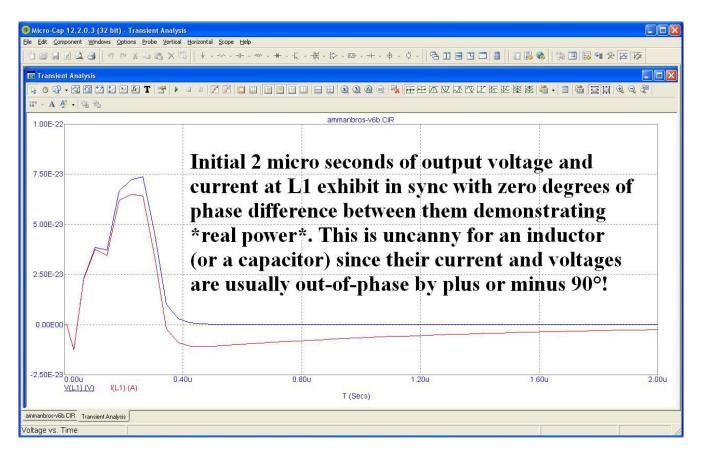
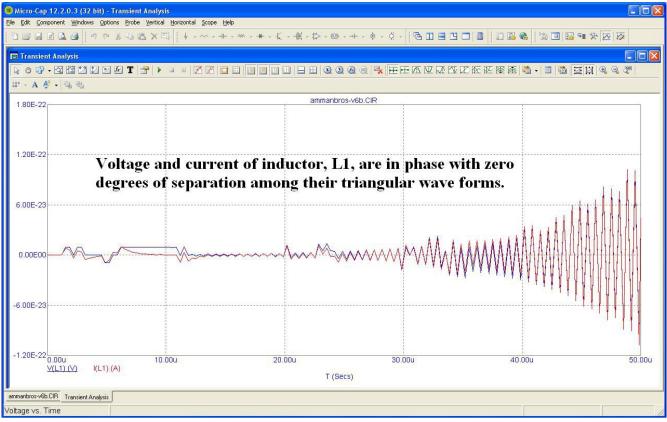


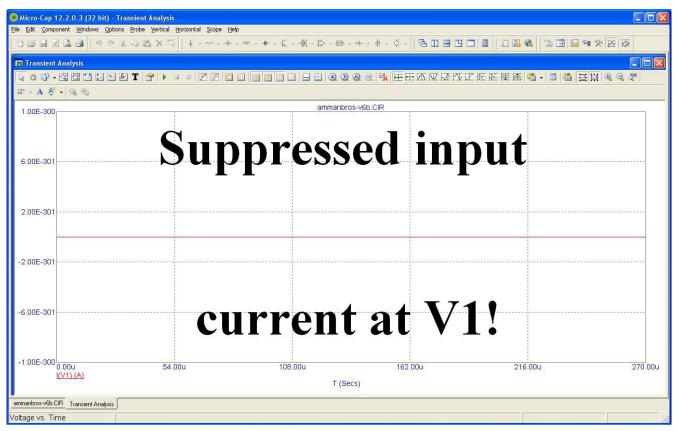
But the initial output (at inductor, L1, on the far left of the schematic - below) readily demonstrates how the voltage and current are in sync with zero degrees of phase difference between them during the first two micro seconds and is also evident during the initial fifty micro seconds...



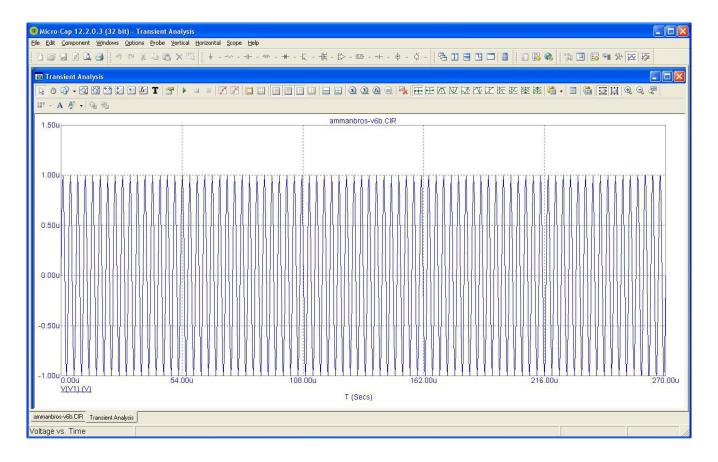


Strangely, or not-so-strangely, the input current at the sine wave generator (voltage source: V1) is

suppressed to zero amperes probably due to the very large resistor placed inline with it amounting to 1e+100 of Ohms!

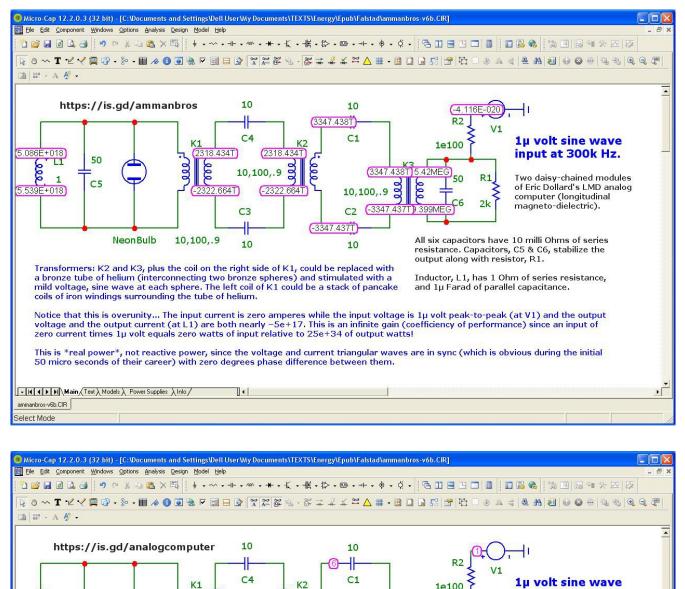


The input voltage at the sine wave generator, V1, manages to maintain its rock-solid wave form at a peak-to-peak voltage of plus or minus one micro volt...



The output manages to escalate at a rapid pace. So much so, that the simulator errors with the message: "Matrix is singular" at 280 micro seconds of simulation time probably due to the excessive output is reaching beyond the ability of the simulator to enumerate even with scientific notation! So, I kept these oscilloscope tracings limited to 270 micro seconds.

Here are the nodal voltages followed by the nodal numbers which the simulator used to designate where the various voltage drops should occur...



input at 300k Hz.

Two daisy-chained modules of Eric Dollard's LMD analog computer (longitudinal magneto-dielectric).

All six capacitors have 10 milli Ohms of series resistance. Capacitors, C5 & C6, stabilize the output along with resistor, R1.

Transformers: K2 and K3, plus the coil on the right side of K1, could be replaced with a bronze tube of helium (interconnecting two bronze spheres) and stimulated with a mild voltage, sine wave at each sphere. The left coil of K1 could be a stack of pancake coils of iron windings surrounding the tube of helium.

10,100,.9

10,100,.9

C3

10

L1

1

200

50

C5

NeonBulb

ith a Inductor, L1, has 1 Ohm of series resistance, ncake and 1µ Farad of parallel capacitance.

K3

3

10,100,.9

C2

10

50

C6 2k

R1

Notice that this is overunity... The input current is zero amperes while the input voltage is  $1\mu$  volt peak-to-peak (at V1) and the output voltage and the output current (at L1) are both nearly -5e+17. This is an infinite gain (coefficiency of performance) since an input of zero current times  $1\mu$  volt equals zero watts of input relative to 25e+34 of output watts!

This is \*real power\*, not reactive power, since the voltage and current triangular waves are in sync (which is obvious during the initial 50 micro seconds of their career) with zero degrees phase difference between them.

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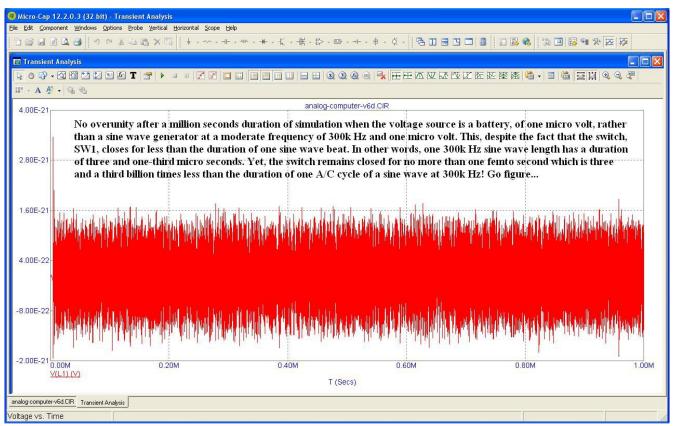
## second update of 9 May 2020

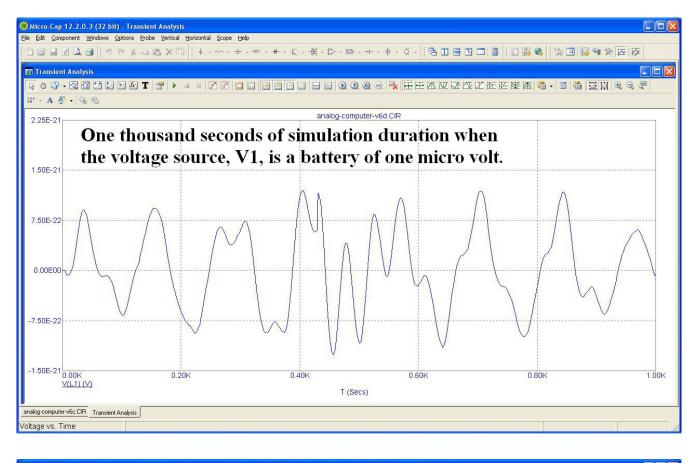
I made two changes to the circuit, above. First, I replaced the 1e+100 resistor, R2, with a timed switch, SW1. Then I replaced the sine wave generator, V1, with a battery of similar voltage:  $1\mu$  volt. The difference was amazing! The battery produces no overunity even after a million seconds of duration. This is puzzling since the duration of switch closure is more than a billion times less than one wave length of the voltage source's, sine wave of 300k Hz.

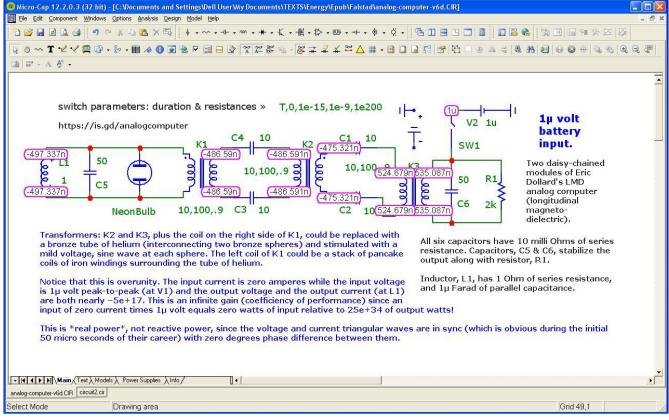
It's not reasonable to expect anyone to be able to build this circuit with a resistor of  $1e+100\Omega$  of resistance to protect the voltage source from supplying too much current. This is why I chose to replace it with a switch.

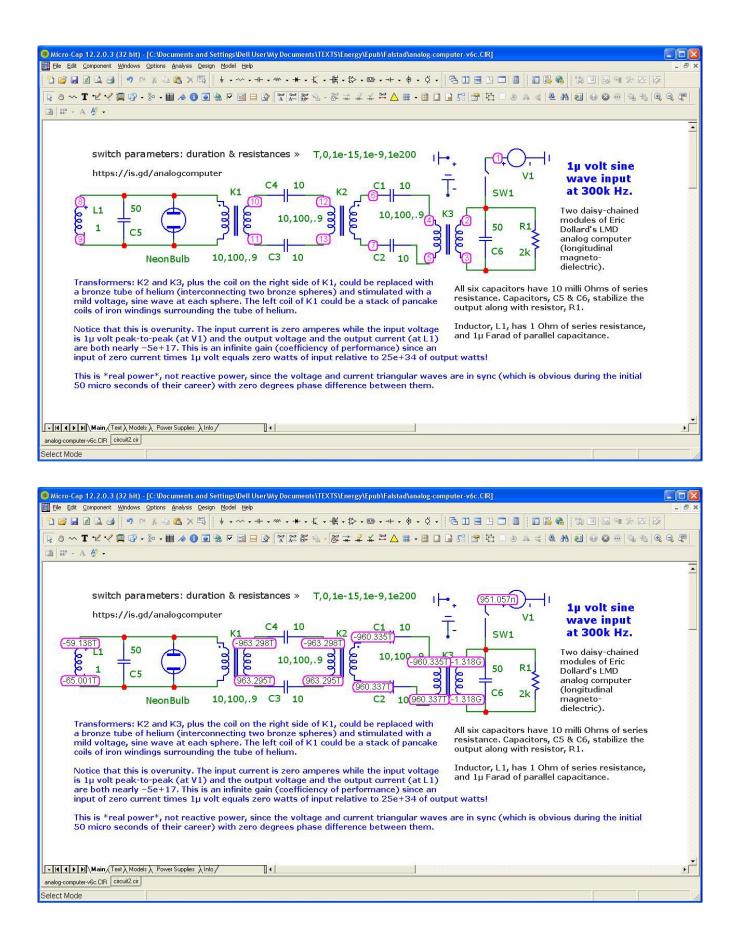
It's interesting to note that, if this circuit had based its overunity on the separation of current from voltage by one-half of an A/C cycle, namely:  $180^{\circ}$  of separation, then there would have been no ability for this circuit to "suck" an excess of energy into itself from the voltage source since pure reactive power (of negative unity power factor) can't do this since this would violate the definition of negative unity power factor in which a load becomes its own source. But because this circuit somehow produces overunity while rigorously syncing current with voltage (zero phase relation between them), and because this is not normal behavior since capacitors and coils usually displace current from voltage by a quarter cycle of  $\pm 90^{\circ}$  of separation, and there is no extreme separation of 180° displacement to undermine the ability for real power to "suck" the voltage source, then it is necessary that a high resistance is placed inline blocking the voltage source from supplying any current since current is not what drives overunity. Current is merely a byproduct, along with voltage, but it is voltage that drives this circuit. Thus, the resistance of a switch appears (to me) to be appropriate.

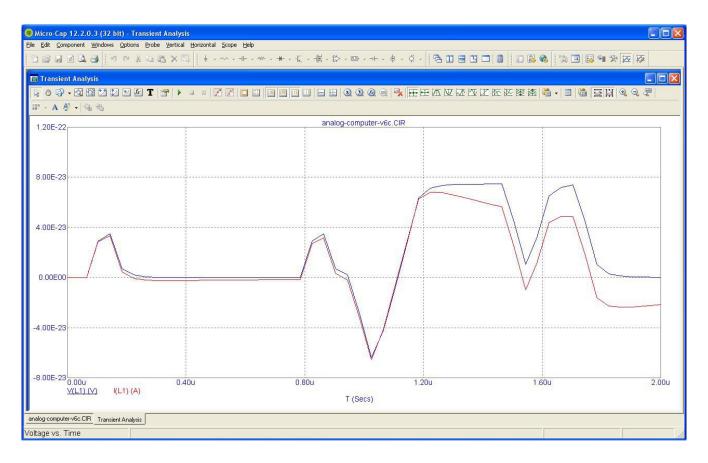
I don't know... Maybe it's possible to develop a circuit which yields overunity while being fed by a current source. I'm not familiar with that sort of thing...

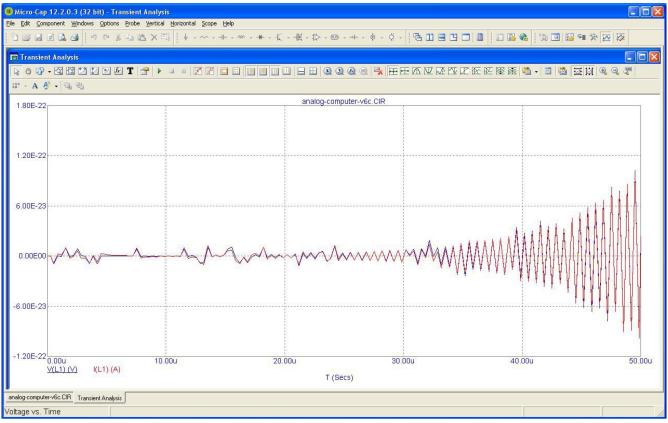


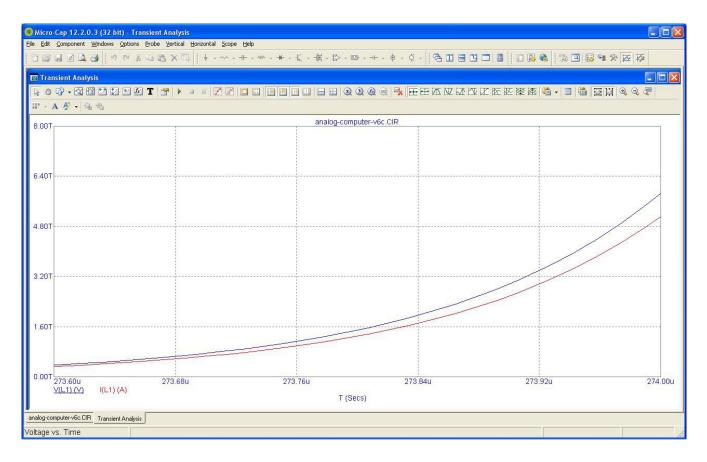


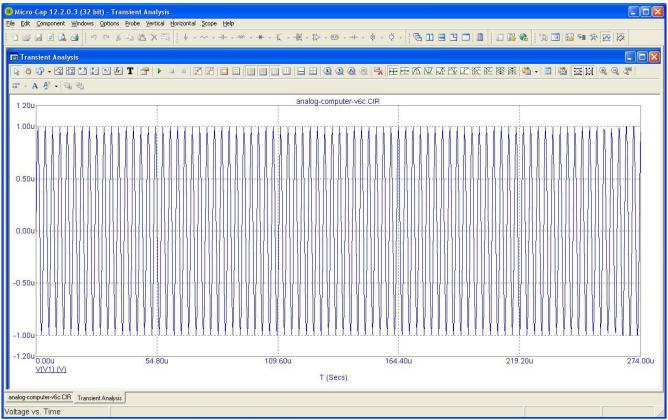


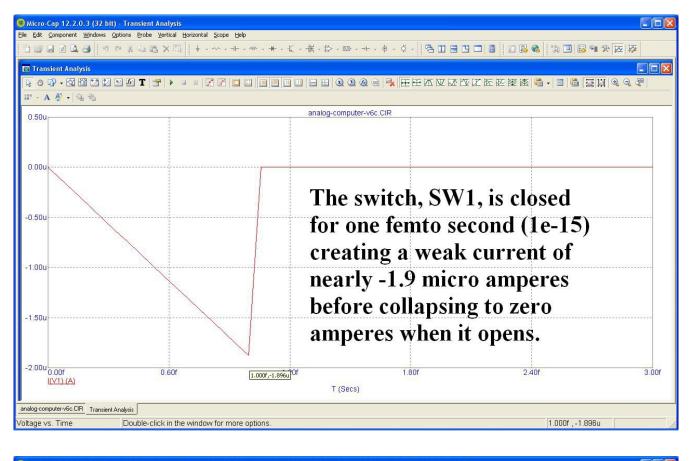


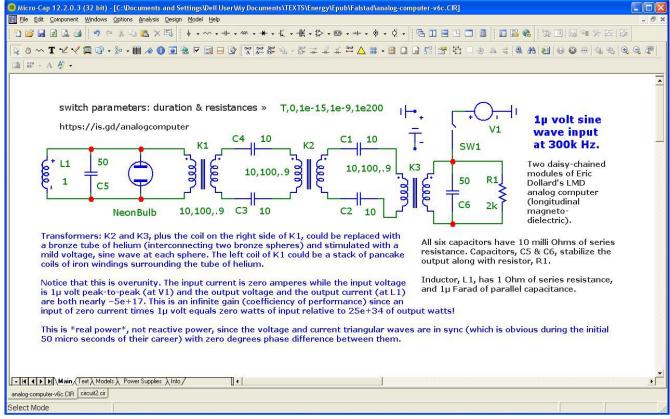












Eric Dollard's analog computer in longitudinal magneto-dielectric mode is a fair analogy of the

utility grid. Shunt inductors are used to accelerate reactant frequency while inline capacitors are used to boost the overall power.

So, oddly enough, the way to "beat" the power company at its own game is to scale it down and replicate it!