

Re: SR consistency is crap.

Source: <http://sci.tech-archive.net/Archive/sci.math/2004-12/0687.html>

From: Eric Gisse (*fsegg_at_uaf.edu*)

Date: 11/23/04

Date: 22 Nov 2004 16:53:46 -0800

"eleaticus" <eleaticus@bellsouth.net> wrote in message
news:<_6iod.39575\$z3.17781@bignews5.bellsouth.net>...
> "Eric Gisse" <jowr.pi@gmail.com> wrote in message
> news:929ed0f8.0411220041.4656e535@posting.google.com...
> > "eleaticus" <eleaticus@bellsouth.net> wrote in message
> news:<RV9od.39407\$z3.3390@bignews5.bellsouth.net>...
> > > SR is supposed to be physics, a theory about the physical. Hence, its
> > basic
> > > effects must be physical or it is complete nonsense.
> >
> > > Contraction is one of those basic effects and the PoR says both of two
> > > bodies in relative motion must be contracted relative to the other.
> >
> > > Thats not what the principle of relativity states. That is a result
> > > derived from special relativity. Learn the difference.
> >
>

Mark your snips. I am not sure why I complain because you have made it obvious that intellectual honesty is not one of your strong suites.

> *How do you manage to be such an idiot on what must be such short notice?*

The same way you have managed to be an idiot your whole life. Which is to say there is no reason, that is just how I am.

>
> *SR says no such thing. SR says a inertially moving object contracts. Period.*

No.

Again, that is a result derived from SR not an initial assumption.

> *It is the PoR that says if that is so then the stationary object must also
> contract because it too is moving inertially, wrt the supposed moving
> object.*

No, it is you who says that – not the PoR. It is never surprising to

sci.math: Re: SR consistency is crap.

see a false conclusion drawn from an invalid premise.

Tell us, eleaticus: How long have you been misinterpreting relativity?
If you have been doing math before Robert Kolker was born, you would
have to be in your 80's, at least.

>
> *eleaticus*

[Google cries 'internal server error', Repost #1]