[testing, testing]



ALL CHANGE

A new vac from famed ex-wheelbarrow designer James Dyson



A scooter will save you time and money on your daily commute



Free yourself from the same old boring icecream flavours



Make your DIY tasks

smooth-going with a Best Buy sander

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TV's worse than ever but now you can record in high quality



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The easiest way to record TV; hi-tech kit that's simple to use



TUMBLE DRIERS Driers that do the job quickly and don't leave your pants soggy

Andsburg, Germany: Leebnikians prepare the car-seating ang bar ane og 82 simulated brutat caraster

CHILD CAR SEATS p48

At 40 miles per hour, it takes 0.15 seconds for the body of a car to absorb the impact of a crash and come to a stop. Just 0.09 seconds after it hits, the vehicle is slowing so rapidly that the decelerative effect is equivalent to 38 times the force of gravity. And those are exactly the conditions we recreate to test child car seats.

We collect information about the forces involved from EuroNCAP's car-crash tests (Which? is a founding member of EuroNCAP). Then we simulate those forces on a computercontrolled hydraulic sled. It violently slows a real car chassis – a VW Golf, if you're interested – and we measure the damage to crash-test dummies. The dummies are various weights and sizes to cover the age ranges suitable for each seat.

It's a sobering experience to see how poorly some of the seats react to these forces – make sure you choose a Best Buy seat for your child.