

## Re: Through a glass darkly

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**From:** Dr \*\*\* ([paulpsremove\\_at\\_freeuk.com](mailto:paulpsremove_at_freeuk.com))

**Date:** 03/27/05

Date: Sun, 27 Mar 2005 18:25:32 +0100

"jahn" <[susyshow@yahoo.com.au](mailto:susyshow@yahoo.com.au)> wrote in message  
news:3anue3F6d46fdU1@individual.net...

|  
| "Dr \*\*\*" <[paulpsremove@freeuk.com](mailto:paulpsremove@freeuk.com)> wrote in message  
news:1111913701.2960.1@nnrp-t71-03.news.uk.clara.net...

|>

| [snip]

|> |> Tell me if I'm converting this right:-

|> |

|> | I doubt it LOL

|> | I have seen such a table for a simple dipole but

|> | I can't seem to google it up today. Anyway,

|> | atomic oscillators are elliptical structures.

|> |

|>

|> Only if moving or Tx/RXing ? unmoving against background vacuum, stable  
non

|> occulting atomic oscillators in a zero gravity field should be spherical?

| Circular or Elliptical. Isotropic radiators are impossible. No magnetic  
| monopoles.

Neutrons to you :-)? But I do think they are 2D polarised spatial radiators  
if you force um.?

Monopoles, totemoles give me instance of either but preferably the first.?

|  
| Exerpt:

| Various polarization states of the wave are characterized by the  
| way the amplitude vector for the electric field depends on time:  
| When is constant in time, it always points in the same direction;  
| we refer to this case as plane polarization.

| When the magnitude, is constant, but the direction rotates with  
| time, we refer to that as circular polarization.

| When not even the magnitude is constant, we refer to that as  
| elliptical polarization.

| The elliptical case is clearly the most general case;

| --Daniel Finley 2001-01-23

Have to check your links later.

| <http://panda.unm.edu/courses/finley/P262/CircPolar2/CircPolar2.html>

|

| <http://physics.tamuk.edu/~suson/html/4323/polar.html>

| >

| > | >

| > | > a) wave at 0 E,H at 0

| > | > b) wave at +max E,H at 90 deg

| > | > c) wave at 0 E,H at 0

| > | > d) wave at -max H,E at 90 deg

| > | > e) wave at 0 E,H at 0

| > | > f) = one cycle = E,H have traversed 360 deg = 90D open+ 90D close  
90D

| > open -

| > | > 90D close =one wavelength

| > | >

| > | > I don't quite get the significance of your question as this is a  
partial

| > | > description of EMR generation the shift due to motion of the  
particle

| > would

| > | > be caused by the generation point moving against the vacuum state  
and

| > would

| > | > compress or decompress the transmitted wavelength. I still cant  
parse

| > your

| > | > question as it seems to make no sense as it seems impossible not to  
have

| > | > 360D for one wavelength

| > |

| > | Sadly... there is just no simple way to model the gears and cogs in

| > | the first few wavelengths of any particular structure. This is one of

| > | the reasons QM is pressed beyond it's limits.

| >

| > Working..... :-) Ah! ha! but am digesting below

See new posting this thread update

| >

| > |

| > | Exerpt:

| > | The boundary between the near and far fields is generally considered

| > | to fall at about  $\lambda/(2\pi)$ . Furthermore, the reactive field typically  
becomes

| > | negligible at distances of 3 to 10  $\lambda$ . It is interesting to compute the

| > | boundary at different frequencies. At 60 Hz, the boundary is 833 km.

| > | Therefore, almost all cases of 60-Hz interference occur in the near

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|> | (reactive) field. At 100 MHz, the boundary is 0.5m, making this  
|> | frequency useful for radio communication. At  $5 \times 10^{14}$  Hz (optical  
waves),  
|> | the boundary is 0.1  $\mu\text{m}$ , explaining why optical sources such as light  
|> | bulbs  
|> | always appear as radiating sources and never as reactive sources.  
|> |  
|> | The near and far fields have other characteristics. The shape of the  
near  
|> | field  
|> | is closely related to the structure of the source, whereas the far  
field  
|> | becomes  
|> | independent of the source, taking the form of spherical waves. At  
large  
|> | distances, the far field takes the form of traveling plane waves. The  
|> | requirement  
|> | for the plane-wave approximation is  $r > 2(ds + dr)^2 / \lambda$ , where  $ds$  is the  
size  
|> | of the  
|> | source antenna,  $dr$  is the size of the receiving antenna, and  $r$  is the  
|> | distance  
|> | between the antennas. The wave impedance (ratio of electric- to  
|> | magnetic-field magnitude) of the near field is also a function of the  
|> | source  
|> | circuit, whereas in the far field, the wave impedance,  $Z_w$ , depends only  
on  
|> | the  
|> | medium ( $Z_w = 377\Omega$  in free space). Figure 11 graphs the wave impedance as  
a  
|> | function of distance. Table 1 summarizes the field characteristics.  
|> | --- Ron Schmitt, Sensor Research and Development Corp --- EDN, 3/2/2000  
|> |  
|> |  
|> |

Look at below later have read such years ago but cant remember details

|> | From:  
|> | Understanding electromagnetic fields and antenna radiation takes  
(almost)  
|> | no math  
|> | <http://www.edn.com/contents/images/82250.pdf>  
|> | <http://www.edn.com/article/CA82250.html>  
|> | pdf above recommended for equations  
|> |  
|> | [http://ccrma.stanford.edu/~jos/gdwn/Multivariable\\_Wave\\_Impedance.html](http://ccrma.stanford.edu/~jos/gdwn/Multivariable_Wave_Impedance.html)  
|> | <http://farside.ph.utexas.edu/teaching/em1/lectures/node46.html>  
|> |  
|> | 5.5. High-Frequency Electromagnetic Field Simulation  
|> | [http://www.oulu.fi/atkk/tkpalv/unix/ansys-6.1/content/thy\\_emg5.html](http://www.oulu.fi/atkk/tkpalv/unix/ansys-6.1/content/thy_emg5.html)

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|>|>|>| or have one of your minion do it for you.  
|>|>|>| Thanks for the warning.  
|>|>|>  
|>|>|> What was I warning you of ? and I have no minions I ate them all  
for  
|>|>|> breakfast:~)  
>	>
>	>
>	>
>	
<http://www.google.com/search?hl=en&lr=&q=+site:aa.usno.navy.mil+usno+atmosph>	
>	>
>	>
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>	>
reasonable	
>	>
>	>
>	>
illusion.	
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structure.	
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potentials.)	
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field.	
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>	>

|>|>|>|> It soon forgets the ships motion  
|>|>|>|>| and adds it's velocity to the sea currents.  
|>|>|>|>|  
|>|>|>|>| Ug! what the torpedo and's velocity to the sea current?  
|>|>|>|>|  
|>|>|>|>| Sea current = vsc so vsc+v1 = new sea current :-) ?  
|>|>|>|>|  
|>|>|>|>| The submarine's speed is added directly to the  
|>|>|>|>| torpedo's speed for a 2 meter range.  
|>|>|>|>|  
|>|>|>|>| Ah! so this is what you mean  $v+v=v1$  torpedo speed on exit  
|> relative  
|>|> to  
|>|>|> sub  
|>|>|>|>  
|>|>|>|>| Torpedo speed  $>2m = v1+sc =$  new torpedo speed relative to 0  
?  
|>|>|>|>|  
|>|>|>|>| Paths this short are not popular with railroad engineers  
|>|>|>|>| or submarine skippers.  
|>|>|>|>|  
|>|>|>|>| I have no problem with driving a train or skippering a  
sub:-)  
|>|>|>|>|  
|>|>|>|>| Zealotry about the constant speed of  
|>|>|>|>| light can conceal the mechanism that reconciles the  
|>|>|>|>| two postulates of SR.  
|>|>|>|>|  
|>|>|>|>| There is no need to be a zealot as  $v1=v1$  there is no  
conflict.  
|> you  
|>|> need  
|>|>|> to  
|>|>|>|> skipper more subs :-)  
|>|>|>|>|  
|>|>|>|>| Even I know torpedos have propellers so aren't ballistic.  
|>|>|>|>|  
|>|>|>|>| Ballistic means being able to travel at different velocities in  
any  
|>|> given  
|>|>|> medium so torpedoes are ballistic. No wonder you have difficulty  
|> getting  
|>|> a  
|>|>|> job as a kipper on a sub:-)  
|>|>|>|>  
|>|>|>|>| ICBM's are ballistic so I'll surrender on that fine point.  
|>|>|>|>| But not on the principle I was illustrating with the swimming  
|>|>|>|>| torpedo.  
|>|>|>|>|  
|>|>|>|>| A submarine dominates the motion of the water in it's tubes.  
|>|>|>|>| An EM structure dominates the propagation of EM waves



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| Sue...

|

| [snip]

|

|