

Re: Sagnac Threads United

Source: <http://sci.tech-archive.net/Archive/sci.physics.relativity/2007-11/msg00348.html>

- *From:* Jerry <Cephalobus_alienus@xxxxxxxxxxxx>
 - *Date:* Sun, 04 Nov 2007 02:00:16 -0800
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On Nov 4, 4:43 am, HW@....(Dr. Henri Wilson) wrote:

On Sat, 03 Nov 2007 20:16:02 -0700, Jerry <Cephalobus_alie...@xxxxxxxxxxxx> wrote:

On Nov 3, 7:41 pm, HW@....(Dr. Henri Wilson) wrote:

On Sat, 03 Nov 2007 15:52:47 -0700, Jerry <Cephalobus_alie...@xxxxxxxxxxxx>

no answer, Crank?

Your statement had no relevance to the issue at hand.

Hahahahaha!

You mean, 'it makes a mockery of your SR explanation'....

No, I meant that your comment was irrelevant.

Henri, if you are sitting on a uniformly moving source, so far as you are concerned, every photon looks like it emerged from where you are sitting. You have no means of knowing where it "really" emerged from unless you are told of your state of absolute motion from the stationary frame...and then you would have no reason to believe what you were told.

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...but Crank, you can measure your absolute rotation. That's what a gyro does.
If you know your absolute rotation and the rotation centre,

But you DON'T, in general, know your rotation center.

That's a big statement.....almost certainly wrong...

OK. I've made minor internal changes to my animation.
My animation is NOW for a large rotating ring. Where is the rotation center?

...anyway you do in this case. It's the centre of the ring...

OK. I've made minor internal changes to my animation.
My animation is NOW for a large rotating ring. Where is the rotation center?

you can calculate

Without knowing your rotation center, you CAN'T calculate.

You know where the centre of the gyro is, Crank.....no problem there....

OK. I've made minor internal changes to my animation.
My animation is NOW for a large rotating ring.
Where is the center of my large rotating ring?

the true motions of objects in the non-rotating frame from nature of those 'apparent' motions in YOUR ROTATING frame.
This is a common procedure in astronomy and rocketry.

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Remember, my animation shows a section of a fairly large Sagnac ring. It could be, say, 100 meters in diameter. The bend in the arc would be on the order of 0.1 mm, less than a pixel. Rotary motion along the limited region of the animation would be for all practical purposes the same as linear motion.

irrelevant. You have to consider what happens over the whole circle.

Relevant.
Your theory predicts local violations of the POR.

How big is the circle that I drew? The radius is so large that it looks like a straight line, and the only analysis that you can apply is a local straight line analysis.

So you believe 'size' is absolute do you crank.... :)

OK. I've made minor internal changes to my animation.
My animation is NOW for a large rotating ring.
Where is the center of my rotating ring?

How do you know I haven't added a loop-the-loop or a figure-8 somewhere on the other side? What influence can bends "out there" have on the local behavior "here"?

You do NOT have to "consider what happens over the whole circle" in order to analyze local behavior.

You are making a fool of yourself Crank....
My theory produces the right answer whether you like it or not....

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No Crank, you can't use the linear equivalent. I also tried that and it doesn't work.

I am looking at local behavior. Your analysis needs to work at a local level as well as on a global level.

.....No use talking crap to me....

There are two frames to worry about, the rotating and non-rotating ring frames.
Remember rotation is absolute.
The startpoint MOVES in the rotating frame....because the rotating frame MOVES in the non-rotating frame and the startpoint is STATIONARY in the non-rotating frame.

You are quite mixed up here. All you know is that the light radiates at c with respect to you. You can measure how fast you rotate, but there is no means of measuring how fast you are moving from the hypothetical "startpoint."

This highlights the difference between a linear and a rotating situation. The fact is, you CAN calculate everything you need to know about your own rotation.

According to BaTh, in the rotating frame, the travel time of an 'element' in one ray is $2\pi R/(c+v)$ and the other $2\pi R/(c-v)$, exactly the same as in the SR treatment.
The rest follows in the same way and you get $D = 4Aw/cL$.

According to your model, measuring the frequency/wavelength of light radiated in different directions allows you to determine your velocity relative to an absolute frame.

Stop talking nonsense Crank. We are dealing with rotating.
My analysis works in both the rotating and non-rotating frames.

OK. I've made minor internal changes to my animation.
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Where is the rotation center?

MEASURE the source to circle distances in the stationary frame and the source frame. THEY WILL BE THE SAME. They will both equal c
LOOK AT the photon phases in the stationary frame and the source frame. THEY WILL BE THE SAME.

COUNT THE BLUE LOOPS in the stationary frame and the source frame. THEY WILL BE THE SAME.

COUNT THE RED LOOPS in the stationary frame and the source frame. THEY WILL BE THE SAME.

There is not one aspect of my animation that disagrees with your photon model. You just "want" my animation to be incorrect.

You are counting the wrong things.

What are the right things to count, Henri?

Every measurement in my animation can be precisely matched with the corresponding predictions of your model. It is a precise representation of your model.

The animation is nonsensical because your model is nonsensical.

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well then, if MY answer is nonsense so is that of SR....

Nope. Your model is nonsense, period.

Naturally, the number of 'wavelength' and parts thereof will always be the same between source and detector.....just $2\pi R/L$ in both rays....no tick fairies needed.

BUT, each element of light in each ray moves that extra amount vt or $-vt$...where vt is the distance the source moves from the startpoint in the time light takes to encircle the ring.

So if the rays are always in phase from SOURCE to DETECTOR they will never be in phase from STARTPOINT to detector....except for zero wR .

I don't think you have fully grasped the idea that the startpoint is stationary in the nonrotating frame AND THAT THIS DOES NOT REQUIRE THAT FRAME TO BE ABSOLUTE.

Henri, imagine yourself in a closed box with a gyro. The gyro tells you that you are rotating at 1 degree per minute. How fast is the startpoint moving with respect to you?

Crank, your analogy is ridiculous. In this instance, I'm not just in a closed box. I'm in a toriodal tube.

OK. I've made minor internal changes to my animation. My animation is NOW for a large rotating ring.

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Do you have enough information to answer this question?

If you don't have this information, how can your model predict anything?

crap....

Give up?

I've made minor internal changes to my animation.
My animation is NOW for a large rotating ring.

Now answer the question.

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*****  
* I CHALLENGE YOU TO SHOW ME A  
* SINGLE MEASUREMENT WHERE THE  
*  
* DISCREPANCY BETWEEN MY  
* ANIMATION AND YOUR MODEL IS  
* GREATER *  
* THAN +/- ONE PIXEL. *  
*****
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No answer, Henri? Unable to find a single discrepancy?

I'm way ahead of you....

Nope.

Jerry

Henri Wilson's Lies

http://mysite.verizon.net/cephalobus_alienus/henri/diploma.htm

http://mysite.verizon.net/cephalobus_alienus/henri/deception.htm

http://mysite.verizon.net/cephalobus_alienus/henri/rt_aurigae.htm

http://mysite.verizon.net/cephalobus_alienus/henri/history.htm

http://mysite.verizon.net/cephalobus_alienus/henri/snips.htm

http://mysite.verizon.net/cephalobus_alienus/henri/accuses.htm

http://mysite.verizon.net/cephalobus_alienus/henri/oh_dear.htm

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