

Comparison ADS marker lamp requirements

		SAE J3134 (MAY 2019) Front only		WGSL386 Rev.4 / WGSL385 Rev.4 Front / Rear / Side		Draft GB CE5832 (29. Nov 2023) Front / Rear / Side	
Number	-	1	2	1	2	1	2
Photometry	Daytime (min/max)	50 / 300 cd (Min x2.5 if <= 100 mm to DRL)		50 / 260 cd (no multiplier acc. to distance)		50 / 300 cd	
	Nighttime (min/max)	10 / 125 cd (Min x2.5 if <= 100 mm to LB or front fog lamp)		2.5 / 20 cd (no multiplier acc. to distance)		10 / 125 cd (min x2.5 if <= 100 mm to LB or front fog lamp)	
Geometry	Vertical (up/down)	30° / 30°		15° / 15° ¹ ¹ may be reduced to 5° below 750 mm		20° ² / 15° ¹ ¹ may be reduced to 5° below 750 mm ² may be reduced to 5° above 1800 mm	
	Horizontal (Inboard/outboard)	60° / 60°	60° / 20°	60° / 60°	60° / 30°	60° / 60°	60° / 30°
	Visibility	2.5 cd (day) / 0.5 cd (night) (min x2.5 applies – same as for Photometry)		2.5 cd (day) / 0.5 cd (night)		0.3 cd (day) / 0.05 cd (night)	
Mounting	Location	Centerline of vehicle	Anywhere, symmetrical	Centerline of vehicle	Anywhere, symmetrical	-	Anywhere, symmetrical
	Height min/max	380 mm / -		250 mm / -		250 mm / 1500 (2100) mm (M1, N1) 500 mm / 1500 (2100) mm (others)	
	Width	-		-	400 mm to outer edge No inner distance	-	
	Distance to front	-		-		< 3m for lateral ADS marker lamp	
	Other requirements	-		Switch off rec.inc. functions when ADS is activated (POS, DRL) Switch off ADS when rec.inc. with DI and DI is activated		Switch off rec.inc. functions when ADS is activated (front POS, DRL) Switch off ADS when rec.inc. with DI and DI is activated part of a incorporated function may remain switched on if distance > 100mm and photometric/colorimetric requirements are still met Slightly different requirements for lateral ADS	
Size	Min / max	- / -		- / -		Apparent surface > 12,5cm ²	
Color		"blue-green" x=0.012, y=0.495; x=0.200, y=0.400; x=0.200, y=0.320; x=0.040, y=0.320.		"Turquoise" x=0.012, y=0.495; x=0.200, y=0.400; x=0.200, y=0.320; x=0.040, y=0.320 + White, red or amber (in some cases)		"Blue-green" x=0.012, y=0.494; x=0.200, y=0.400 x=0.200, y=0.320; x=0.040, y=0.320	