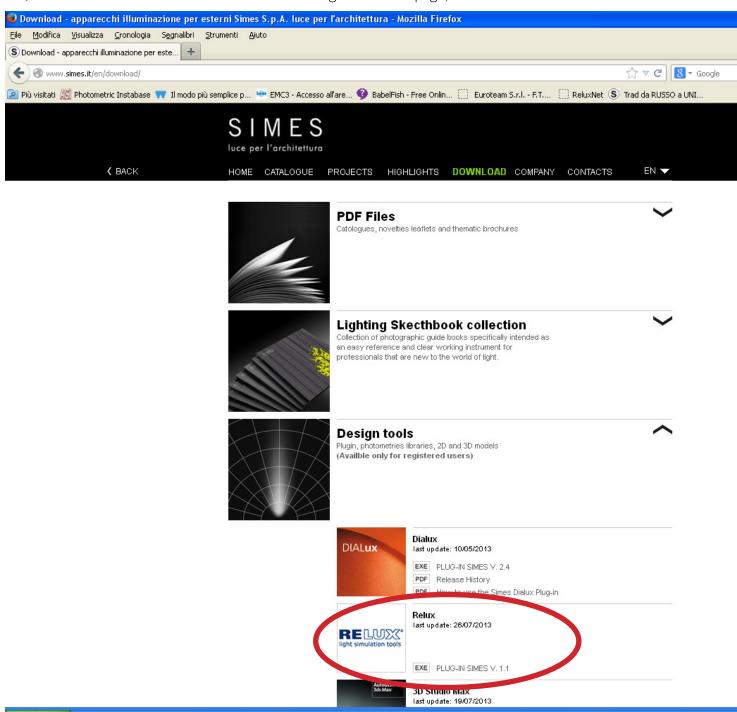


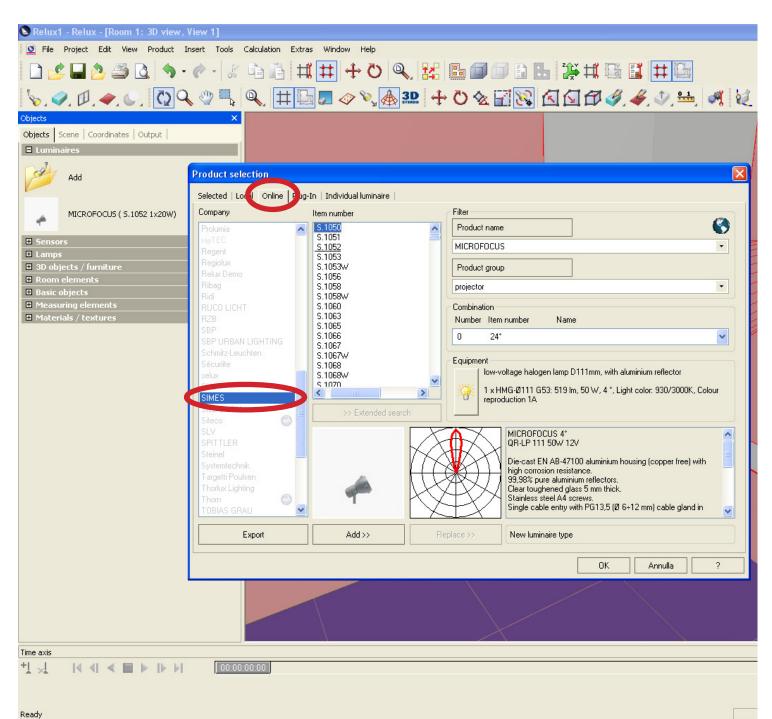
It is possible to use the SIMES plugin in 2 ways:

1) Download and install the EXE file from our Design Tools web page;





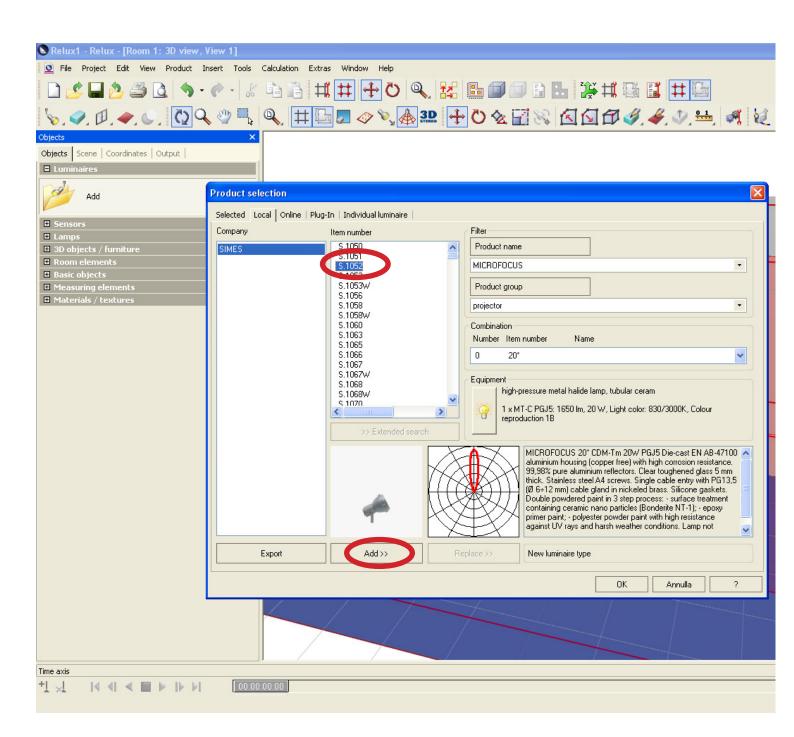
 directy in Relux on OBJECTS / ADD / ONLINE Product selections. (requires Internet connection)



1) Open RELUX lighting software and click on "OBJECT" and then "LUMINAIRES".

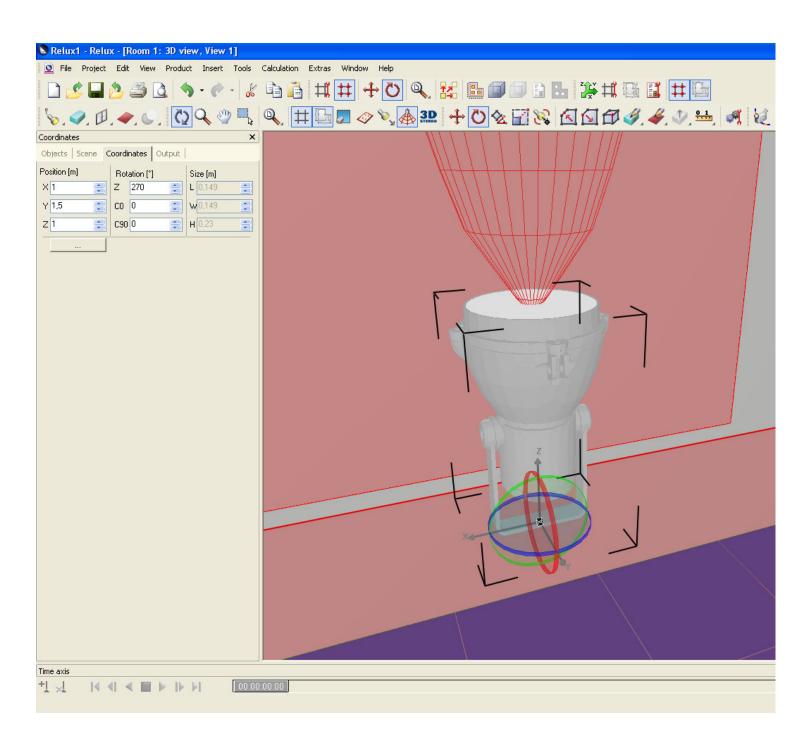
Sensors Lamps 3D objects / furniture	/ · / / · · · · · · · · · · · · · · · ·		2 + 0 &		162 🧳 🤞	<u>به الحمج المحمج الم</u>	×
 Room elements Basic objects Measuring elements Materials / textures 		S.1052 S.1053 S.1053W S.1056 S.1058 S.1058W/ S.1060 S.1063 S.1065 S.10666 S.1067 S.1067V S.10668W S.1068W S.1068W S.107N	Combinatio Number I Equipment	Product group Combination Number Item number Nan Equipment		ne	
	Export	Add>>	Replace >>	Replace >> New luminaire type			
					ОК	Annulla	?
Time axis +↓ ↓↓	00:00:00	1					

2) Select the Item Number and after click on "ADD" button.

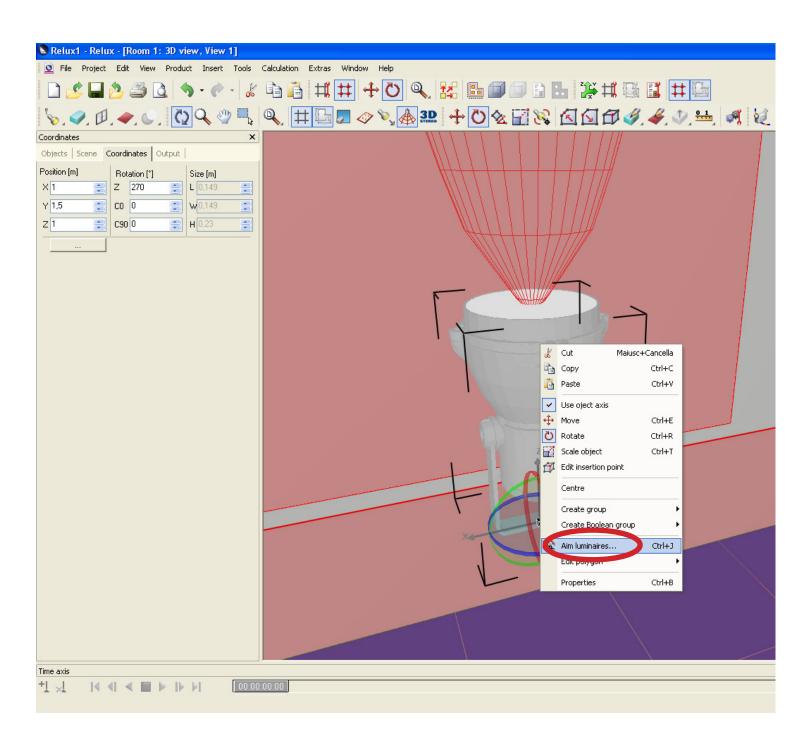




3) Insert the luminaires on the Scene and move/rotate it on the space.



4) Right click of the mouse on the luminaire and select "Aim Luminaires".





5) Choose the target of the object to light.

