
High precision Headlamp Digital Aiming



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Confidential

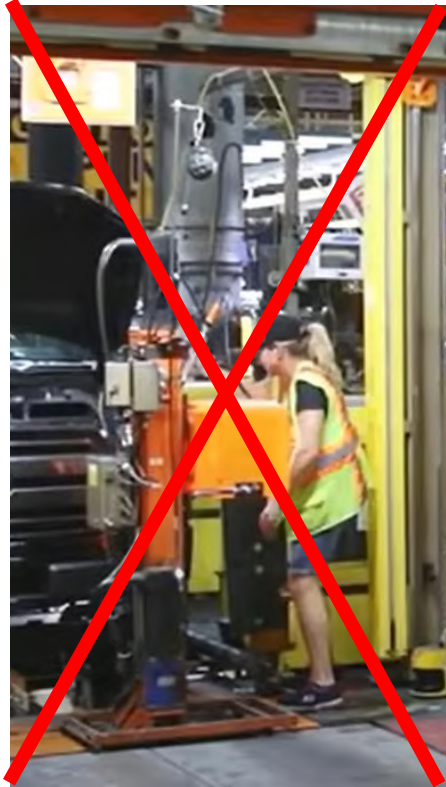
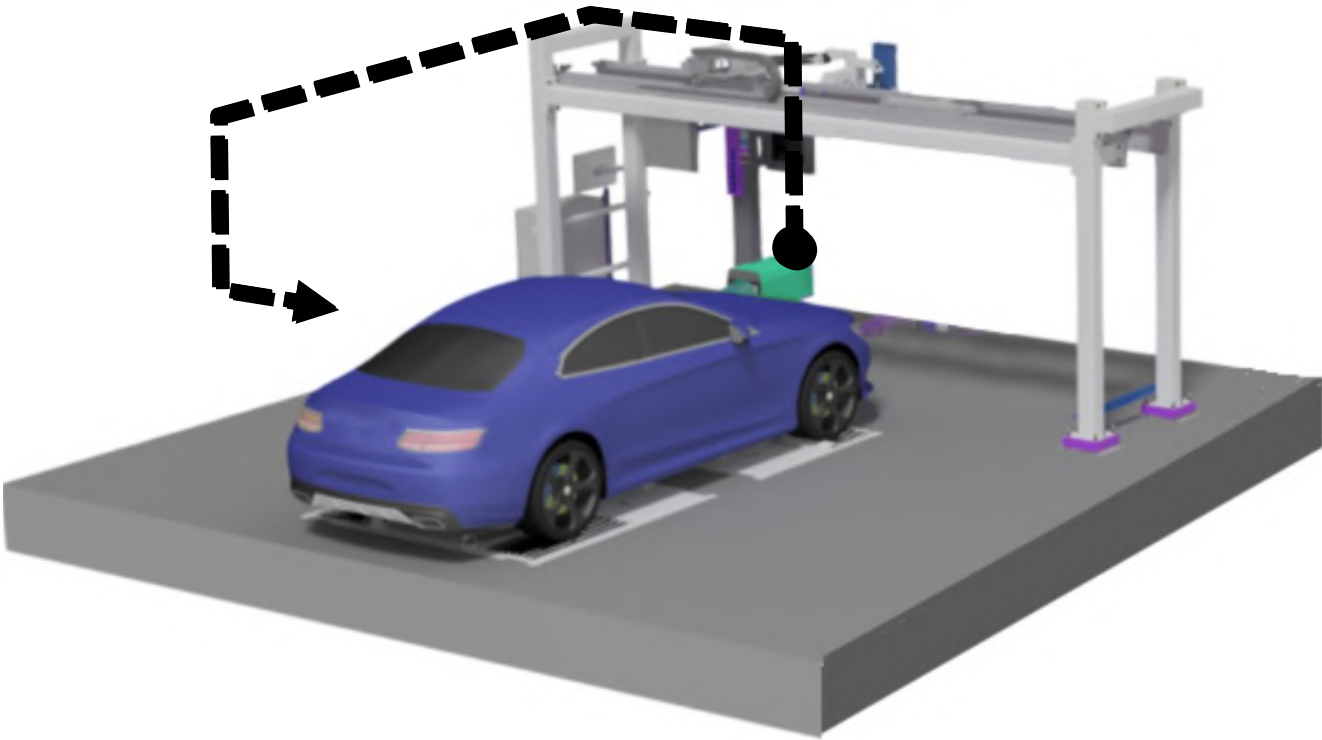


Page 1

What is Digital Aiming?



How to digitalize the aiming : Car assy line



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Human factor on aiming precision



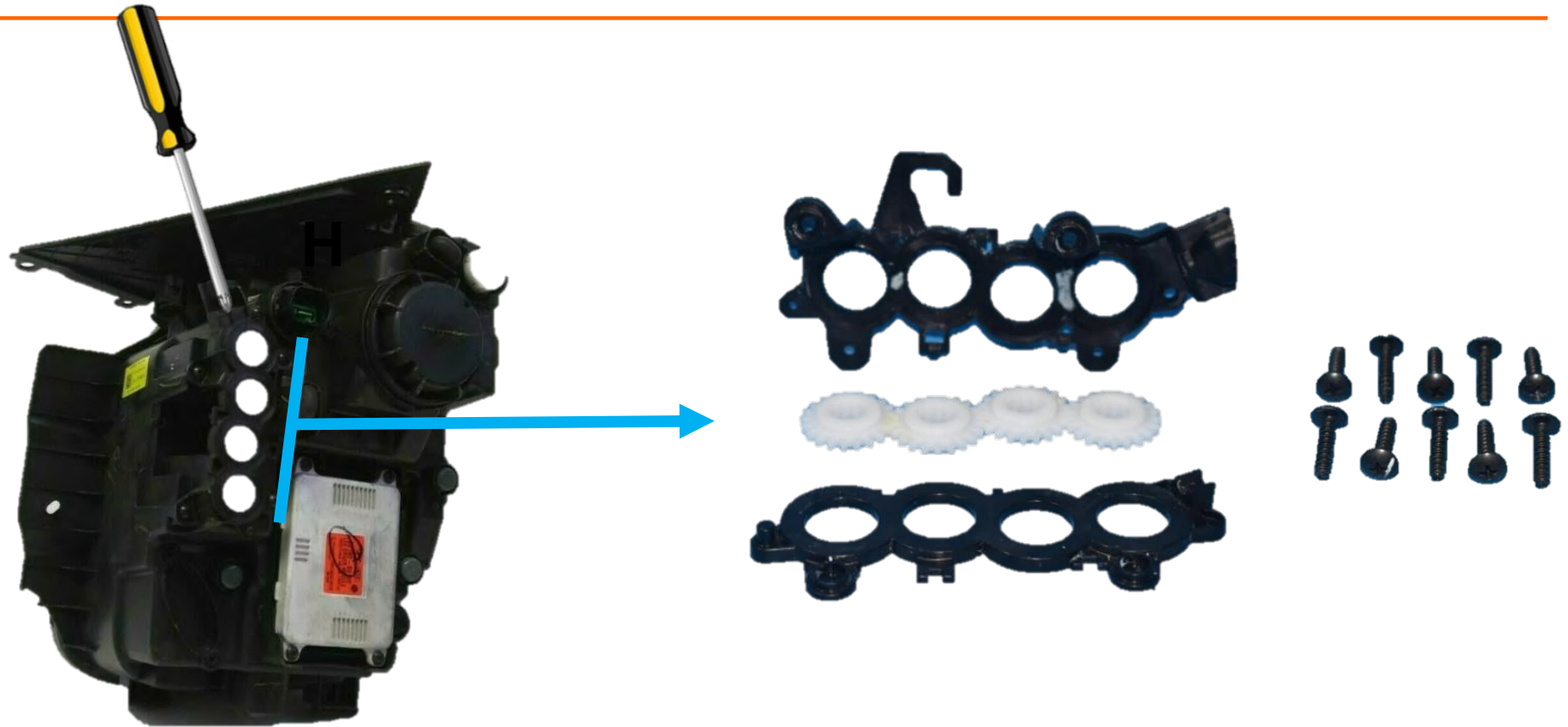
- ▶ Screwing machine inertia
- ▶ Manual start / stop
- ▶ Torque variations

Aiming components : factors of aiming degradation

- ▶ Gears Brackets Bars Sliders Cables Seals and Screws



One example of aiming complexity



6 plastic components and 10 screws



Solutions for Digital Aiming for SAE headlamps

- ▶ Simplified stepper « aimer »
 - Dynamic leveler optimized for aiming
 - Fast and precise
 - Variable speed / Microstep driving
 - Typical angular precision +/-0.07%

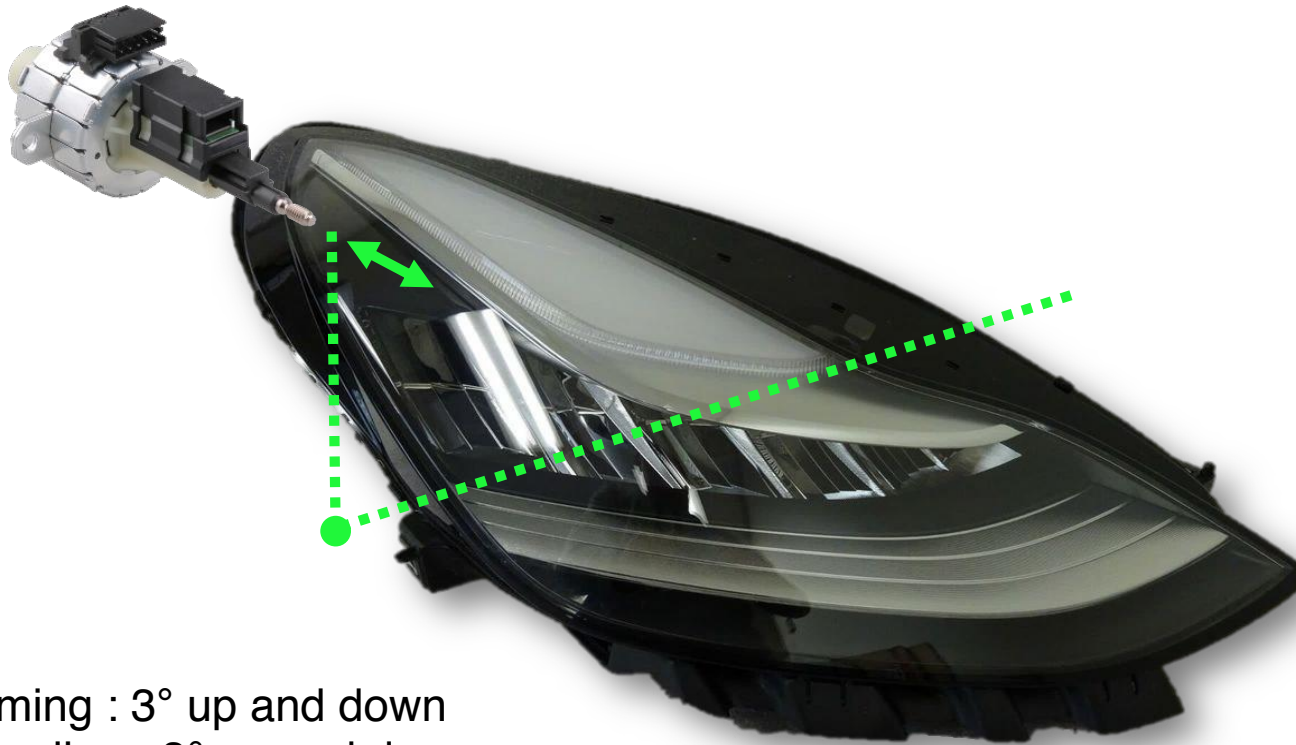


- ▶ DC « Aimer »
 - Basic analogic driving
 - Constant speed



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Solutions for ADB headlamps : Vertical aiming + dynamic leveling



Aiming : 3° up and down
Leveling : 3° up and down

Thin



Vertical

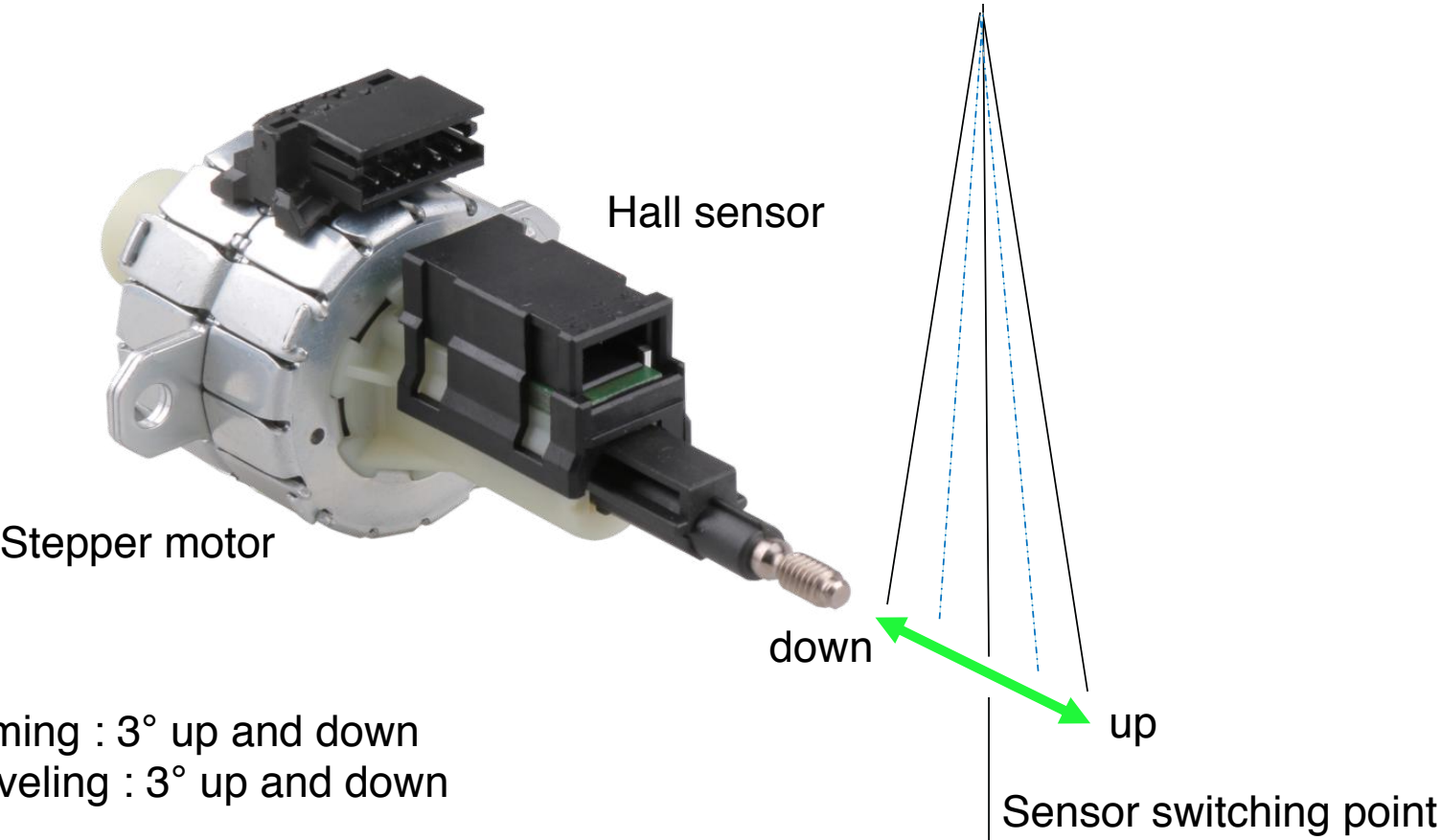


Reference run of the stepper motor

- ▶ Long stroke Vertical Leveling + Aiming : Long Motor reference run



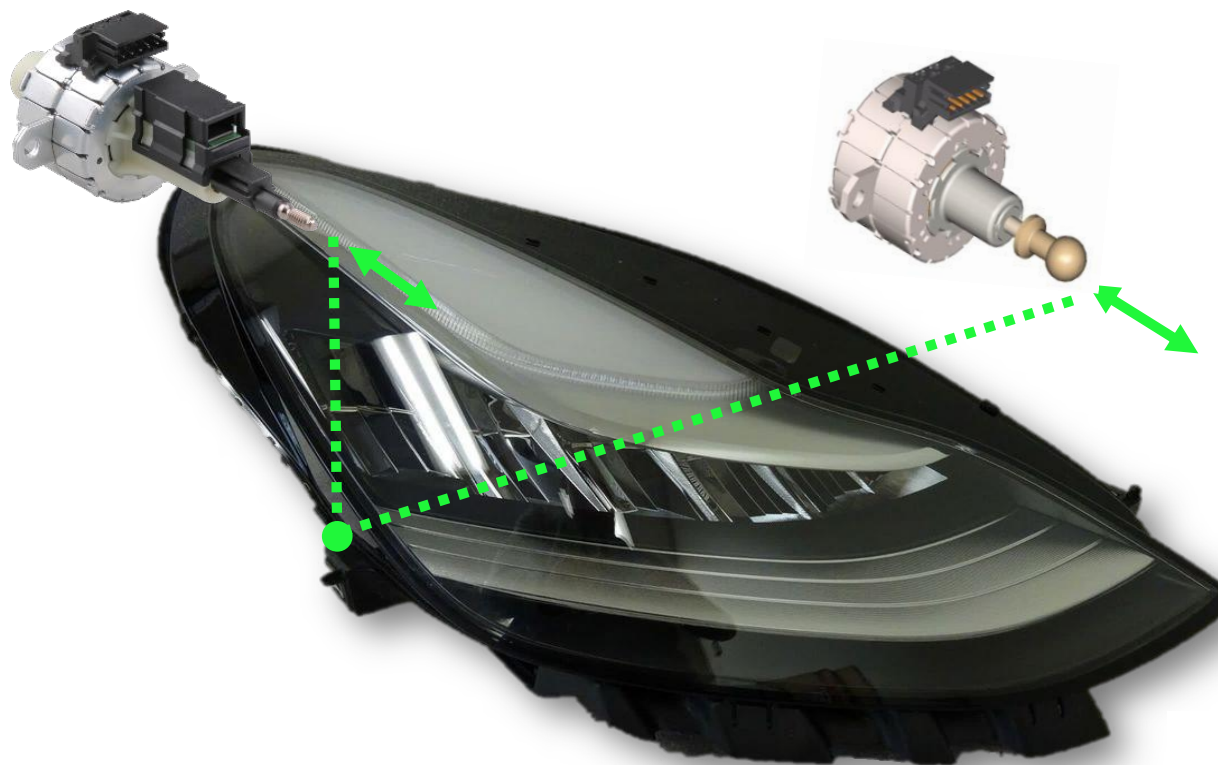
Reference run Noise cancelling motor



Aiming : 3° up and down
Leveling : 3° up and down

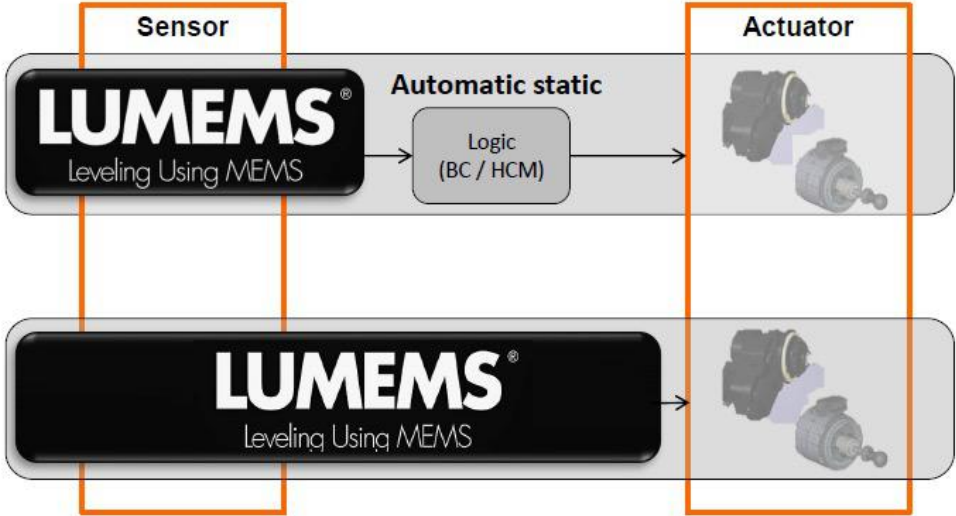
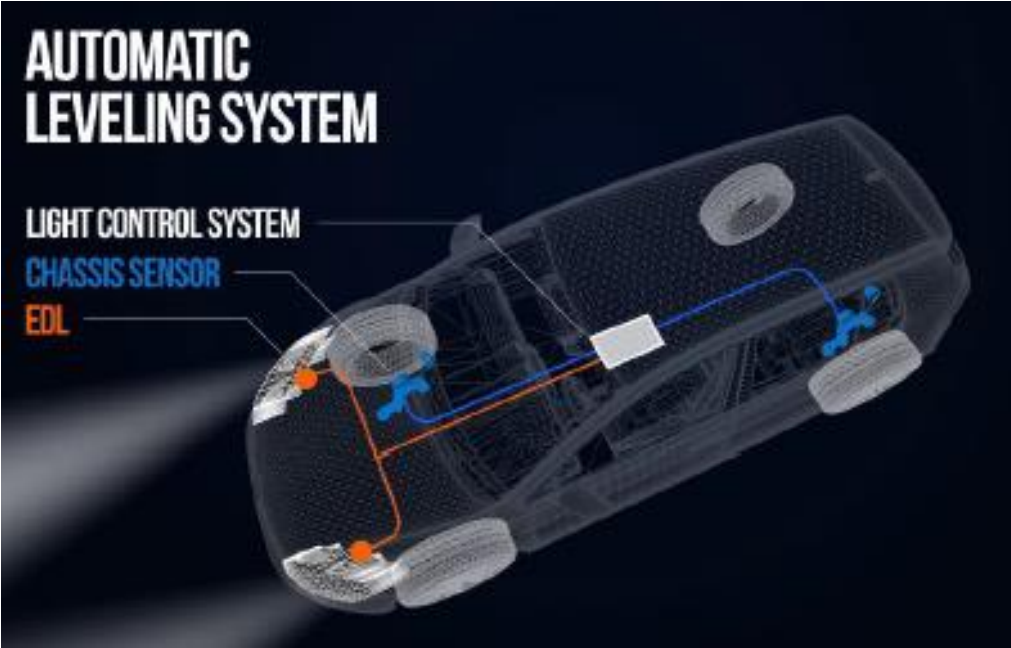


Solutions for ADB headlamps : Horizontal aiming

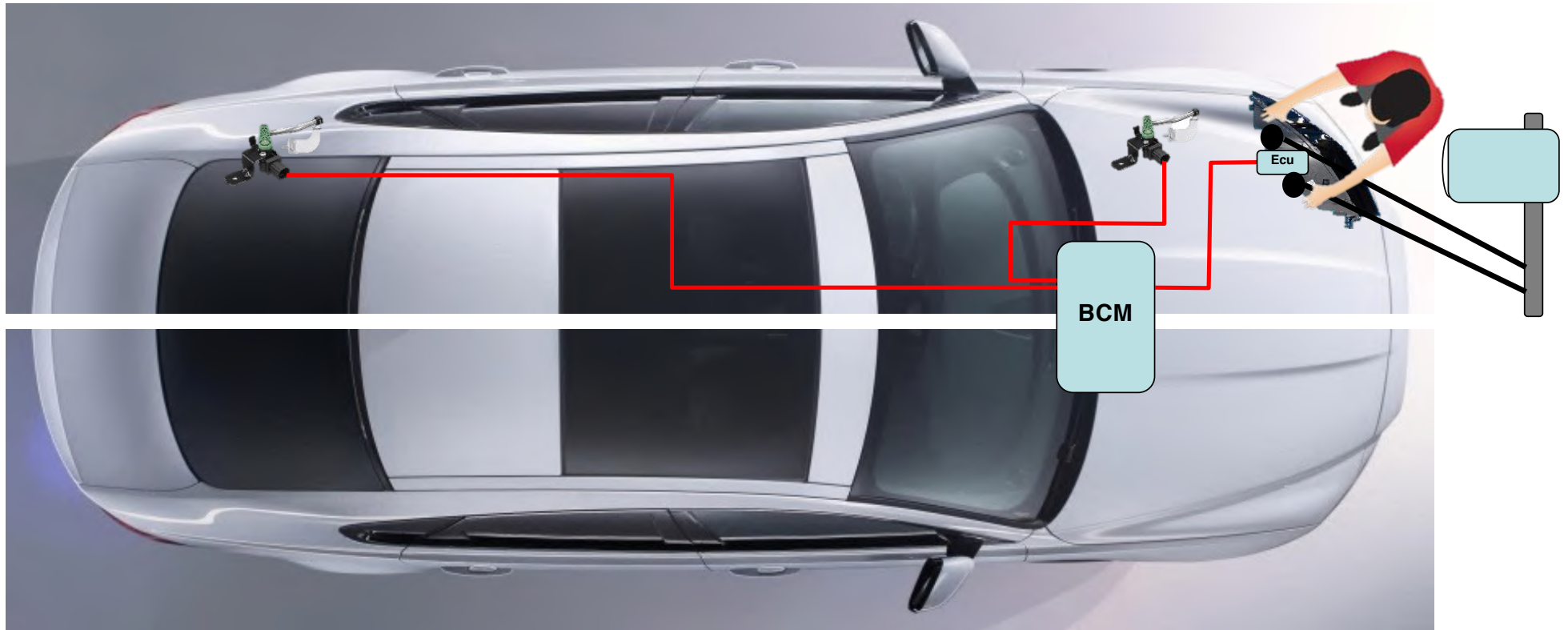


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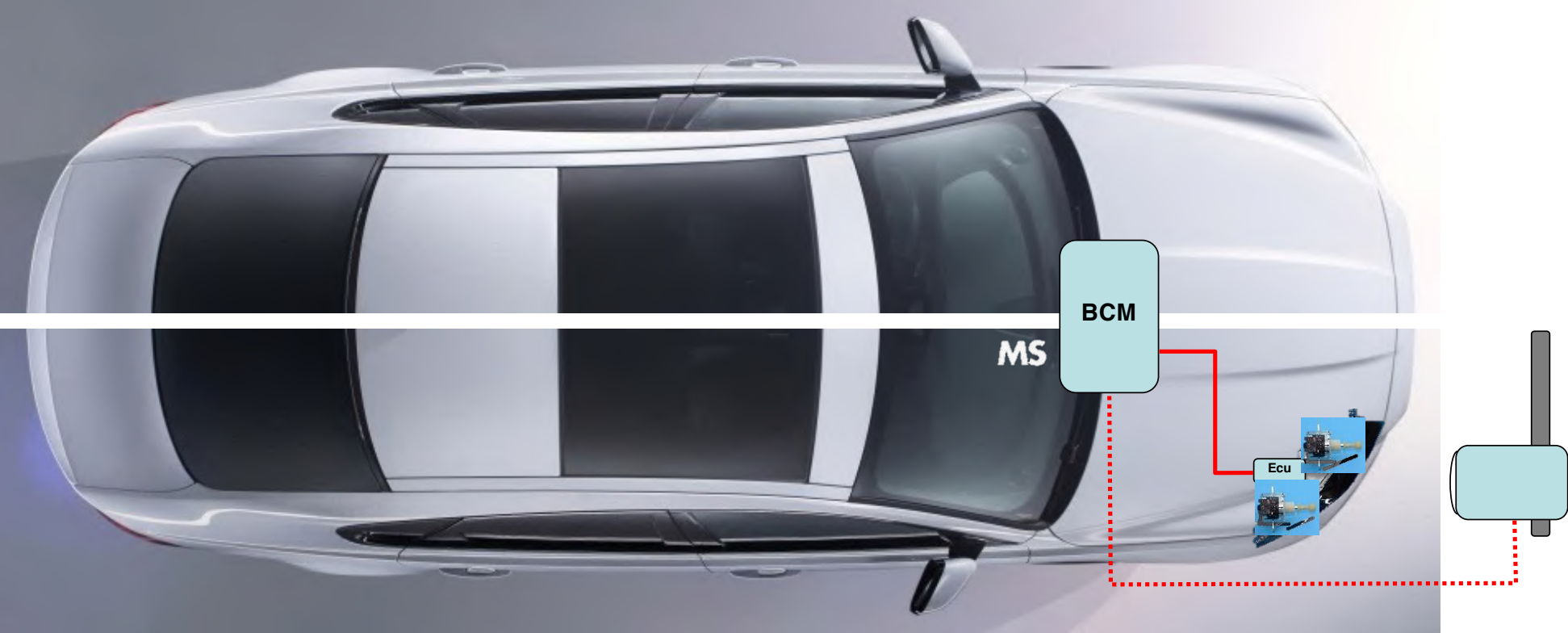
Merging with « Lumems »



Ideal Aiming and Leveling architecture of an ADB car



Ideal Aiming and Leveling architecture



Headlamp Digital Setting



