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User:Vinyasi

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Hello. This is my WikiPedia user page.

I relish the challenge of promoting the underdog: he who, is also dead, has no chance of defending their self from attacks against either their theories, expertise, background, or worse - their person.

The additional challenge has been self-educating myself on electrical mechanics having no formal training due to a persistent dislike of learning the subject with an emphasis on math when all I want is an understanding of its characteristic archetypes of interrelated cause and effect behaviors within this highly specialized discipline.

To that end, I have had to rely on gleaning whatever I can from those individuals who I consider to be masters of this latest self-education of mine, namely: John Bedini,^[1] Eric Dollard^[2] (who should be knighted if we had a monarch in the U.S.), and many others.

In addition, I've relied upon the idealistic setting of an electronic simulator^[3] crafted by that wizard of ripple tank^[4] simulation: Paul Falstad,^[5] to train my mind on how think about electrodynamic wave mechanics.

I hold, that: it is insufficient to merely consider the mathematical entities of energetic values without due consideration also given to the waveforms which they engender. For without a wave, electricity would die.

These waves can be complex structures^[6] indicating a wave's resourcefulness in self-amplification^[7] due to the pure resonance^[8] of beat frequencies.^{[9][10]}

References [\[edit \]](#)

1. ^ [Internet search for John Bedini](#)↗
2. ^ [Internet search for Eric Dollard](#)↗
3. ^ [My mirror of Paul Falstad's Electronic Simulator in JavaScript](#)↗
4. ^ [Paul Falstad's ripple tank simulation](#)↗
5. ^ [Falstad's homepage of numerous simulations on various subjects](#)↗
6. ^ [An illustration of a simulated beat frequency induced by two sine waves](#)↗
7. ^ [Infinite gain of a beat frequency](#)↗
8. ^ [My analysis of pure resonance in the context of an escalating surge brought on by a circuit simulation fostering infinite gain](#)↗
9. ^ [Internet search for the term: beat frequency](#)↗
10. ^ [Graphical output of an LTSpice simulation](#)↗ - [Download this simulation](#)↗ versus its alternate duration↗

Vinyasi ([talk](#)) 09:38, 30 December 2017 (UTC)

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