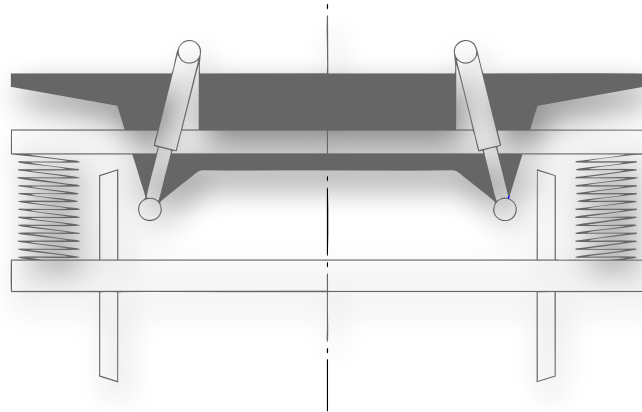




HESpringbyWire.

“ 4in1 standalone ”



HESpringbyWire. - Integration scheme

HESpringbyWire.

fully integrated, air-free suspension system

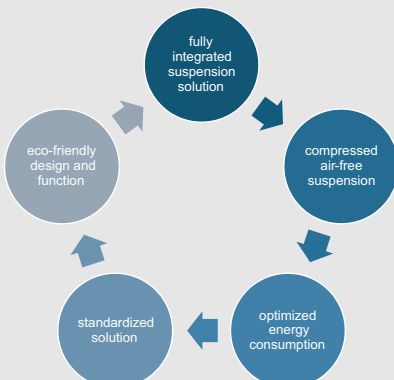
Introducing our Spring by wire designed to revolutionize your vehicle's suspension system. With variable speed for ideal height control, our MPU ensures smooth and precise adjustments, providing maximum comfort and performance in any driving scenario.

Featuring low noise development and high efficiency, our Spring by wire delivers a quiet and energy-efficient operation, enhancing the overall driving experience. Integrated fluid condition monitoring and strut-controller guarantee optimal performance and durability, while the Suspension Cylinder with integrated height sensor offers weight-optimized design and a low-friction sealing system for improved efficiency.

Our Spring by wire achieves high isolation to the vehicle chassis through highly elastic rubber-metal bushings, reducing vibrations and enhancing comfort. Variable compression, extension, and end-stop damping are achieved through proportional valves, allowing for customizable suspension settings tailored to your driving preferences. In addition to height control, our Spring by wire provides additional control of roll and pitch behavior, ensuring stability and safety in all driving conditions. Adapted to the current driving maneuver and controlled by an Electronical-Control-Unit (ECU), our Spring by wire adjusts seamlessly to changing conditions for optimal performance. With a piston-sided primary accumulator and ring-sided secondary accumulator, our MPU maintains a constant eigenfrequency, providing stability even under high load differences. Progressive spring characteristics are finely tuned to provide optimal safety and comfort, ensuring a smooth and controlled ride.

Key Facts:

- 4 in 1 (suspension, damping, stabilization, levelling)
- closed system
- no tubes / no hoses
- integrated motor/pump and gas volume



HESpringbyWire. - Benefit



HEMSCHIEDT

a Hübner Group company