

| | |
|--------------------------|---|
| droopStop FSpringPreload | Preload in the droop stop at xDroopStop = 0. |
| droopStop xSpringGap | Alternative to preload; droop stop gap at xDroopStop = 0. |
| kTriSpring | The linear stiffness of the tri spring. |
| kAntiRollBar | The linear stiffness of anti-roll bar. |
| lInerterL/R | The inertance of the corner inerter. |
| lTriInerter | The inertance of the tri inerter. |

Installation compliances can be specified for the following:

| Parameter | Definition |
|-------------|--|
| torsionBar | Compliance which can be expressed in terms of aRocker. |
| antiRollBar | Compliance which can be expressed in terms of anti roll bar twist. |
| spring | Compliance which affects the apparent stiffness of the corner springs. |
| triSpring | Compliance which affects the apparent stiffness of the tri spring. |

Compliance is effectively added a spring in series.

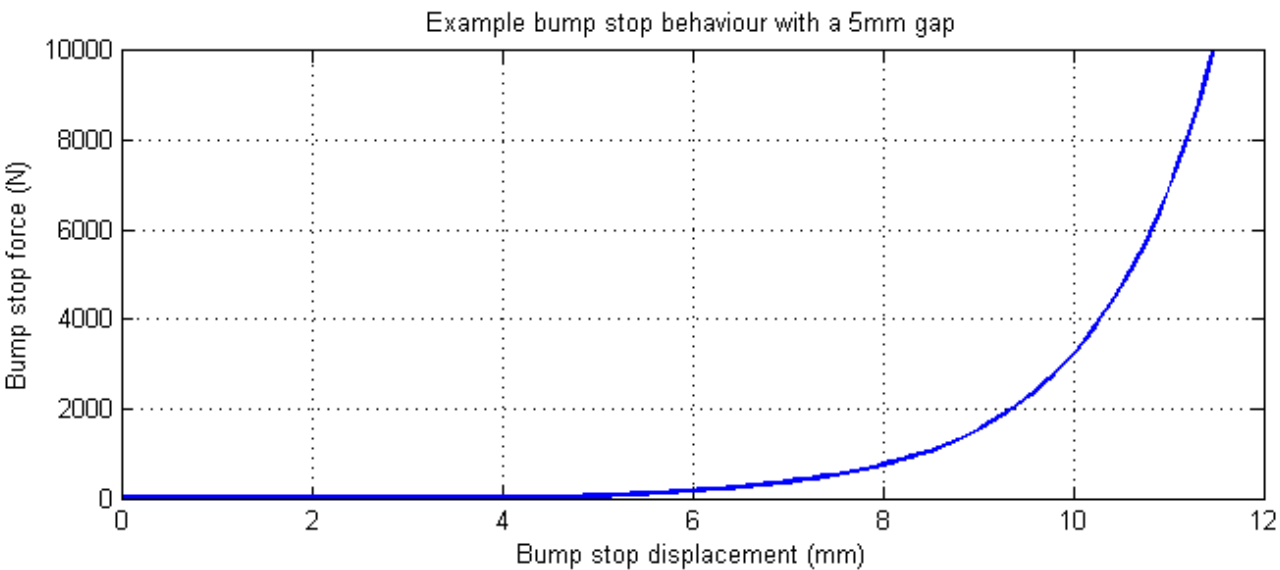
Parameters for Non-Linear Components

Bump Stops

The bump stops, which have strongly non-linear behaviour, require special treatment. The equation which generates bump-stop force is as follows:

$$F = p_{\text{linear}}(x - x_{\text{gap}}) + p_{\text{exponentialScaling}}e^{p_{\text{exponential}}(x-x_{\text{gap}})}.$$

A typical force displacement profile for this component is shown below.



While this is somewhat imprecise our experience has shown that this functional form can capture most bump stop force-displacement profiles to acceptable accuracy. In order to use these bump stops the user should fill in the three parameters in the table below.

| Parameter | Definition |
|---------------------|---|
| pLinear | The linear component of bump stop stiffness. |
| pExponential | The exponential component of bump stop stiffness. |
| pExponentialScaling | Scaling applied to the exponential component. |
| xFreeGap | The free gap between the bump stop and the bump stop plattens in the design position. |

Dampers

As well as linear dampers, users can also define non-linear dampers, either through a custom look-up of force vs. speed, or through our

