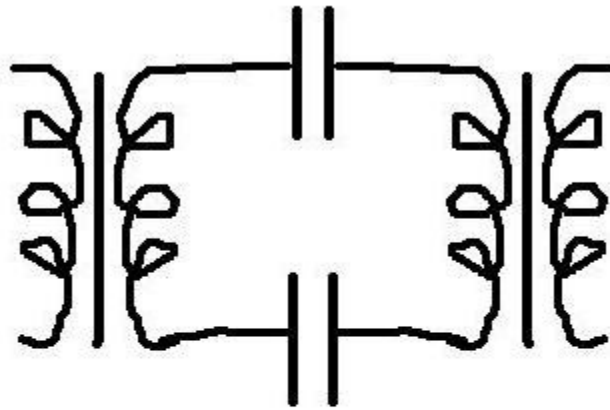


**Why does Eric Dollard's analog computer in LMD mode succeed at synthesizing electricity and what does parametric excitation have to do with it – or infinity mirrors for that matter?**

First off, to define my terms...

LMD means: longitudinal magneto-dielectric as opposed to TEM which means: transverse electromagnetic.

TEM looks down the length of a pair of transmission line cables in an electric utility grid while LMD looks across at right angles to its length at the space between and surrounding the pair of transmission cables.



**One Module of Eric Dollard's Analog Computer in LMD mode = Longitudinal Mageto-Dielectric looking across the space between and surrounding the pair of wires of a transmission line.**

But in my model of Eric Dollard's analog computer, I make one modification and that is to add an iron core or the presence of magnetizable iron to each copper cable similar to what Oliver Heaviside suggested for the transatlantic cable problem of the late 1800s in which he wrapped iron wire or iron ribbon around a copper core.

And then of course, I replace the empty space between the two transmission wires with two capacitors just like Eric does and then repeat this module in a daisy chain fashion connected at a 90° angle from the normal transmission line. In other words, across the space between the cables instead of down (along) the length of the cables as a normal transmission line would be extended. This accentuates the space between the cables rather than accentuating the conductance down the length of the cables – in other words, the capacitance between the cables is being accentuated rather than its inductance down its length.

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Synthesis of electricity means a parametric excitation of electricity resulting in its amplification defying the relevancy of the Conservation of Electricity.

I finally figured out why Eric Dollard's analog computer module has to have capacitors and inductors in pairs by remembering that I already figured it out sometime ago and posted it on Facebook!<sup>1</sup>

And then I remembered it later and posted it somewhere on Quora when I quoted Jim Murray in his analysis of his transforming generator.<sup>2 3</sup>

One capacitor modifies the capacitance of the other capacitor and they take turns doing this – and the inductor pairs do likewise – and it doesn't have to be in pairs for each type of component, but must be a minimum of two of each. But as my Buckyball circuit demonstrates, it can be three capacitors plus three inductors in each module.<sup>4</sup>

So, this is how electrical reactance occurs.

I keep telling people that it's a self-looping phenomenon due to the similarity between electrical capacitance and electrical capacitive reactance based on the equations in the Wikipedia article on the topic of electrical reactance.<sup>5</sup>

But in reality it's not exactly like that and I kind of knew that but I didn't really know the particulars but now I know the particulars.

The capacitance of a capacitor creates capacitive reactance exiting that capacitor coming out of it impacting its environment. Thus, it's self-looping in the sense that if the environment of the capacitor can exhibit capacitance (and it does that already to a certain amount), then it can reflect or bounce back into the capacitor the capacitive reactance which the capacitor had emanated. But this is very inefficient if the environment surrounding the capacitor does not carry a similar capacitive value. This is why they have to come in pairs or more than two capacitors (and two or more inductors) per analog computer module, because one capacitor is the environment of the other capacitor and one inductor is the environment of the other inductor for electrical reactance to self-amplify as an echo. And it is impedance that allows for translation between capacitance and capacitive reactance and between inductance and inductive reactance but only if we look at translation in terms of one component at a time versus the other component serving as it's environment – in other words, capacitance causes the capacitive reactance of one capacitor to affect the capacitance and its reactance of the other capacitor.

But they have to match, more or less. That's why they come in pairs and they take turns so that the reactance of one can turn around and become the capacitance or the inductance of the other.

The environment surrounding a capacitor and the environment surrounding an inductor serves as the impedance of that capacitor, or of that inductor, and this allows for the translation between the two and why inductance is equivalent to inductive reactance and why capacitance is equivalent to capacitive reactance if we consider the component itself versus its environment that will respond to that component (via impedance) if the environment has the same parametric value as the component.

It's kind of like two mirrors in a room facing each other and they create infinite copies – that go off to infinity – of the image in between them representing the energy that's already there within the components that face off within a single module of Eric Dollard's LMD analog computer.

I always wondered why infinity mirrors<sup>6</sup> could intriguingly be an analogy for Eric Dollard's LMD analog computer and now I can see why.

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1 [Synthesis of Electricity from Parametric Modulation of Capacitance, aka Free Energy and Overunity](#)

2 [Disclosure of Jim Murray's Transforming Generator](#)

3 [Audio excerpt of Jim Murray's presentation on his Transforming Generator](#)

4 [Bucky Ball Posing as a Spherical LMD Analog Computer](#)

5 [Electrical Reactance - Wikipedia](#)

6 [Infinity is Weird Even In Infinite Reactance](#)