Re: why lorentz transformation?

Source: http://sci.tech−archive.net/Archive/sci.physics.relativity/2005−09/msg01348.html

- *From*: "Androcles" <Androcles@ MyPlace.org>
- *Date*: Sat, 17 Sep 2005 14:15:44 GMT

"David McAnally" <D.McAnally@i'm_a_gnu.uq.net.au> wrote in message
news:dggv0n$2ma$1@xxxxxxxxxxxxxxxxxxxxxxx
| "JanPB" <filmart@xxxxxxxxx> writes:
|
| >Androcles wrote:
| >>
| >> Hey phuckwit! Deal with the math or shut the fuck up.

[snip non−math bullshit from McAnally]

| The second was your strange notation in which you mark off values
| of x' equal to 0', 1', 2', etc, where the normal

http://www.m−w.com/cgi−bin/dictionary?book=Dictionary&va=normal
1 : PERPENDICULAR; especially : perpendicular to a tangent at a point of tangency

I was referring to motion parallel (not perpendicular) to the x−axis.

| and sensible thing to do

http://www.m−w.com/cgi−bin/dictionary?book=Dictionary&va=sensible
1 : of a kind to be felt or perceived: as a : perceptible to the senses or to reason or understanding

You are not sensible, you don't know the difference between normal and parallel.

| is to mark off the values of x' equal to 0, 1, 2, etc. You never did
| explain why you adopted the odd notation of putting the prime on 0, 1, 2,
| 3, etc, when discussing values of x'.

Then I'll explain it, you only had to ask.
There are TWO (2) frames of reference; one (1) uses coordinates x,y,z,t and is called the "stationary" frame by Einstein, which

sometimes
appears in quotes, as in 'Let us take a system of co−ordinates in which the equations of Newtonian mechanics hold good. In order to render our presentation more precise and to distinguish this system of co−ordinates verbally from others which will be introduced hereafter, we call it the ``stationary system.'' ' and sometimes not, as in "Thus with the help of certain imaginary physical experiments we have settled what is to be understood by synchronous stationary clocks located at different places", and the other (2), called the "moving" frame, uses the coordinates x',y,z,t as in
'If we place x'=x−vt, it is clear that a point at rest in the system k must have a system of values x', y, z, independent of time.' and the THIRD (3) frame uses the coordinates xi, eta, zeta, tau.
When you and Einstein have learned to count to three (use your fingers if you must), then you can discuss mathematics with me and I'll explain my use of 0',1',2'...
In the meantime, tell me how fast x' approaches xi.

[snip rest of crap, ask again when you can count to three]
Androcles.

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- ***Follow−Ups***:
  - ♦ ***Re: why lorentz transformation?***
    - ◊ *From:* David McAnally

- ***References***:
  - ♦ ***why lorentz transformation?***
    - ◊ *From:* francisco
  - ♦ ***Re: why lorentz transformation?***
    - ◊ *From:* Sue...
  - ♦ ***Re: why lorentz transformation?***
    - ◊ *From:* David McAnally
  - ♦ ***Re: why lorentz transformation?***
    - ◊ *From:* Sue...
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