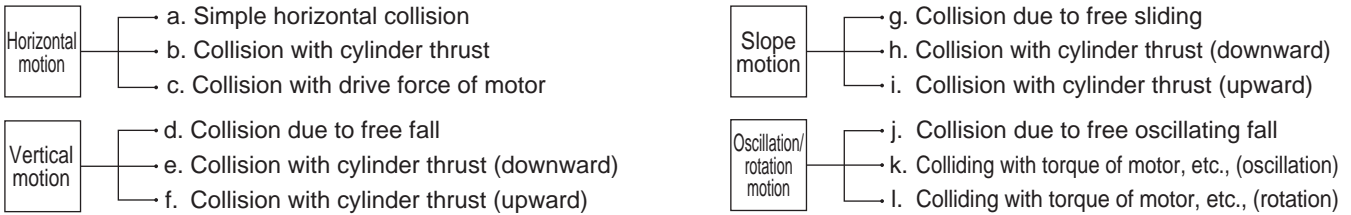


Shock absorber selection guide

1 Clarify the colliding pattern of the device



Note: Refer to "Example of colliding pattern".

2 Make required conditions/descriptions clear to calculate energy

E = all absorbed energy (J)	M = colliding weight (kg)	H = drop height (m)
E ₁ = kinetic energy (J)	V = colliding speed (m/s)	T = torque (N·m)
E ₂ = thrust/self-weight energy (J)	S = SKL stroke (m)	Td = motor start torque (N·m)
	F = pushing force (N)	K = reduction ratio
	g = gravity acceleration 9.8 m/s ²	θ, α, β = tilt angle (deg)
L = colliding object travel distance (m)	ω = angular speed (rad/s)	
(Slope free fall)	J = moment of inertia (kg/m ²)	
R = distance from center of rotation to colliding point (m)	D = diameter (m)	
r = distance from center of rotation to center of gravity (m)	N = number of rotations (rpm)	
G = position of center of gravity	Me = equivalent weight (kg)	

3 Calculate actual energy in accordance with the sample figure for the colliding pattern

	Horizontal colliding			Vertical colliding		
	a. Simple horizontal collision	b. Pushing force of cylinder applies	c. Pushing force of motor applies	d. Free fall	e. Cylinder lower limit stopper	f. Cylinder upper limit stopper
Applications						
Kinetic energy E ₁ (J)	$\frac{1}{2} \cdot M \cdot V^2$	$\frac{1}{2} \cdot M \cdot V^2$	$\frac{1}{2} \cdot M \cdot V^2$	$\frac{1}{2} \cdot M \cdot V^2$	$\frac{1}{2} \cdot M \cdot V^2$	$\frac{1}{2} \cdot M \cdot V^2$
Thrust/self-weight energy E ₂ (J)	-----	F · S	$2 \cdot \frac{K}{D} \cdot Td \cdot S$	M · g · S	(M · g + F) · S	(F - M · g) · S
All absorbed energy E (J)	E = E ₁	E = E ₁ + E ₂	E = E ₁ + E ₂	E = E ₁ + E ₂	E = E ₁ + E ₂	E = E ₁ + E ₂
Equivalent weight Me(kg)	Me = M	$Me = \frac{2 \cdot E}{V^2}$	$Me = \frac{2 \cdot E}{V^2}$	$Me = \frac{2 \cdot E}{V^2} (V = \sqrt{2 \cdot g \cdot H})$	$Me = \frac{2 \cdot E}{V^2}$	$Me = \frac{2 \cdot E}{V^2}$
	Slope colliding			Oscillation colliding		Rotation colliding
	g. Free fall	h. Pushing force of cylinder applies	i. When thrust of cylinder is applied	j. Free fall	k. Torque of motor, etc., applies	l. Torque of motor, etc., applies
Applications						
Kinetic energy E ₁ (J)	$\frac{1}{2} \cdot M \cdot V^2$	$\frac{1}{2} \cdot M \cdot V^2$	$\frac{1}{2} \cdot M \cdot V^2$	M · g · H	$\frac{J \cdot \omega^2}{2}$ or $\frac{1}{2} \cdot M \cdot V^2$	$\frac{J \cdot \omega^2}{2} = \frac{M \cdot D^2 \cdot \omega^2}{16}$
Thrust/self-weight energy E ₂ (J)	M · g · S · sinθ	(M · g · sinθ + F) · S	(F - M · g · sinθ) · S	$\frac{r}{R} \cdot M \cdot g \cdot S$	$\frac{T}{R} \cdot S$	$\frac{T}{R} \cdot S$
All absorbed energy E (J)	E = E ₁ + E ₂	E = E ₁ + E ₂	E = E ₁ + E ₂	E = E ₁ + E ₂	E = E ₁ + E ₂	E = E ₁ + E ₂
Equivalent weight Me(kg)	$Me = \frac{2 \cdot E}{V^2} (V = \sqrt{2 \cdot g \cdot L \cdot \sin \theta})$	$Me = \frac{2 \cdot E}{V^2}$	$Me = \frac{2 \cdot E}{V^2}$	$Me = \frac{2 \cdot E}{V^2} (V = \frac{R}{r} \sqrt{\frac{3 \cdot g \cdot H}{2}})$	$Me = \frac{2 \cdot E}{V^2} (V = \omega \cdot R)$	$Me = \frac{2 \cdot E}{V^2} (V = \omega \cdot R, \omega = \frac{2\pi \cdot N}{60})$

● Explanation of code

E = all absorbed energy J

E₁ = kinetic energy J

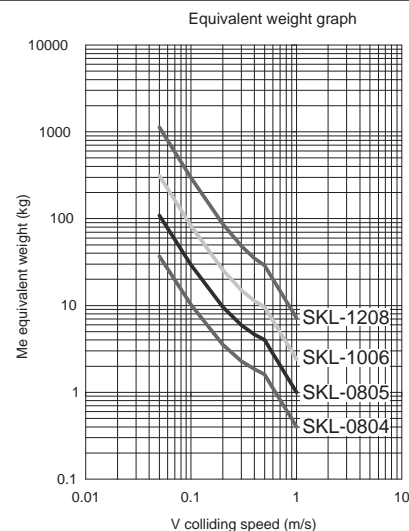
E₂ = thrust/self-weight energy J

- a. Kinetic energy..... Calculate the E₁ value according to "Example of colliding pattern".
- b. Thrust/self-weight energy Calculate the value of E₂ according to "Example of colliding pattern". For S (stroke of SKL) in the formula, select a model whose max. absorbed energy exceeds E₁, and use S for that model No.
- c. Total absorbed energy..... If after that the calculation result exceeds E_{max} (max. energy absorption), select one size larger SKL than the previously selected model No., and recalculate. If calculated E is lower than E_{max} selected model No., the selection is acceptable.

4 Confirm the equivalent weight

- a. Calculate value of Me according to "Example of colliding pattern".
- b. Usable if Me is within Me range of selected model (calculated value of Me < specified value of Me) according to calculation of Me (catalog value) and "a" for model No. selected at [3].
- c. When exceeding the Me range of the selected model at b, select an SKL one size larger, and check conditions in the same manner.

Note: Equivalent mass corresponds to weight of workpiece, even for body moving with thrust, etc., if it is assumed that all of them are kinetic energy only. This allows the load to be controlled at very low speed conditions.



5 Confirm shock absorber specifications range

- a. Max. repeating cycle [cycle/min.] c. Ambient temperature [°C]
- b. Max. colliding speed [m/s] d. Return time [s]

Note: Value of allowable energy absorption may vary depending on colliding speed.

Example of selection

1 Clarify the colliding pattern of the device

Applications	Vertical colliding
	e. Cylinder lower limit stopper
Kinetic energy E ₁ (J)	$E_1 = \frac{1}{2} \cdot M \cdot V^2$
Thrust/self-weight energy E ₂ (J)	$E_2 = (Mg + F) \cdot S$
All absorbed energy E (J)	$E = E_1 + E_2$
Equivalent weight Me (kg)	$Me = \frac{2 \cdot E}{V^2}$

3 Calculate actual energy in accordance with the sample figure for the colliding pattern.

Calculate E₁

$$E_1 = \frac{1}{2} \cdot MV^2 = \frac{1}{2} \times 1 \times 0.5^2 = 0.13 \text{ (J)}$$

Tentatively select SKL-0804 from E₁, then calculate E₂

$$E_2 = (Mg + F) \cdot S = (1 \times 9.8 + 70) \times 0.0035 = 0.28 \text{ (J)}$$

As it exceeds the allowable absorbed energy of SKL-0804, recalculate with the one size larger SKL-0805

$$E_2 = (Mg + F) \cdot S = (1 \times 9.8 + 70) \times 0.0045 = 0.36 \text{ (J)}$$

$$E = E_1 + E_2 = 0.13 + 0.36 = 0.49 \text{ (J)}$$

Acceptable as it is less than the allowable absorbed energy of SKL-0805

2 Make required conditions/descriptions clear to calculate energy

(Example)

- Colliding object weight: M=1.0 kg
- Colliding speed: V=0.5 m/s
- Pushing force: F=70 N
- Frequency: 30 cycle/min.
- Ambient temperature: 23°C
- Return time: 2s (time up to re-collision)

4 Confirm the equivalent weight

$$Me = \frac{2E}{V^2} = \frac{2 \times 0.49}{0.5^2} = 3.92 \text{ (kg)}$$

As it is less than the allowable value of SKL-0805, select OK SKL-0805

SCP*3

CMK2

CMA2

SCM

SCG

SCA2

SCS2

CKV2

CAV2/COVP/N2

SSD2

SSG

SSD

CAT

MDC2

MVC

SMG

MSD/MSDG

FC*

STK

SRL3

SRG3

SRM3

SRT3

MRL2

MRG2

SM-25

ShkAbs

FJ

FK

Spd Contr

Ending