

TIPPING SIMULATION SYSTEM IN VEHICLES

Description:

The rollover simulation systems in vehicles that currently exist are not usually used for simulating people in real rollover or crash situations, but are used to study different vehicle systems, such as damping. These systems in which a vehicle is overturned and collided generally rotate on a single axis, or if the turning or turning capacity increases, the shock capacity is not maintained, and if the shock is optimal there is no overturning. In this sense, and to alleviate some of the deficiencies detected, the present invention consists of a vehicle rollover simulation system, one of those used to check the structural resistance to flight of commercial vehicles where, in addition, the vehicle is anchored to the means of rotation, in such a way that it has, for the simulation of the tipping, three degrees of freedom defined by the means of elevation, the means of horizontal rotation and the means of rotation.

Keywords:

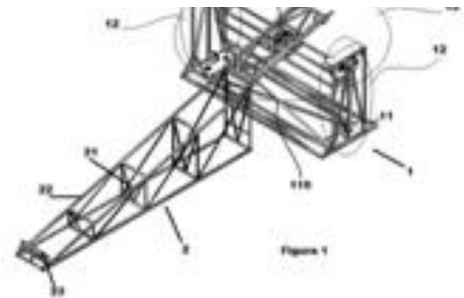
[Vehicle](#), [Simulator](#), [Overturn](#), [Crash](#), [Automotive](#), [Industry](#), [Testbed](#)

Sectors:

[Engineering](#)

Areas:

[Mechanics](#)



Advantages:

The advantages of the present invention are: • The system integrates the rollover and crash simulation options at the same time. • The system expands the turning capacity when simulating rollovers. • The system provides a completely real crash simulation with a commercial vehicle.

Uses and Applications:

This technology is useful to carry out rollover tests on test benches in the automotive sector.

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