

Product Information

TNJ-019 Impact Tester - Durability on chair seat, table, and bed

1) Purpose of equipment

Tester machine for durability on chair seat, table, and bed based on BS EN 2)Standard:

- Seat impact test (BS EN 1728:2012, Clause 6.24)
- Vertical impact test (BS EN 1730:2012, clause 6.6)
- Impact test on bed base (BS EN 747-2:2012+ A1: 2015, clause 5.4.4)
- Vertical impact test (BS EN 1725: 1998, Clause 7.4)





2)Quantity required

One(1) unit- standard BS EN

3)Technical specifications

- a. Vertical post and cross bar
- -To hold cylinder/impactor
- b.Pneumatic cylinder
- -To hold, release and raise the impactor
- -Height: Adjustable height up to 300mm (adjustable)
- c.Impactor consists of (refer attachment):
- -Circular body –200 mm in diameter, separated from the striking surface by helical compression springs

and free to move relative to it on a line perpendicular to the plane of the central area of the striking

surface. The body and associated parts minus the springs shall have a mass of (17±0.1) kg and the whole

apparatus including mass, springs and striking surface shall have a mass of (25±0.1) kg.



-Spring – the nominal spring rate of the combined spring system is (7±2) N/mm and the total friction

resistance of the moving parts is less than 1 N. The spring system shall be compressed to an initial

force of (1040±5) N(measured statistically) and the amount of spring compression point to the point where the

springs become fully closed shall be not less than 60 mm.

-Striking surface- shall be a rigid circular object, 200 mm in diameter, the face of which has a convex

spherical curvature of 300 mm radius with a 12 mm front edge radius d.On/Off switch, machine can be operated manually





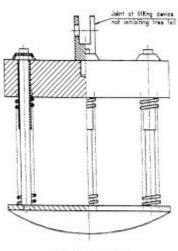


Figure 5 — Impactor

4)Features:

Our furniture instrument competitive features :

- 1.European standard aluminum profile (Thickness and strength 5 times higher than industry)
- 2. U.S.-origin high-precision force sensors
- 3. Ades a cylinder
- 4. Portable magnet retainer
- 5. Customize the 1 to 1 load block to standard