

could adding more magnets help?
 magnet needs to be moving to pull part of King
 back to give level of the gravity assist acceleration

magnets use against gravity
 magnets pull
 magnets pull



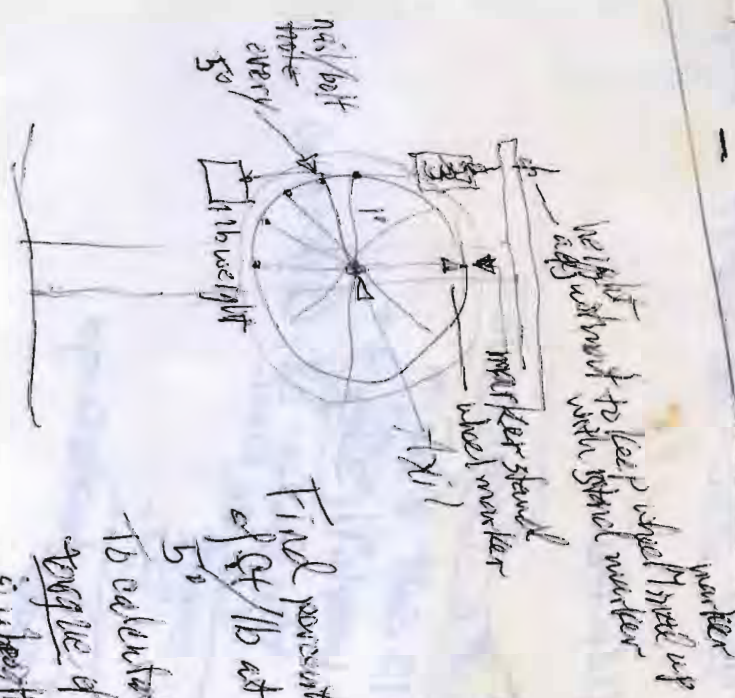
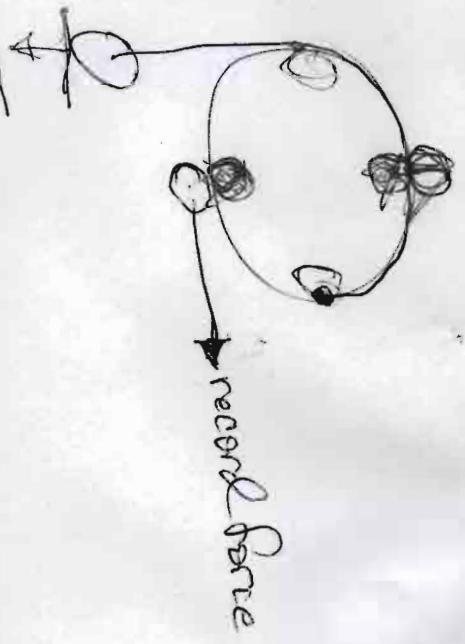
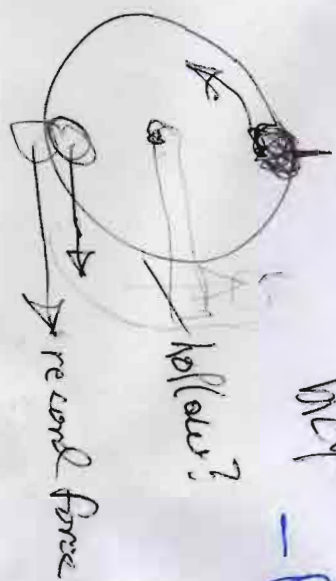
weight of magnet pull through pickup
 gravity assist accel

April 30/15 A.M.

- ~~Rate~~ frequency & wave forms
- ~~What~~ rad fuel frequency or signal electronic relay
- Health
- Rate
- Chakras
- Micro current
- Feel good base frequency

apply ~~high~~ ~~cost~~ of ~~the~~ ~~mass~~

Welp - ~~Phone~~ ~~Man~~

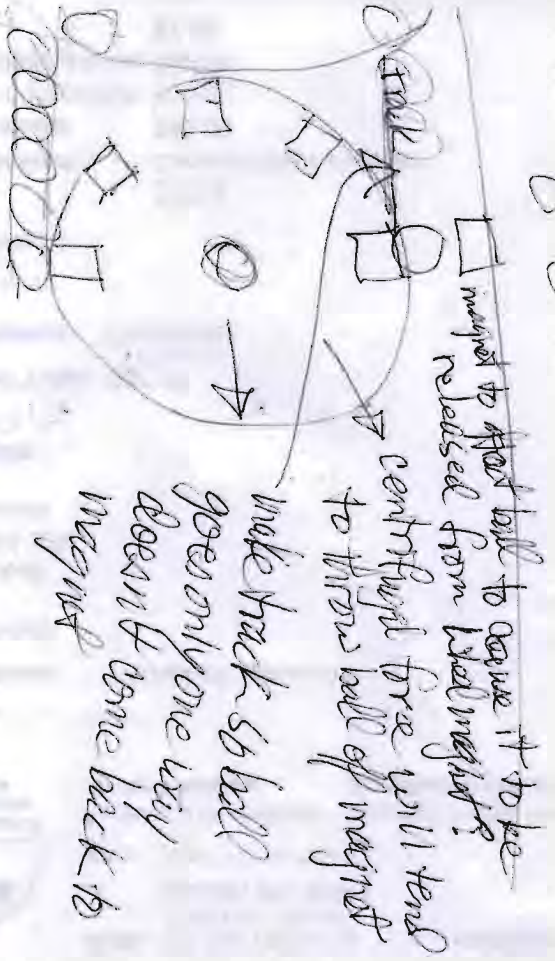
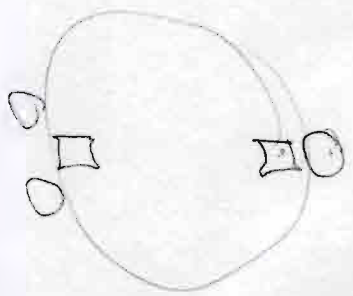


Final percentage of $GT/1b$ at every $\frac{1}{5}$ to calculate real angle of buoyancy
 is depth from center of gravity over πr^2

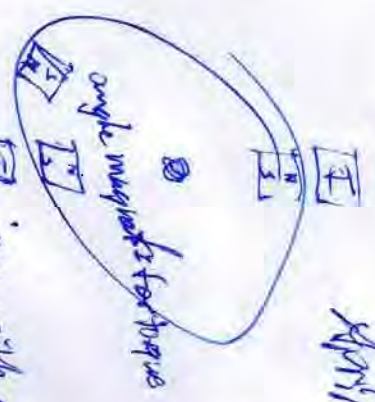
covered? (copper?)
 April 13th 2012



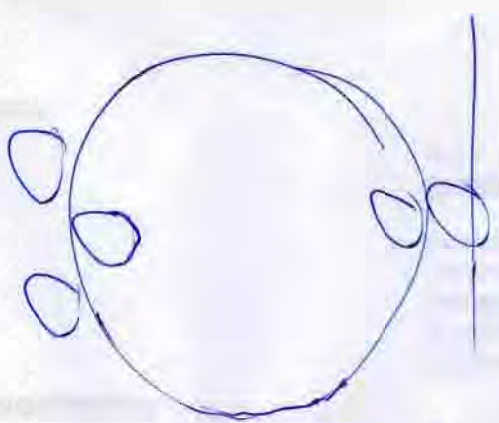
even/over magnet rotates
 to prevent lockup



April 13/15-2012



electricity doesn't have to be continuous, can be pulsed to repulse/attract and pulse word 'retain memory' in the iron core
 capacitor discharge pulse
 high up
 battery
 [] - iron with coil gets receiving pulse
 repulses current magnet & attracts next
 - circuit collects DENSE unit / next pulse
 - pulse changes battery like EC circuit



Even/odd to prevent lockup



balance weight 1



need opportunity to spin from that
 BW1 will continue to rotate to spin working
 (unbalance weight to achieve BW reset)

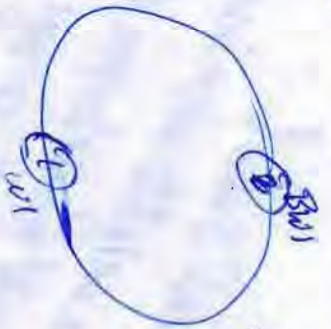


wheels accelerate to reset working weight 2

~~system~~ ~~that~~ ~~steady~~ balance weight 1 spins to
 take over as balance weight 1 spins to
 reset 1 De

wheels accelerate with BW2 counterbalancing
 working weight as BW1 spins to reset 1 De

April 29/15 A.M.



step 1
 S wheel picks up weights 1
 BW1 attacks to S wheel with BW1
 S wheel moving at +17 fps



step 2
 W1 weight 1 leaves S wheel
 BW1 detaches from S wheel & BW1 continues on it's own to 'reset'
 BW1 would then be at 0 fps



step 3
 S wheel picks up weight 2
 BW2 attacks to S wheel, allowing W2 to rotate up with 0 torque but
 S wheel must bring ^{both} BW2 up to speed. \rightarrow 15 fps



Free fall need for BW1's?
 = would be max possible fps



maybe
 use smaller
 S wheel &
 have mechanism
 throw weights
 up to B wheel

May 1/15 R.L.W.

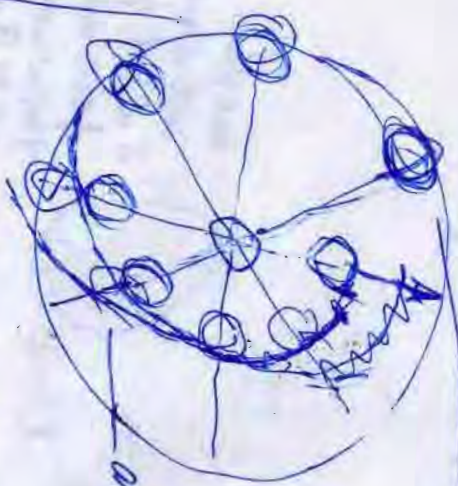


smaller spokes to
ring weight of wheel



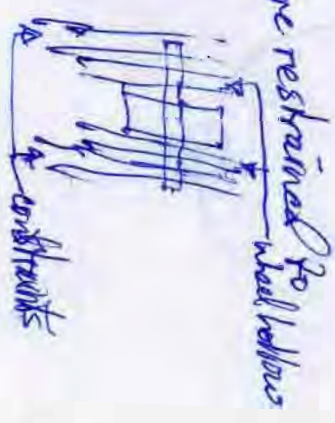
regular steel wheel
not have any give more inward
to prevent excess torque that
to prevent the wheel. Springs more
stop the wheel and again in
weights out again in

SN May 3/15 R.L.W.



as weights are long outward they take energy from the wheel
weights are free to move in tracks or on rods and are restrained to wheel hollows
inner path on rising

as weight move inward they all acceleration to wheel



constraints

A gravity adds energy (torque) to wheel on descent,
wheel should 'self turn' when brought up to speed enough that centrifical force throws the
weights 'upward' when released from the constraint