

It is an advantage of the DDS method to be able to use any tooth profile on the generating pinion.

We will use DDS for creating a better model of the generating and working pinions.



Creating 3-dimensional geometry of the generating pinion. This pinion will generate the vr-rack.

Undercut

The undercut on the generating pinion would look like this without the fillet.

The blue mesh corresponds to the number of x,y,z coordinates that were calculated to define the pinion tooth geometry.

Geometry simulation of the generating pinion tooth. The generating pinion will be used as the cutting tool to generate the variable ratio rack.

Pitch plane

The basic rack of the working pinion is different from the basic rack of the generating pinion to provide clearance and backlash

Working pinion has round root to reduce the effect of undercut.

The tip of the pinion is generated by the fillet on the root of the basic rack.

As you may see the round fillet on the root of the rack does not generate the same round fillet on the tip of the pinion. The pinion has a corner in transition from involute to the round tip.

Normal, axial and transversal sections on the working pinion.





The DDS method allows to simulate the realistic tooth geometry in the starting and ending points.

By using the true geometry of the teeth at the end of the vr-rack it is possible to reduce the overall length of the rack.



More options may be available:

- instant driving efficiency analyses
- contact pattern calculation and animation
- noise reduction with Double Contact tooth profile