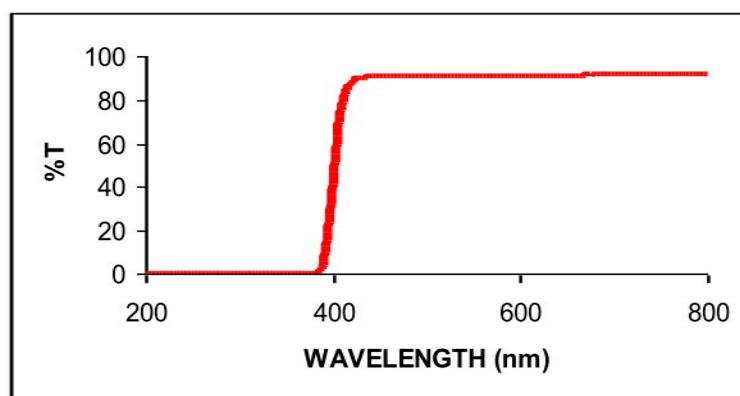
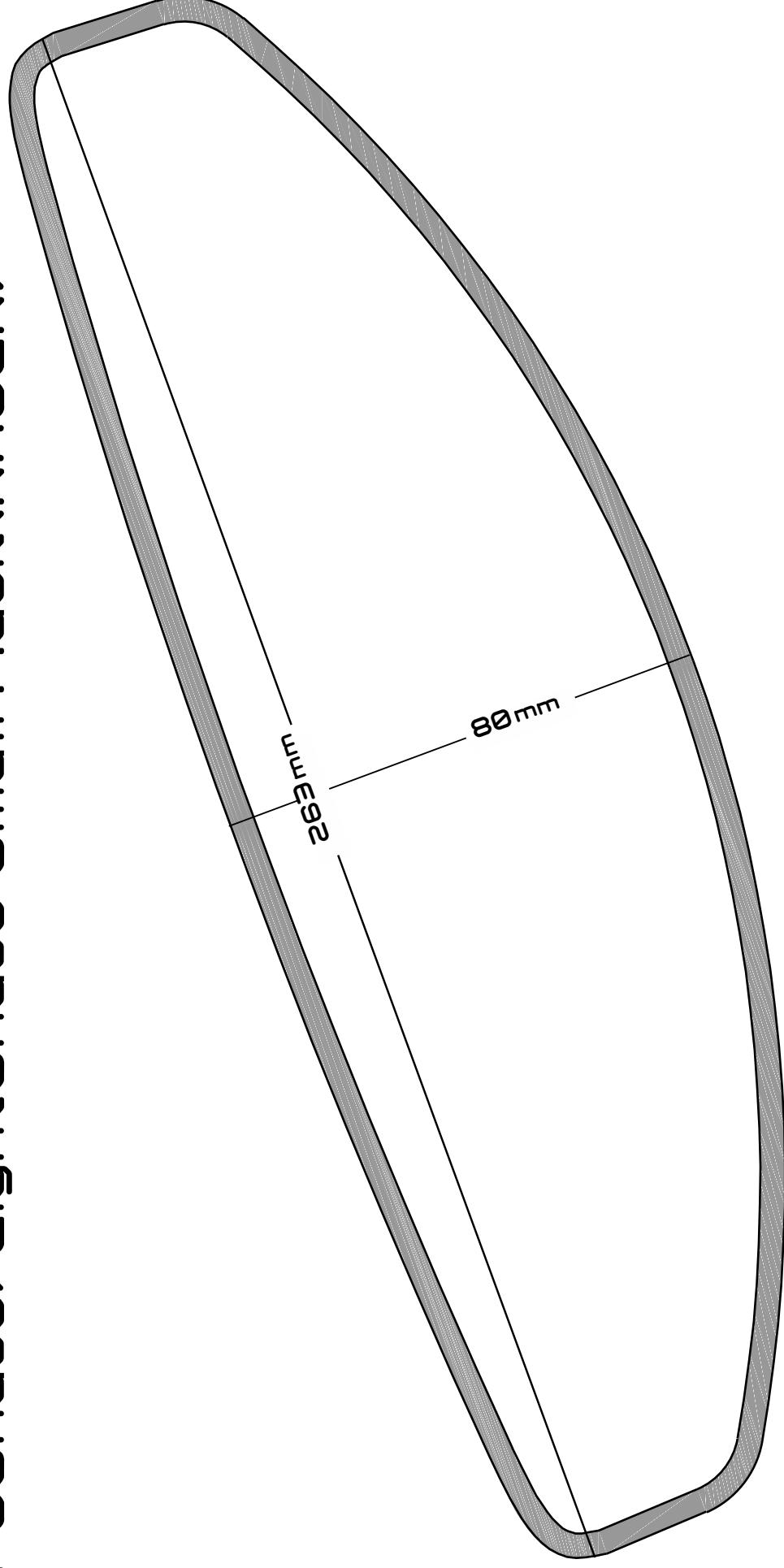


Requirements	According to	Test methods	Values
◆Optical quality	EN 166 7.1.2.1.1	EN 167 3.1	Optical class: 1
Spherical refractive power			0.000 m ⁻¹
Astigmatic refractive power			0.000 m ⁻¹
◆Trasmittance			
τ_v	EN 174 5.1.2	EN 167 6	90.476 % Filter category S0
τ_v	UNI EN ISO 12312-1 5	UNI EN ISO 12311 7	90.476 % Filter category 0
Blue Light Trasmittance (380-500nm) τ_{sb}	UNI EN ISO 12312-1 5.3.5.1	UNI EN ISO 12311 7	87.928 %
◆Requirements for Road Use and Driving			
Road Use and Driving	UNI EN ISO 12312-1 5.3.2	UNI EN ISO 12311 7	SUITABLE
◆Mean UV Trasmittance			
Solar UVA (315-380nm) τ_{SUA}	UNI EN ISO 12312-1 5.3.5.2.5	UNI EN ISO 12311 7	0.000 %
Solar UVB (280-315nm) τ_{SUVB}	UNI EN ISO 12312-1 5.3.5.2.7	UNI EN ISO 12311 7	0.000 %
Total Solar UV (280-380nm) τ_{SUV}	UNI EN ISO 12312-1 5.3.5.2.3	UNI EN ISO 12311 7	0.000 %
$\tau=0$			$\lambda=$ 380nm
◆Diffusion of light	EN 166 7.1.2.3	EN 167 4	0.05 (cd/m ²)/lx
◆Resistance to fogging			
Time	EN 166 7.3.2	EN 168 16	100 sec



DIMA PCShade/LightShade Small (RACER) PCShade/LightShade Small Mask (RACER)

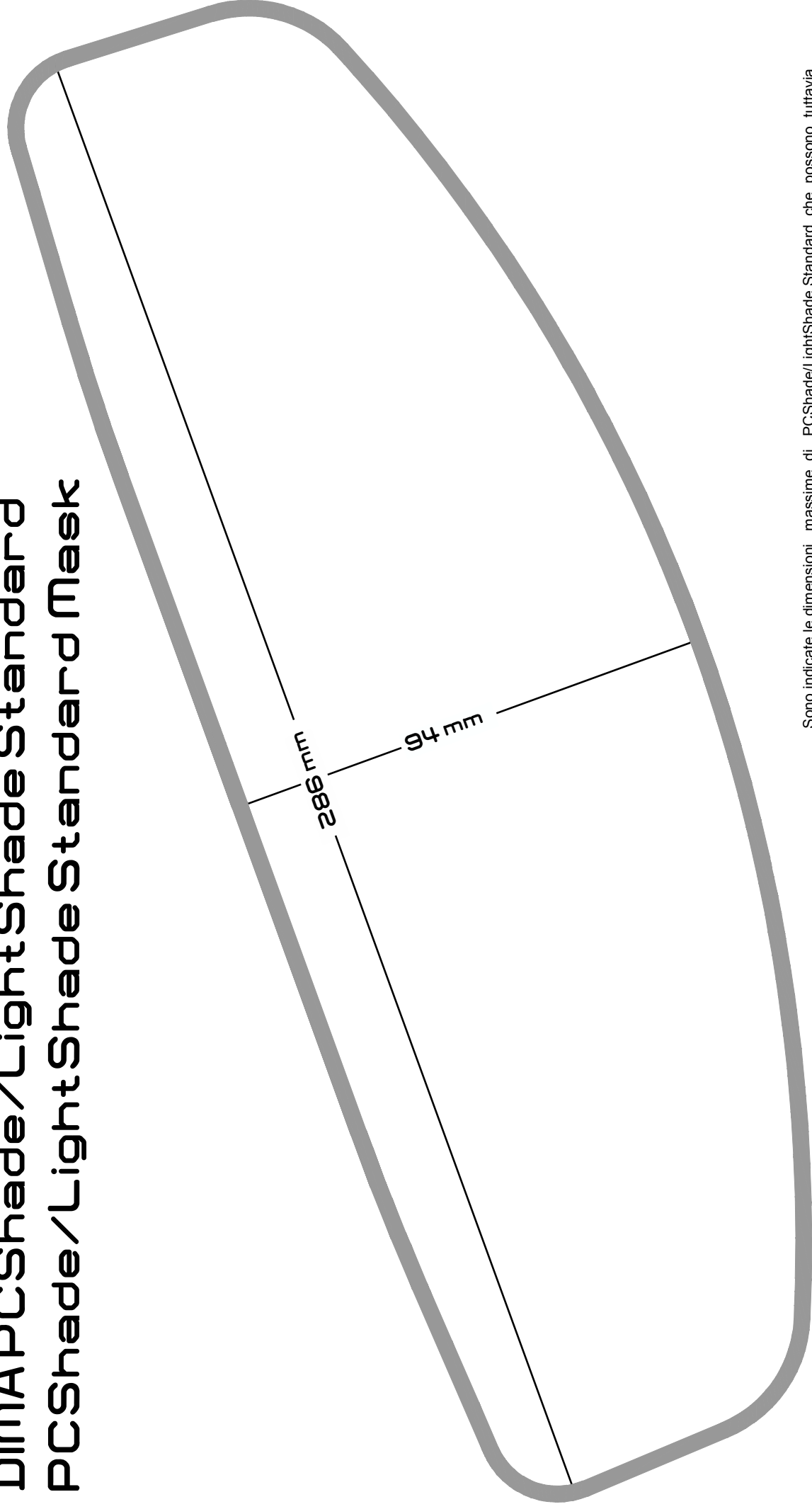


Sono indicate le dimensioni massime di PCShade/LightShade SMALL, che possono tuttavia variare di qualche decimo di millimetro, da usare come riferimento approssimativo per verificare se la stampa risulti in scala 1:1. La ditta va poi ritagliata per effettuare la prova sulla visiera del proprio casco.

Here you can find the maximum dimensions of PCShade/LightShade SMALL, that can vary of some tenth of millimeter. They are to be used as approximate reference to verify if the print matches 1:1 scale. The mask has then to be cutted for your helmet visor fitting test.

NOTA - I migliori risultati ai fini di evitare interferenze con le guarnizioni si ottengono accoppiando la stampa con un cartoncino e considerando circa 1 cm di margine dal taglio superiore della visiera
NOTE - Best results in avoiding helmet gasket interferences can be achieved coupling print with a cardboard and leaving about 1 cm of margin in the superior part of the visor

DIMAPCShade/LightShade Standard PCShade/LightShade Standard Mask



Sono indicate le dimensioni massime di PCShade/LightShade Standard, che possono tuttavia variare di qualche decimo di millimetro, da usare come riferimento approssimativo per verificare se la stampa risulti in scala 1:1. La dima va poi ritagliata per effettuare la prova sulla visiera del proprio casco.

Here you can find the maximum dimensions of PCShade/LightShade Standard, that can vary of some tenth of millimeter. They are to be used as approximate reference to verify if the print matches 1:1 scale. The mask has then to be cutted for your helmet visor fitting test.

NOTA - I migliori risultati ai fini di evitare interferenze con le guarnizioni si ottengono accoppiando la stampa con un cartoncino e considerando circa 1 cm di margine dal taglio superiore della visiera
NOTE - Best results in avoiding helmet gasket interferences can be achieved coupling print with a cardboard and leaving about 1 cm of margin in the superior part of the visor