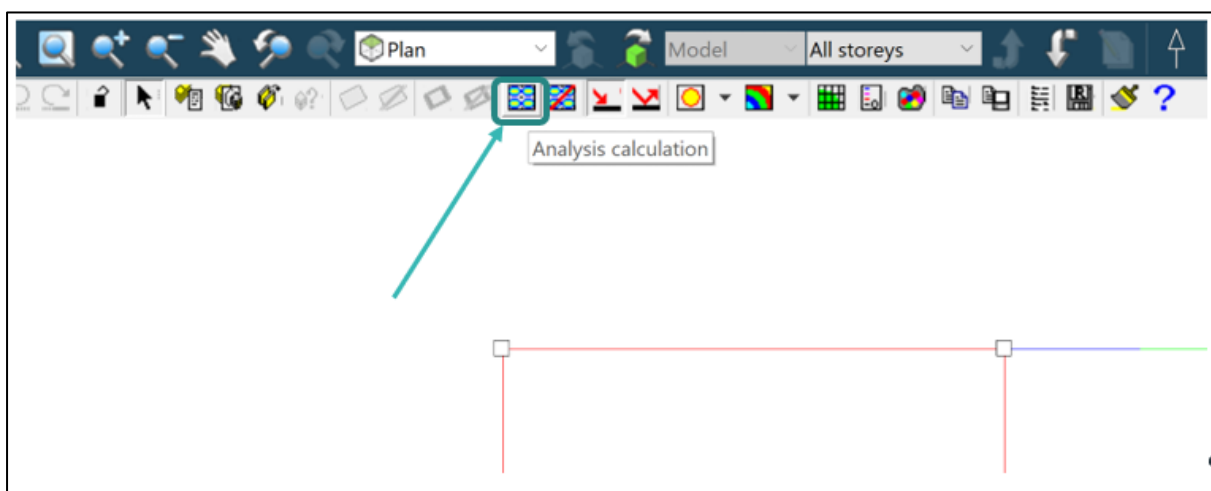


Please follow the steps below to get the sky view in FlucsDL.

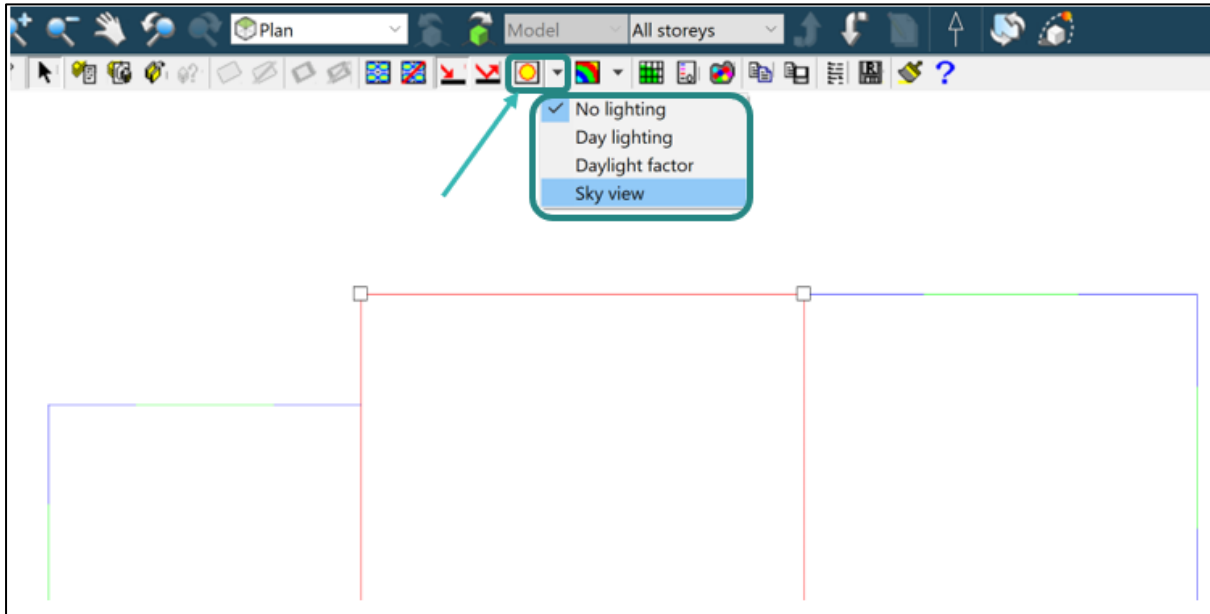
First go to the Lighting section in VE and select FlucsDL:



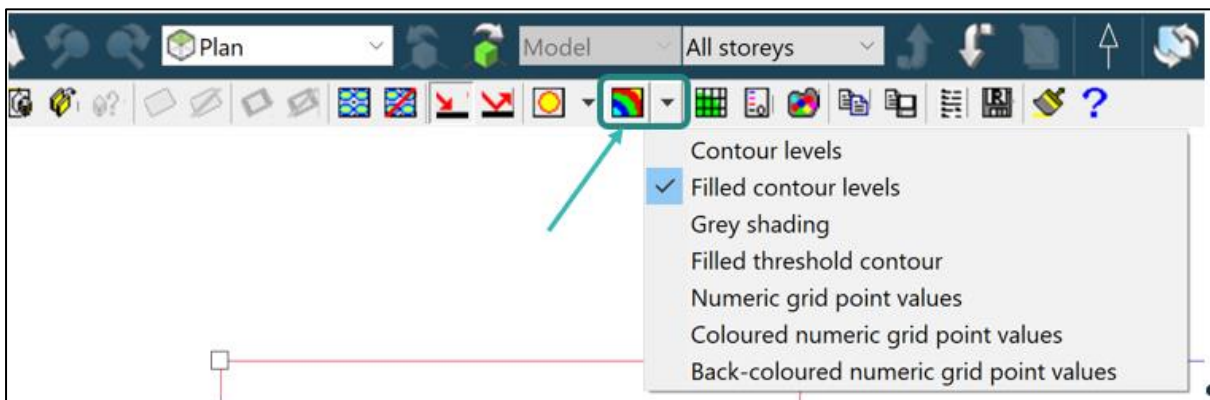
Select the space you want to analyse (you can select multiple spaces at a time), then click on the **Analysis calculation** button and select the simulation settings you want and click OK:



After the simulation completes, set the output option to **Sky view** from the *What data to display* button:



If you still can't see the results, check the *How to display data* button (try the **Filled contour levels** option)





Sky view is true for any point, when the sky can be seen from that point through any windows and around any obstructions.

