DIALux for Interior Lighting
Course Schedule

Follow the recommended order for a smooth learning path.

BEG   If you're just **getting started**, we recommend watching the **highlighted videos first**.

	Downloads

☑ Course Guide (PDF)   ◯ Working Material

1	**Start**

1.1   **Introduction**

◯   **1.1.1**   Welcome   **BEG**
Get a quick insight into the course and meet the trainers.

◯   **1.1.2**   How do I use the user interface?   **BEG**
Get an introduction to the DIALux user interface. Learn where to find key functions, how to navigate through views and how to interact with the CAD window with your mouse.

◯   **1.1.3**   How do I use the user interface? – A detailed overview
Take a deeper look at the interface and discover useful tips to work more efficiently – such as hiding toolbars, adjusting display options, and navigating your project with keyboard and mouse controls.

◯   **1.1.4**   What standards are available and how can I adjust them?
Get to know the Standards Control Center with a clear overview. See which standards are integrated into DIALux and how they are included in the usage profiles. You can also set a general maintenance factor if needed.

◯   **1.1.5**   What general settings can I adjust?   **BEG**
Learn how to set up DIALux to suit your workflow: configure language, saving options, reflection defaults, working plane settings, and get an overview of useful keyboard shortcuts.

2	**Construction**

2.1   **Plans**

◯   **2.1.1**   How does the dwg plan import work?   **BEG**
Here you'll learn how to import a DWG plan step by step – set the correct scale, manage layers, embed the plan into your project, and toggle its visibility in the CAD window.

◯   **2.1.2**   How can I import an image?   **BEG**
Import an image plan or screenshot of your PDF plan, set the right scale, and adjust the transparency for better integration into your project.

◯   **2.1.3**   How can I import and modify additional plans?
Learn how to work with multiple plans for precise planning: toggle visibility, adjust positions, and manage different height levels for ground floor, upper floors, and combine image and DWG plans effectively.

◯   **2.1.4**   How do I align a plan in the vertical view?
Discover how to align plans vertically in side views – perfect for working with sections and making it easier to construct elements like roofs and staircases.

2.2   Rooms

○ 2.2.1   How do I create a rectangular room?   **BEG**

Jumpstart your project from the start screen: learn how to quickly create a rectangular room using various input fields and understand the automatic room setup.

○ 2.2.2   How do I draw a free room shape?

Even without a plan, you can easily create a room – learn how to enter dimensions and angles using the TAB key for smooth input control.

○ 2.2.3   How does the single room construction work?   **BEG**

Draw indoor and outdoor room contours independently for more flexibility. Get tips on editing room shapes, adding or removing points, and renaming spaces with ease.

2.3   Storeys

○ 2.3.1   How do I create a detailed storey construction?

Plan an entire storey in detail based on a DWG plan: define building outlines and room shapes, and learn how to rename the side, building, and rooms correctly.

○ 2.3.2   How can I construct a multi-storey building?

Learn how to duplicate or construct new storeys using the right construction tools – watch both 2D and 3D views to understand exactly how your building geometry is shaped.

2.4   Spaces

○ 2.4.1   How do I work with spaces?   **BEG**

Get a quick overview of the key input fields in the "Spaces" tool: set the utilisation profile, define the working plane height, and enter the maintenance factor.

○ 2.4.2   How do I use utilisation profiles?

Explore what's behind the utilisation profile – visual task requirements, usage times, maintenance factor, working plane height, and much more.

○ 2.4.3   How do I work with different utilisations in one room?

Large areas often serve multiple purposes. Learn how to divide them into smaller zones with different usage profiles to improve your lighting design workflow.

○ 2.4.4   How can I exclude a subspace?

Exclude irrelevant areas from lighting calculations with just a few clicks. Learn how to define excluded zones so DIALux ignores them in your results.

2.5   Architectural Elements

○ 2.5.1   How do I use room elements?   **BEG**

Room elements like columns, beams, or steps are crucial for detailed lighting design – see how to place them and adjust their dimensions in your project.

○ 2.5.2   How do I work with windows and doors?   **BEG**

Handle windows and doors quickly and efficiently: insert or draw them, scale or copy them, and avoid wall holes with smart cutting-depth settings.

○ 2.5.3   How do I work with suspended ceilings?

Suspended ceilings help define varying room heights. Learn how to insert full ceilings or create custom shapes, close edges, and even design coves for lighting accents.

2.6   Material & Colours

○   2.6.1   How do I work with materials?   **BEG**

Learn how to work with materials in DIALux: pick surfaces, change their color and reflection properties, and apply materials efficiently using various tools.

○   2.6.2   What is the purpose of the DIALux catalogues?

Discover the DIALux color and material catalogues: find RAL colors with reflection values and explore structured material collections like wood or stone for realistic surface design.

○   2.6.3   How do I configure colors and materials?

Configure colors and materials in detail – mix tones with numeric values or HEX codes, set saturation, and define material properties. Learn tips to create glass materials and save your custom styles as favorites.

○   2.6.4   How does the texture import work?

Exclude irrelevant areas from lighting calculations with just a few clicks. Learn how to define excluded zones so DIALux ignores them in your results.

2.7   Objects & Furnitures

○   2.7.1   How can I work with simple standard objects?   **BEG**

Get hands-on with simple objects like cubes or cylinders: adjust size, orientation, and position, and learn useful tips for snapping, copying, and working more smoothly in the CAD view.

○   2.7.2   How does the furniture catalog work?

Explore the furniture catalog and add detailed elements to your project. Learn how to place, scale, rotate, and duplicate items. Use the measurement tape for accurate positioning.

○   2.7.3   How can I improve my project's visualization?

Enhance your project visuals by importing 3D objects, including DIALux (.dxobj) files. Learn how different file formats and lighting calculation options impact the project performance.

3   Light

3.1   Luminaire Selection

○   3.1.1   How do I use the luminaire tool?   **BEG**

Get an overview of the luminaire tool: explore settings for position and alignment, understand technical data, and learn the difference between mounting height and light center height.

○   3.1.2   How does the luminaire list work?

Understand how the luminaire list works: filter, sort, mark favorites or delete luminaires, and compare models. Track your personal lighting history throughout your design process.

○   3.1.3   What options do I have when selecting and importing luminaires?   **BEG**

Import luminaires from offline and online catalogues, brand websites, or use local files (ULD, LDT, IES, GLDF). With the DIALux Luminaire Finder, you can quickly find the right luminaire for your project.

○   3.1.4   How do I find the right brand for my lighting design?   **BEG**

Get to know the DIALux brands section: explore the difference between online and offline catalogues and see what Gold and Silver members offer.

○   3.1.5   How can I work with brands in DIALux?

Learn how to work directly with your favorite brands in DIALux. Contact them via email for price requests, support, or alternative luminaire suggestions – right from the software.

○   3.1.6   Where can I find the right luminaire for my project?

Discover the free DIALux Luminaire Finder: filter by keywords and parameters, then import your selected luminaires directly into your project.

3.2   Luminaire Arrangements

○ 3.2.1   How do I create a rectangular room?   `BEG`

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○ 3.2.3   How does the single room construction work?

Draw indoor and outdoor room contours independently for more flexibility. Get tips on editing room shapes, adding or removing points, and renaming spaces with ease.

○ 3.2.4   How can I use the circular luminaire arrangement?

Create circular luminaire arrangements by defining radius and quantity. Adjust alignment for full or half circles and apply the setup flexibly across different project needs.

3.3   Luminaire Handling

○ 3.3.1   What display options are available for light visualization?   `BEG`

Explore display options for your lighting design: view light distribution curves and light visualizations to optimize your project feedback.

○ 3.3.2   How can I replace luminaires in my project?

Compare single luminaire placement and line arrangements. Learn to rotate, duplicate, and move luminaires efficiently - including 90° rotation and height settings.

○ 3.3.3   How do I modify the properties of my luminaire?

Adjust luminaire properties like spectrum, luminous flux, or power - it may be necessary to update data after checking with the manufacturer.

○ 3.3.4   How can I position and rotate my luminaires?   `BEG`

Position and rotate luminaires numerically or directly in the 2D and 3D CAD window. Use axis-based tools or quick-drag options for full control.

○ 3.3.4   How do I use luminaires with joints?

Take advantage of joints in 3D-modeled luminaires: move individual elements while keeping mounting points fixed. Use the "Set Illumination Point" tool for precise control.

3.4   Light Scenes

○ 3.4.1   How can I create a light scene with corresponding luminaire groups?

Master the Light Scenes tool: create and duplicate scenes, group luminaires and customize each setting for flexible lighting concepts.

○ 3.4.2   How can I define and calculate dimming values for luminaires?

Explore the furniture catalog and add detailed elements to your project. Learn how to place, scale, rotate, and duplicate items. Use the measurement tape for accurate positioning.

○ 3.4.3   How do I calculate, evaluate, and document lighting scenes?

Calculate, analyze, and document different light scenes – including dimming values and control group data for each setup – perfect for professional reports.

4   Calculation

4.1   Calculation Objects

○ 4.1.1   How do I calculate the working plane? **BEG**
Check the input for the working plane and start your calculation. Afterward, you'll see results such as isolines in 2D and 3D, as well as visual evaluation indicators based on utilisation profiles.

○ 4.1.2   How do I work with calculation objects?
Learn how to insert calculation objects like rectangular or polygonal surfaces, define their size, name, and position. DIALux shows all relevant details in the sidebar, making evaluation easier.

○ 4.1.3   What are the calculation parameters? **BEG**
Understand the different calculation parameters and how to apply them correctly. Icons in the result overview help you interpret the data. You'll also get a helpful tip on how to quickly evaluate real surfaces in your project.

4.2   Setup & Evaluation

○ 4.2.1   What does the results monitor show? **BEG**
Get a complete overview of your calculation results - always visible and linked directly to the CAD window. This overview helps you evaluate values and optimize your lighting concept throughout the planning process.

○ 4.2.2   What setting options are available for the calculation?
Explore the calculation settings and decide what should be included – such as all or individual light scenes, with or without furniture. For larger projects, speed-up options are also available to accelerate the calculation process.

○ 4.2.3   How can I use the settings for the measuring grid and the height offset?
Check all inputs for your calculation object and make use of the height offset to generate results on multiple levels. Use full flexibility to adjust the measuring grid and define exactly what should be calculated.

○ 4.2.4   How do I create cut-outs in calculation surfaces?
Create rectangular or polygonal cut-outs in calculation surfaces when specific areas should be excluded. We show you how to remove measuring points to better reflect real conditions.

○ 4.2.5   How can I modify the settings of the working plane? **BEG**
Modify the working plane by setting its name, height, and wall zone. You can also configure the evaluation grid – either according to EN 12464-1 or with adaptive illuminance for more precision.

○ 4.2.6   How can I create work areas in accordance with EN 12464?
Place task area surfaces to evaluate workplaces in accordance with EN 12464-1. The surrounding and background zones are created automatically. Learn how to input data correctly and understand the planning logic.

4.3   Results Display

○ 4.3.1   How can I configure my isolines?
Visualize the isolines and adjust settings such as label size or the number of lines. Save your preferred styles for consistent and clear documentation in your future projects.

○ 4.3.2   How can I configure my false colors?
Apply false colors to surfaces and calculation areas to highlight illuminance and luminance levels. Customize the appearance using presets to ensure consistency in your project documentation.

○ 4.3.3   How can I configure my value charts?
Display point illuminance values and identify minimum and maximum levels. Adjust text size for better readability and save presets to streamline visualization and documentation.

5   Documentation

5.1   Report Configuration

○   5.1.1   How can I add information about my project?   `BEG`

Add important project details such as contact info, address and notes. These entries can appear on various pages of the final documentation.

○   5.1.2   How do I create the documentation? (Part 1)   `BEG`

Get a clear overview of the documentation mode. Design your cover page, insert descriptive text and images, and include your logo or footer text. We also show how to export your selection as a PDF.

○   5.1.3   How do I create the documentation? (Part 2)

Adjust the content of individual documentation pages to match your needs. Show or hide texts and graphics and apply your layout choices to individual pages or across the entire project.

○   5.1.4   How can I import and export a page selection?

Import or export custom page selections for consistent documentation. Define your own default layout to reuse in future projects or share across your team.

○   5.1.5   How do I work with layout alternatives for my documentation?

Choose from flexible layout options and define a standard format for you. With the Pro Version, you can also export to Word, PowerPoint, and Excel.

6   Export

6.1   Visualization & Data Export

○   6.1.1   How can I save and reuse project views?

Save and reuse 2D and 3D views of your project. Capture perspectives with light visualizations or false colors, label floor plans, or create side views for clear communication.

○   6.1.2   How do I create a raytracing?

Generate realistic renderings using the ray tracing tool. Adjust a few settings and create high-quality images for documentation or presentation.

○   6.1.3   How do I export my lighting design as a DWG file?   `BEG`

Transfer luminaire positions and planning data into your lighting plan – an efficient way to communicate project status clearly.

○   6.1.4   How does the IFC import and export work?

Import and export IFC files to integrate your lighting design into a BIM workflow. Exchange information with other disciplines using this open format.

7   General

7.1   Utility Tools

○   7.1.1   How can I copy and arrange elements?

Use copy functions like copy along a line to arrange objects efficiently – ideal for both construction and lighting layout.

○   7.1.2   How do I use help lines and reference grids?

Reference grids and parallel help lines support precise alignment and positioning throughout your project.

○   7.1.3   How can I add dimension lines and text labels?

Display dimension lines and texts in different views. Save them directly in project for clear communication.