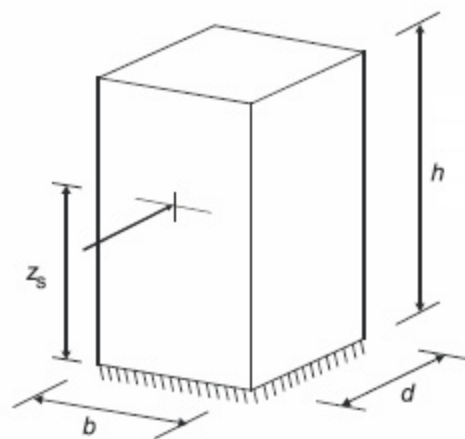


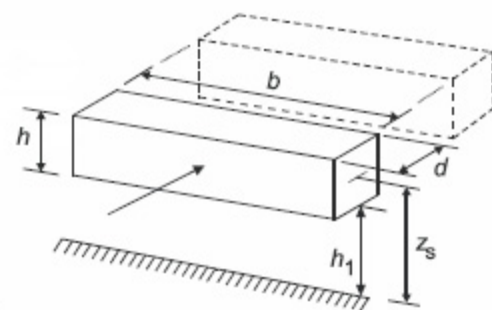
a) vertical structures such as buildings etc.



NOTE Limitations are also given in 1.1 (2)

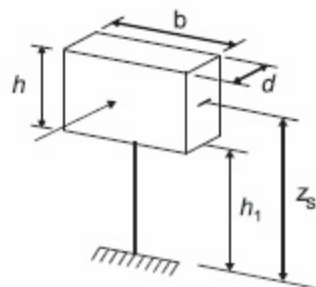
$$z_s = 0,6 \cdot h \geq z_{\min}$$

b) parallel oscillator, i.e. horizontal structures such as beams etc.



$$z_s = h_1 + \frac{h}{2} \geq z_{\min}$$

c) pointlike structures such as signboards etc.



$$z_s = h_1 + \frac{h}{2} \geq z_{\min}$$

Figure 6.1 — General shapes of structures covered by the design procedure. The structural dimensions and the reference height used are also shown.