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Nota di contenuto	Suspension Geometry and Computation; Contents; Preface; 1 Introduction and History; 1.1 Introduction; 1.2 Early Steering History; 1.3 Leaf-Spring Axles; 1.4 Transverse Leaf Springs; 1.5 Early Independent Fronts; 1.6 Independent Front Suspension; 1.7 Driven Rigid Axles; 1.8 De Dion Rigid Axles; 1.9 Undriven Rigid Axles; 1.10 Independent Rear Driven; 1.11 Independent Rear Undriven; 1.12 Trailing-Twist Axles; 1.13 Some Unusual Suspensions; References; 2 Road Geometry; 2.1 Introduction; 2.2 The Road; 2.3 Road Curvatures; 2.4 Pitch Gradient and Curvature; 2.5 Road Bank Angle 2.6 Combined Gradient and Banking 2.7 Path Analysis; 2.8 Particle-Vehicle Analysis; 2.9 Two-Axle-Vehicle Analysis; 2.10 Road Cross-Sectional Shape; 2.11 Road Torsion; 2.12 Logger Data Analysis; References; 3 Road Profiles; 3.1 Introduction; 3.2 Isolated Ramps; 3.3 Isolated Bumps; 3.4 Sinusoidal Single Paths; 3.5 Sinusoidal Roads; 3.6 Fixed Waveform; 3.7 Fourier Analysis; 3.8 Road Wavelengths; 3.9 Stochastic Roads; References; 4 Ride Geometry; 4.1 Introduction; 4.2 Wheel and Tyre Geometry; 4.3 Suspension Bump; 4.4 Ride Positions; 4.5 Pitch; 4.6 Roll; 4.7 Ride Height

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## Sommario/riassunto

Revealing suspension geometry design methods in unique detail, John Dixon shows how suspension properties such as bump steer, roll steer, bump camber, compliance steer and roll centres are analysed and controlled by the professional engineer. He emphasizes the physical understanding of suspension parameters in three dimensions and methods of their calculation, using examples, programs and discussion of computational problems. The analytical and design approach taken is a combination of qualitative explanation, for physical understanding, with algebraic analysis of linear and non-linear coeffic

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