

ISOLITE EURO GREY

Isolite glass provides solar control by absorbing some of the sun's direct radiation, which softens the brightness of daylight. It only transmits the optimum amount of light and protects against unwanted UV radiations, while reducing heat intake and creating an ideal and private interior setting.

Isolite Euro Grey comes in an elegant light grey that enhances any building façades simultaneously reducing solar hear gain and glare, providing protection from the sun's UV radiation throughout. Ultraviolet energy has long been associated with the accelerated fading of fabrics and other interior materials, in addition to skin aging.

Isolite Euro Grey: Performance Data For Monolithic Glass

Glass Configuration	UV	Visible Light				Solar Energ	у				
Isolite Euro Grey	Transmit- tance %	Transmit- tance %	Reflectance, Ext. %	Reflectance, Int. %	Transmit- tance %	Reflec- tance %	Absorp-	Solar Factor EN410	SHGC	sc	U-Value W/M2K
4 MM	30	55	6	6	55	6	39	0.66	0.67	0.77	5.8
5 MM	25	48	6	6	48	5	47	0.62	0.62	0.72	5.7
6 MM	20	42	5	5	42	5	53	0.58	0.58	0.67	5.7
8 MM	15	33	5	5	33	5	62	0.52	0.52	0.60	5.6
10 MM	10	25	5	5	25	5	70	0.47	0.48	0.55	5.6

⁻ Performance data is based on representative samples of factory production. Actual values may vary slightly due to variations in the production process.
- Tabulated data is based on NRFC methodology using the LBL windows 5.2 software and where noted European methodology using WinDat WIS version

Isolite Euro Grey:

(Performance Data For IG Units 6mm/16mm Air Space/6mm)

	VLT	Visible Light Reflectance		sc	Solar Factor (G) En 410	U-value Imperial		U-value En 673 W/m²*k
		Ext.	Int.			Winter	Summer	
Trulite Clear	40%	7%	13%	0.51	0.44	2.80	2.70	2.70
SG 500 - Hard coat Low E#3	38%	8%	15%	0.44	0.38	1.90	1.80	1.80
Single silver low-E#3	36%	8%	12%	0.41	0.35	1.80	1.60	1.60

Data considers 16mm airspace and based on NFRC & EN 673. Other glass thickness is available. See literature or visit www.sphinxglass.com for additional values.

⁻ SF = Solar Factor (EN410) also known as g-value