LIVE VALVE INTRODUCTION

October 2018



WHAT IS LIVE VALVE?



The controller automatically switches the fork and shock independently as the terrain changes. It uses ultra-fast reacting sensors and the fastest valve ever created by FOX.

System is complex, but what you get is simple.

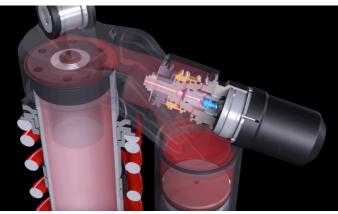
It's doing the work for you.

LIVE VALVE – OEM VEHICLES



Polaris Dynamix







LIVE VALVE – OEM VEHICLES









FRONT - 3.0 Live Valve Internal Bypass Coil-Over IFP



REAR - 3.0 Live Valve Internal Bypass Piggyback

WHY LIVE VALVE?



Electronics allow us to do things we can't do otherwise mechanically

- The "Human Engine" is able to focus on the trail
- Handle bar / cockpit setup is clean
- Does everything for you (without compromise)
- Seamless activation
- Consumer friendly





Live Valve is a suspension system that improves the efficiency of human and machine while increasing mass consumer user friendliness of suspension setup.

WHY BUILD IT?



HISTORY

We wanted automatic suspension system.

Terralogic – 2004 We were looking to increase a bike's efficiency and control.

We were looking for hardtail efficiency.

When riding on smooth terrain the TerraLogic™ Inertia-Valve remains closed. Rider inputs or forces coming from above the F80X will not activate the Inertia-Valve. Oil flow is blocked (Locked-Out) by the BrassMass™ in closed position when on smooth terrain. Forces from the rider (such as out-of-thesaddle climbing) will not activate the TerraLogic™ Inertia-Valve. Bump Threshold Knob - Adjusts the threshold at which the damper becomes active for a given bump size. Turning the knob in the + direction makes the threshold firmer and requires a larger bump to activate

the inertia-valve.

WHY BUILD IT?



HISTORY - Why did we look to electronics?

iRD Umbrella – faster, more efficient than remote or Terralogic, a bridge to electronics

- Fasier for the rider
- iRD Data from RAD team show that racers adjust iCD suspension up to 90 times during an XC race (more than doubled compared to cable remote)
- iCTD added additional setting to iCD







WHY BUILD IT?



Live Valve Today

- 480 times per hour (720 times per 1.5hr XC race)
- Sensors 1000 times per second (1kHz)
- Mode change 3 milliseconds (100 times faster than blink of an eye). Allows to sense a bump at the front wheel and open the fork before the rider feels it



LIVE VALVE – RIDER BENEFITS



- No rider input is needed
- Ultra-efficient full suspension bike
- Seamless to the rider
- Provides a natural feel over wide variety of terrain and riding styles
- Focus on the ride
- Simplicity of cockpit
- Covers all segments race/play/ride/fun
 (XC / Marathon / Trail / Enduro / DH)
- Less errors no descending in lock/firm mode, reduced pinch flats



DESIGN CONSIDERATIONS



- Low power consumption / long battery life
- Developing a really fast valve in a small, power-efficient package
- Building an electronics system that's never been done before
- Light weight
- Water bottle clearance
- Frame clearance
- User Simplicity

LIVE VALVE // APPLICATIONS

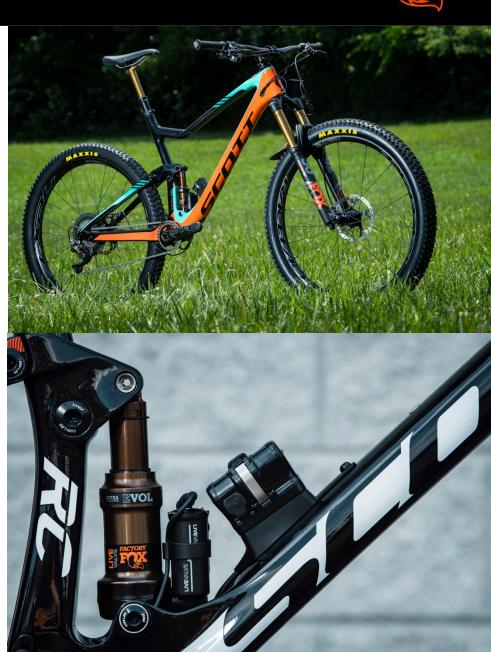


Fork applications:

- 32 Step-Cast
- 34
- 34 Step-Cast
- 36 up to 160 (29) / 180 (27.5)

Shock applications:

- Standard, metric, trunnion
- LV eyelet / EVOL air sleeve only
- Reservoir flips 180 degrees depending on frame fitment



LIVE VALVE // SET-UP IS EASY



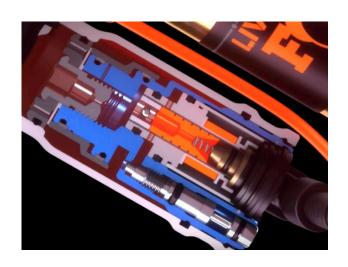
- With the Controller off, set sag and rebound (initial set-up only) in the normal manner
- Turn Controller on... GO RIDE
- Use adjusters to fine-tune as needed
 - Open mode compression
 - Rebound
 - Bump sensitivity (Controller settings 1-5)

LIVE VALVE // ADJUSTMENT



- Air spring pressure and rebound adjustment are the same as non-Live Valve suspension.
- Open Mode The rider can finetune compression damping via the 3mm hex on the fork top cap (or the shock resi end cap)
- Firm mode Factory set.
 The OEM decides the Firm Mode damping setting
- Controller settings (1-5)
 Determines bump sensitivity to activate solenoid

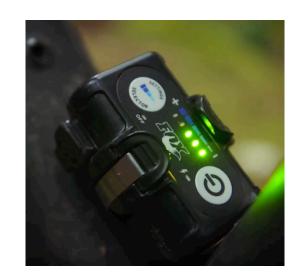




BASICS OF LIVE VALVE SYSTEM // RIDER INTERACTION



- When the rider first presses the power button, 1 of 5 green LEDs light up as a battery level indicator
- Pressing the power button again opens the suspension and then turns off the controller. The red off LED will flash. If you want regular passive suspension, just turn off the Controller.
- The other button is the settings selector button which allows the rider to select between 5 Controller settings. Press & release once and the green LEDs will light to indicate which setting is selected. Immediately press again to go to the next setting. When the LED goes out, that settings has been selected.
- When the rider plugs in the battery for charging, the red charging LED will turn on. Charging is complete when the LED turns off.
- After 1.5 hours of no bumps detected by the controller, the system assumes that the bike has been put away for storage. The controller opens the suspension and then shuts down for battery life. The rider must turn the system on for the next ride.



BASICS OF LIVE VALVE SYSTEM

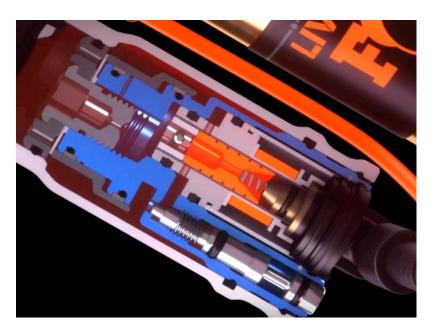


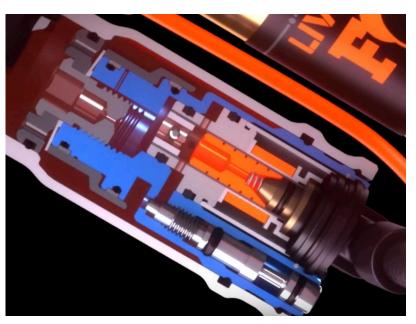


BASICS OF LIVE VALVE SYSTEM // THE "LIVE" VALVE

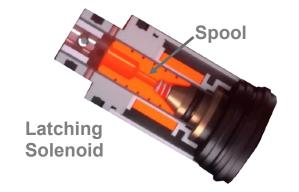


A proprietary latching solenoid is the heart of the Live Valve. It opens and closes a fluid flow path.





CLOSED OPEN



The latching characteristic of the solenoid means that it doesn't require power to be either open or closed. It only requires a 25msec pulse from the battery to toggle it between open and closed.

This is KEY for power efficiency.

BASICS OF LIVE VALVE SYSTEM // PITCH DETECTION



Using the sensor in the Controller, we know if the bike is going uphill, downhill, or on flat ground.

The algorithm is optimized for these three states.







BASICS OF LIVE VALVE SYSTEM // WHEEL SENSORS



Sensors on front and rear wheels

- Single-axis accelerometers (vertical wheel movement)
- Reads acceleration coming from bumps
- Sensor signals are read at 1000 samples/second (Hz)



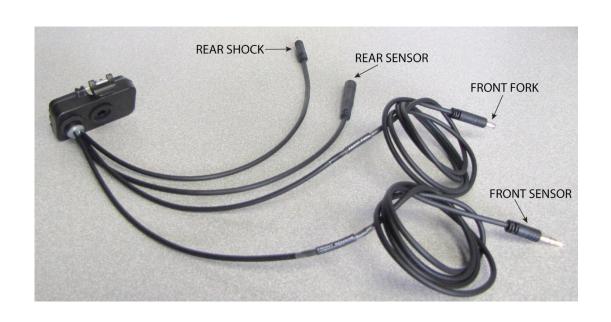


BASICS OF LIVE VALVE SYSTEM // CONTROLLER



The controller is the part that is attached to the frame

- Contains the microprocessor and the firmware code
- Battery mount
- Has a 3-axis accelerometer (Controller sensor)





BASICS OF LIVE VALVE SYSTEM // BATTERY



- 2-Cell Lithium Ion, 7.4V, 800 mAh
- Charging circuitry on-board: all that is needed to charge is a micro-USB cord (included) and a USB power source
- Battery can be charged on the bike or removed for charging
- Contains the on/off and settings selector buttons as well as LEDs
- The settings selector button allows the rider to select between 5 Controller settings



BASICS OF LIVE VALVE SYSTEM // BATTERY



Battery Life/Range

- Low battery detection the system sets the suspension to Open mode and then shuts down.
- It's ok to still ride the bike with Live Valve turned off.
- Full charge time is 1.5 to 2 hours depending on power source.
- Battery life? Highly depends on setting and terrain.
 16 to 20 hours average.
- The Live Valve system can charge for 15 minutes for a 2hr ride.



BASICS OF LIVE VALVE SYSTEM // ALGORITHM



What does Live Valve know?

- Pitch detection (Controller sensor) If the bike is going:
 - Uphill
 - Downhill
 - Flat/traversing
- If the bike is jumping or free falling (Controller sensor)
- If the terrain is bumpy or smooth (Wheel sensors)

All this data is collected into the algorithm, optimal suspension settings are determined. (all this happens at 1000 times per second)

BASICS OF LIVE VALVE SYSTEM // ALGORITHM



Simplified algorithm description:

- Smooth terrain → Suspension is in Firm Mode
- Front sensor detects a bump of a certain magnitude → Opens front and rear suspension (Open Mode) and start a timer
- Timer expires and no more bumps → Closes suspension (Firm Mode)
- Front sensor detects another bump before timer expires → Reset Timer
- Example number one: Rider goes over a tree root:
 - Suspension opens, bike goes over root, suspension closes and waits for the next bump
- Example number two: Rider goes down a rough 2-minute descent
 - The suspension opens at the first bump. Because the bumps are coming quickly, the timer constantly resets keeping the suspension open the whole way. At the bottom, when the terrain smooths out, the suspension closes. In this example, the solenoid opened and closed only once → MINIMAL POWER CONSUMPTION

TECHNICAL DETAILS // WEIGHT



System weight / comparison (example: 2018 Scott Genius)

- Battery: 72g
- Controller + sensors: 104g
- Live Valve shock: 466g (185x55 Trunnion)
- Live Valve fork damper: 249g (36 29" 160)

Compared to stock 2018 Scott Genius cable-actuated remote suspension: 144g increase

TECHNICAL DETAILS // PC TOOL



Allows the OEMs to customize the 5 settings to suit their vision for the bicycle performance.

	ut LIVE Valve Configurator Download Ride Settings Admin		
Setting 1	FLAT	————UPHILL	———— DOWNHILL
	Bump Thresholds (g) Timer (sec) Front Rear Front and Rear	Bump Thresholds (g) Front Rear Front Rear On	Bump Threshold (g) Front and Rear Front and Rear On
Setting 2	Bump Thresholds (g) Timer (sec) Front Rear Front and Rear	Bump Thresholds (g) Timers (sec) Incline Angle (*) Front Rear Front Rear On	Bump Threshold (g) Front and Rear Front and Rear On
Setting 3	Bump Thresholds (g) Timer (sec) Front Rear Front and Rear	Bump Thresholds (g) Front Rear Front Rear On	Bump Threshold (g) Front and Rear Front and Rear On
Setting 4	Bump Thresholds (g) Timer (sec) Front Rear Front and Rear	Bump Thresholds (g) Front Rear Front Rear On	Bump Threshold (g) Front and Rear Front and Rear On
Setting 5	Bump Thresholds (g) Front Rear Front and Rear	Bump Thresholds (g) Front Rear Front Rear On	Bump Threshold (g) Front and Rear Front and Rear On
			STATUS
GET Ride Settings from Controller		SEND Ride Settings to Controller	

TECHNICAL INFORMATION // MICROSITE



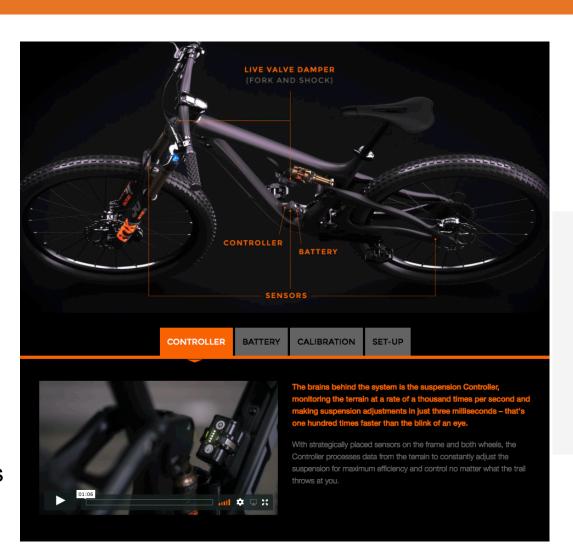
www.ridefox.com/livevalve

Video tutorials

- Controller
- **Battery**
- Calibration
- Set-up

Information

- Q & A
- Manual
- **Tuning Guide**
- **Quick Start**
- Media reviews





TUNING GUIDE

- · Live Valve System overview
- Battery charging
- Setting selection

OWNER'S

 Warning and safe Maintenance inter

- · Compression and rebound setup
- · How the system works · Basic troubleshooting

