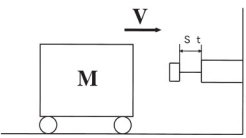
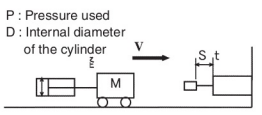
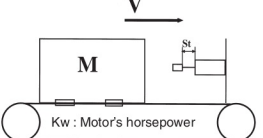
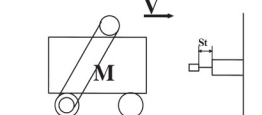
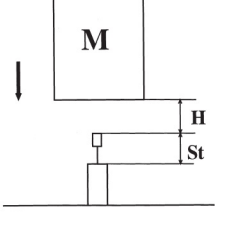
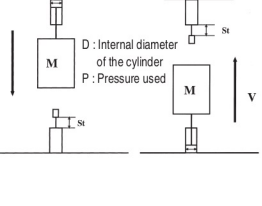
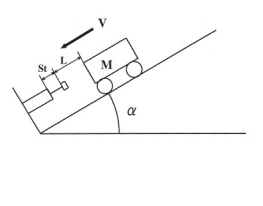
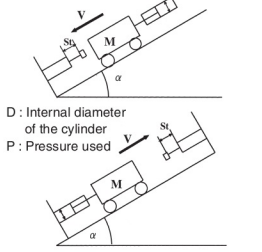




Equations for the Selection of Soft Absorbers (1)

	Inertial impact (horizontal)	Cylindrical thrust (horizontal)	Motor-driven dolly (horizontal)	Friction-driven dolly (horizontal)
Impact (examples)		 P : Pressure used D : Internal diameter of the cylinder	 Kw : Motor's horsepower	 Kw : Motor's horsepower N1 : Total number of wheels N2 : Number of driving wheels
Mass of the colliding object (kg)	M	M	M	M
Impact rate (m/s)	V	V	V	V
Kinetic energy (J)	$E_1 = \frac{1}{2} M V^2$	$E_1 = \frac{1}{2} M V^2$	$E_1 = \frac{1}{2} M V^2$	$E_1 = \frac{1}{2} M V^2$
Thrust (N)		$F = \frac{D^2}{4} P \cdot 10^6$ *1	$F = \frac{Kw}{V} \cdot 2.5 \cdot 10^3$ *2	$F = 0.25 M g \frac{N1}{N2}$ $F = \frac{Kw}{V} \cdot 2.5 \cdot 10^3$ *3
Thrusting energy (J)		$E_2 = F St$	$E_2 = F St$	$E_2 = F St$
Total energy (J)	$E = \frac{E_1}{N}$ (N: Number of soft absorber receivers)	$E = \frac{E_1 + E_2}{N}$ (N: Number of soft absorber receivers)	$E = \frac{E_1 + E_2}{N}$ (N: Number of soft absorber receivers)	$E = \frac{E_1 + E_2}{N}$ (N: Number of soft absorber receivers)
Equivalent mass (kg)	$Me = \frac{M}{N}$	$Me = \frac{2 E}{V^2}$	$Me = \frac{2 E}{V^2}$	$Me = \frac{2 E}{V^2}$
	Free-fall (vertical)	Cylindrical thrust (up and down)	Free-fall (slope)	Cylindrical thrust (slope; up and down)
Impact (examples)		 D : Internal diameter of the cylinder P : Pressure used		 D : Internal diameter of the cylinder P : Pressure used
Mass of the colliding object (kg)	M	M	M	M
Impact rate (m/s)	$V = \sqrt{19.6H}$	V	$V = \sqrt{19.6L \sin \alpha}$	V
Kinetic energy (J)	$E_1 = M g H$	$E_1 = \frac{1}{2} M V^2$	$E_1 = M g L \sin \alpha$	$E_1 = \frac{1}{2} M V^2$
Thrust (N)	$F = M g$	$F = F_1 M g$ (Descending) $F = F_1 M g$ (Ascending) (F1: Cylindrical thrust)	$F = M g \sin \alpha$	$F = F_1 M g \sin \alpha$ (Descending) $F = F_1 M g \sin \alpha$ (Ascending) (F1: Cylindrical thrust)
Thrusting energy (J)	$E_2 = M g St$	$E_2 = F St$	$E_2 = F St$	$E_2 = F St$
Total energy (J)	$E = \frac{E_1 + E_2}{N}$ (N: Number of soft absorber receivers)	$E = \frac{E_1 + E_2}{N}$ (N: Number of soft absorber receivers)	$E = \frac{E_1 + E_2}{N}$ (N: Number of soft absorber receivers)	$E = \frac{E_1 + E_2}{N}$ (N: Number of soft absorber receivers)
Equivalent mass (kg)	$Me = \frac{2 E}{V^2}$	$Me = \frac{2 E}{V^2}$	$Me = \frac{2 E}{V^2}$	$Me = \frac{2 E}{V^2}$



Equations for the Selection of Soft Absorbers (2)

	Free-fall (rotating)	Cylindrical thrust (rotating)	Cylindrical thrust (horizontally rotating)
Impact (examples)			
Mass of the colliding object (kg)			
Impact rate (m/s)	$\sqrt{\quad}$		
Kinetic energy (J)		—	—
Thrust (N)	—	—	—
Thrusting energy (J)			
Total energy (J)	— (N: Number of soft absorber receivers)	— (N: Number of soft absorber receivers)	— (N: Number of soft absorber receivers)
Equivalent mass (kg)	—	—	—

Explanation of the symbols

Symbol	Unit	Explanation	Symbol	Unit	Explanation
E	J	Total energy (per soft absorber)		rad	Sloping angle
E ₁	J	Kinetic energy		rad	Vibrational angle within the soft absorber stroke
E ₂	J	Thrusting energy	R	m	Distance between the centre of rotation and absorber
P	MPa	Pressure used by the driving cylinder	r ₁	m	Pitch circle radius of pinion gear
D	m	Internal diameter of the driving cylinder	r ₂	m	Radius of turntable
M	kg	Mass of the colliding object	h	m	Distance between the centre of rotation and centre of gravity
V	m/s	Impact rate	T	N·m	Driving torque
F	N	Thrust		rad/s	Angular velocity
F ₁	N	Air cylinder's thrust	I	kg·m ²	Moment of inertia around the rotating shaft
St	m	Soft absorber stroke	N	Units	Number of soft absorber receivers
H	m	The distance an object falls until it hits the soft absorber	kw	kw	Motor capacity
L	m	Travelling distance on slope	N ₁		Total number of wheels
g	m/s ²	Acceleration due to gravity: 9.8m/s ²	N ₂		Number of driving wheels
G		Centre of gravity			

*1 Includes empty weight and external force of a cylinder, etc.

*2 Includes torque due to empty weight and torque due to motor, etc.

*3 Use whichever value is smaller.