

MRE – Magnetic Repulsion Engine

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1 Introduction

The MRE or Magnetic Repulsion Engine is a motor based on permanent magnets which work in repulsion mode, as such creating torque. The repulsion is active when the magnets are moving away from each other. To avoid repulsion whilst the magnets are approaching each other, a “null” zone is created, as such avoiding the motor is getting to a halt.

The principle of the null or shadow zone is provided by Hector from ARK Research, and can be used in single or dual rotor motors. As shading is understood the gate management becomes easier and less complex, anyone can built motors in anyway desired . Like in RV its not the MOTOR or the working model, but what matters is understanding WHY it works and the phenomena implicated to it, being able to replicate this with any magnets, any strength or composition.

Get it to work. Pass it on to seven more persons, which do the same on their turn, and publish. Don't try to patent this, as we want it to go out as PUBLIC domain. no patents, no greed, no suppression.

There are over 120,000 patents in US registry related to free energy (none of them work). Hector's idea is to give the knowledge for making things work. Like the RV (RotoVerter) or anything else, he has given it to be replicated.

All information on magnetic energy source and shadowing is public domain, copyright © by ARK Research. The drawings are from Eric Vogels on <http://www.fdp.nu/.zipper/default.asp>

2 Operating principle

On the picture (Fig 1) you have 2 discs (light blue) edge to edge (not superimposed as Bowman). They are lock synchronised by belt or gear.

Magnets are sideways repelling on EACH other NN SS poles. Red circles are the “shadow” elements or the null zone (wedge). Repulsion must be nulled up to centre from 72deg (bottom) to disc centre, to form null pyramidal magnetic wedge.

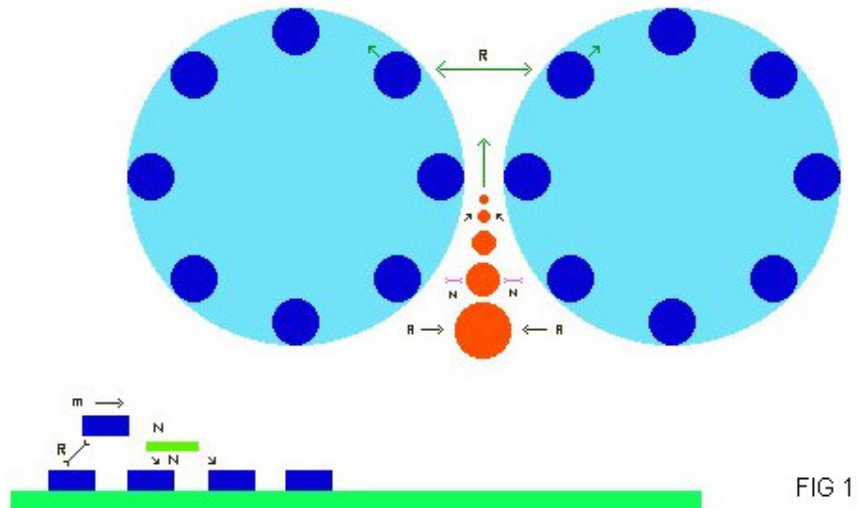
The magnets are made to attract shadow zone as to NEUTRALIZE REPULSION and are taken approaching a centre null zone, as they pass this zone they encounter themselves with repulsion.

The lower portion of the picture helps to understand the linear concept of it. Single pole shadowing linear simil is shown. Top magnet and shade are one piece "rotor "; lower portion is motor stator. "Green Shade" is what creates null zone; is set at a distance as to blind forward the field from rotor magnet leaving open zone for direct influence. In direct dual rotor only the shade is fixed. The lower design is for single rotor axial influence engine .

This design is similar to that Original from ALF Mag motor but differs in application.

On magnets, the wheels setting indicates how they set in a point of equilibrium (repulsion). As magnet is approached, watch the effect it has in this equilibrium. The idea is to set the shadow to a level it NEUTRALIZES repulsion on one side but does not become attractive, as to prevent repulsion from moving magnets across it on the other side.

Field tends to form magnetic bottle in null zone, so a shape has to be formed tailored to the existing PM wheel design as to create a force similar to GRAVITY toward metal mass but CREATING a non decay orbit across it, repulsion being the "STARGATE" engine.



Is real bitchy to tune, the next problem after it works is magnet depletion (that killed Perendev's) as loading acts as a big AC degaussing coil.

Unit must operate placing shaft N S sideways as to EARTH north to attract unit's South poles and earth South poles to attract unit North poles. This reduces Vitron depletion to unit by orienting as if it were a compass needle Earth vitron field recharging it. This is ARK proprietary find ... Orienting poles to augmenting earth power grid effect on engine. Only way to cool the nuclear reactor of earth core down from its current meltdown runoff ...

Simulate side dual pole repulsion and the shading in 3D, a clearer picture will arise toward understanding the information given. From there simplification and design compacting can start and solutions to depletion implemented.

LAW 1: Magnets RECHARGE in attraction mode.

But first to get it to work in its many possible simple creative ways, shading is the key to PM motors, as RESONANCE is to electric OU devices.

There are many alternatives like using rods using sideways repelling, which have less force on exit, and easier to attract the wedge in the zone. But the importance is to understand that shadowing is the principle to use in PM motor design as to create movement. Magnetism is a flux, as any flux it can be modulated, shunted, shadowed, nulled, created, dissipated or redirected, transforming it to another energy state (like electric power).

Magnetism and its energy source

Understanding where the energy comes from is another thing and how these transformations occur. Free energy comes from energy transformations. It is obvious that if such machine magnets DEplete and degauss, the magnets themselves are the ENERGY source. To find its origin, other energies must be discovered in order to justify the transform at atomic nuclear-molecular levels.

The energy in a PM motor comes from the magnetic flux (path of flux is spiral), whose energy comes from the electron. As you draw energy from PMs you draw energy from electrons, this turn to soft electrons emitting photons (oddic light from the magnets) cold fission fusion forces set in 12,000deg K and up (magnet dies).

In order to prevent this, align then with NATURAL source (e.g. Schumann resonance) to replenish, whatever it looses is charged back. So orient the PM to oddic energy source, be it earth or water, whatever ... The water dries up, wells dry up near a full power operating PM motor; no rain either. These are experimental facts on anomaly related to PM motor operation and others Hector will not mention.

More theory:

Magnetism is a flux, like electricity it flows from a source to drain. So like electricity we can extract energy from it, be it by modulation or using the flux as an electric simile, commutation of its fields as if it were electric ones. In every instance where electric power produces energy transformation is where it creates unbalance of a magnetic field, this requires 2 POLES - +. Even in single wire transmission, the receiving end requires a virtual anti-node to receive energy from the node as to create a standing wave (RF practice).

Magnetic force is a snake that always bites its tail. The trick is we can reduce the snake by making it swallow herself or let her expand to infinity stretching, but never loosing its tail-grip after a certain point. The gate is a series of expanding and contracting rings; the ring boundary is where the vector forces are directed to create movement, error is at looking at the poles but not at its tangential elements. The energy transformation is born from within contraction and expansion of these rings manipulated by the equivalent of a transistor, a path for the ring to contract being in repulsion against other ring, distance determines flux as well as the material serving as a path in a true Null zone, the other being free results in ring expansion. This creates a VIRTUAL soliton standing wave where magnets are let to expand their fields and repel creating movement (like a surfer riding a relativistic wave, in the notion that the wave is fixed in time and space and the surfer (magnets) ride their own field (relativistic static) to their movement "Marnetic" Dynamic motion (relative).

<ul style="list-style-type: none">- Passive field is MAGNETIC (MAG Passive Static)- An ACTIVE field in a WORKING PM engine is MARNETIC (MAR Active – Movement/in motion) <p>It's taken from Electromagnum technology application notes.</p>
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The energy to create this motion comes from the same Atomic engine creating the magnetic field, where G gravity flux transfers toward atomic centre and exits the particle in polar strings jet streams. These strings are relativistic worm holes that exit each particle and sum up as what we know as magnetic field. As this energy is used the energy from electron spin is transferred to atom field, electron looses energy and decays emitting 3 vitrons and one photon causing degaussing. Depending on factors the effect will be the creation of ODDIC light emanating from magnet pole regions giving the appearance of burning fire (in a sense it is), another type of electricity "viticity" Elektron with K to descript atomic Kemion transform (Kemio) or micro-atomic electricity. Kelvin temperature noise is related to it (thermo-atomic dynamics).

With this I say that this energy is not magic but comes from a simple transformation within the magneto-atomic mechanics. As we look to macrocosmic scale we can see black holes as a simile to microcosmic transform engine as just explained. If a sun can escape near light speed from the embrace of a black hole grip, it indicates there is a null point of gate we can create with magnets to do the same. It's evident the black hole got its energy from somewhere and that energy was transferred as motion to the star.

As it's evident a magnetic field has a source that maintains it, we tap this source, as we do we discover the other mechanics involved in this particular transformation. Why magnets deplete... and other phenomena. Energy is transformation, and it comes from somewhere - science not magic - a bit off this world science, but still science.

There are 9 types of electricity (humanity is learning to tap a few portions of the first). There are 8 more to go but first there is the need to understand.

Norman Bollinger wrote: I took a simple rotor arm on a bearing that rotates and attached a 1 inch magnet underneath it. Then on the metal plate underneath it I put first an attracting 1 inch round magnet then a 3/4 inch magnet with a 3/16 gap between then a 1/2 inch magnet with another 3/4 inch gap and viola it attracts and passes all three magnets with no sticky spot. Then to assure no gravity assist I rotated it 180 degrees and it does the same thing on the other side which would have been the up side if the first time worked due to a slight down gravity. Try it. This might be the first valid magnetic gate I have seen.

Hector: It can be made bipolar repulsion or attraction. Repulsion is easier, attraction requires much more complex dynamics ... Once you step from magnetic (Static) to Magnetic (dynamic movement) you have it made, then your only worry will be magnet depletion and environmental issues (how machine affects ambient and ways to turn those effects to positive ones), certain conditions and modes creates anti-gravitic states using segmented spinning plates (but first improve on the gate with the resources you got at hand).

Shadowing (or null zone, ZERO force)

What you need is SHADOWING, not shielding as there is big difference between the two. Shadowing creates a neutral zone on 2 same pole attracting poles toward a metal plate, usually transformer laminate. It is a contracting and expanding field influence. The zone must be "NULL" 0 force, as in ZPE zero point energy. Shielding one pole simply creates another across the shielding material by saturation. Shadowing does not, as it simply neutralizes flux at midpoint distance, for this must be calculated properly, as neutral region is passed then repelling influence takes over and motor works.

(Shadow is relative to how the light shines upon you; it may make you look bigger or smaller than you are. With magnets is the same, relative to its field and its path toward the Light "Energy").

Shadowing a single magnet will result in lower performance as it shorts out the repulsion field of the static one (will be a bit harder to set it in motion and lower torque, but can also work).

What matters is to end the years of torture and frustration with these motors with something anybody can make, a simple primitive working magnetic gate.

On the other hand, a "changing magnetic field" can be described as MODULATED if changes do occur, which is not the same as shadowing. (See the animation at the bottom of <http://www.fdp.nu/.cf/default.asp>). There is a similarity, but the difference is in the design Hector proposed where the 2 poles are used in repulsion. Graham's design shields only a portion due to angle approach at shielding. Also at shade the 2 poles contribute to create null zone were a single skewed pole creates an opening where field escapes forming a warped shape.

I have not made a field picture but in simulation on the shading field closes in a wedged shape and at repulsion zone it fans wide looping freely back symmetrically across poles. Maybe it can be properly simulated with Magneto-Cad or electro cad.

The principle is basically the same, but my advice is to stick on using 2 poles sideways as shading, shunting or changing fields is BIPOLAR in nature. In homo-polarity the field does NOT exist; here we use the attraction to METAL as a flux gate; the 2 poles attracting this metal neutralize the repulsion as metal provides path 7000 to 1 compared to air where the repulsion will be offset by metal reluctance and bipolar attraction. The more the null zone approaches past centre, the stronger repulsion offset will be (angular vector path) similar to electron gun but mechanical-magnetic in nature.

Single pole: 2 spheres one N and one S; on the outside will not attract each other, as polarity only affects time flux.

PM motors must use full bipolar fields.

The bottom segment of fig.1 is definitely same principle as Graham but that concept must be made bipolar in order to work properly, and simpler physical model constructed so replication becomes easy using a modifiable and adjustable test platform.

I can later post Schematics for this principle in Bowman motor design. As Perendev design is Bowman technology, not his. The Bowman motor used a single magnet (actuator) to create the shade "wedge". Perendev's original patent never worked, as the information to make it work was originated in PES Bowman project originating from ALF in Canada

and clarifications made by Hector. Still is not practical due to SOFT electron magnet Depletion. (Paranormal and Anomalic phenomena do occur).

If you see relative magnet speed is same, magnets will be synchronized in ratio so 4 magnet wheel will apparently rotate 2 times faster than 8 magnets one, but approach will be at a given point face to face "synchronized ". It has an angular vector effect to it but we have the same counter angle as we approach the null zone (makes no real difference). What makes difference is the SHADOW created to wedge the magnets with no repulsion to the repulsion zone were they will repel. Magnetic becomes Marnetic (movement).

Materials

At the bottom of figure 2, you can see the gears. AS an example, use big starter gears used in car motors; 2 identical matched to lowest friction – best teflon coated.

The wedge can be made of end caps (magnet holder) from speakers (as in original 1A ARK prototype). This metal has no/low remanance (lower drag to moving field), low hysteresys and high magnetic field conductivity. Placed as a compound unit so null zone can be adjustable, 2 big speaker end plates put centre rod to centre rod make "Spool" shadow; assemble smaller ones toward centre. (Speaker magnets are easy removed by wedging sharp knife edge at plate joints and tapping it in with hard wood mallet. Epoxied "hard ones" can be left in a solvent can for a few days and they come off easy; water may also do (few days or weeks) ... some may come out broken but that's life).

The Mu metal shield is a perfect shade material, cheaper than buying \$100-\$200 stuff (same thing sold for R&D); its solid but the low remanance states are OK.

The shading or Neutral zone can also be created with Magnets and centre can be shaded using diamond metal plate axial to disc on top and bottom side....

The most problematic zone will be the centre as obviously there will be space restriction, but not at top and bottom of discs. Diamond shape plates or round washers can be used as to create this null zone. The need is to unbalance flux as to create repulsion wedge at un-shadowed zone, too much attraction toward null zone it simply does not work. So the best low cost start is metal pieces array that can be made from speaker magnet assembly, transformer laminates or any other repulsion interfering material.

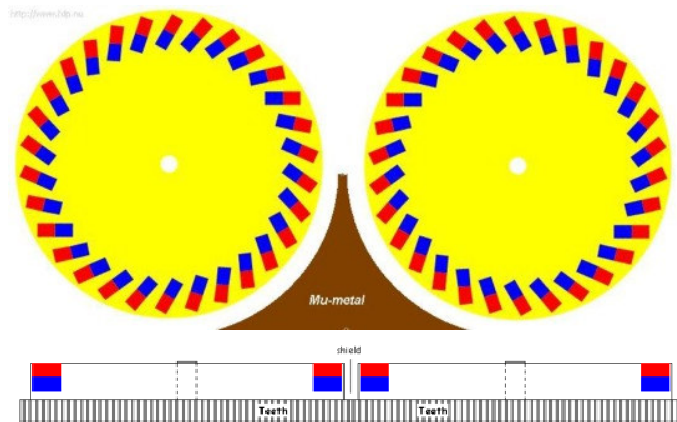


FIG 2

Top, bottom, T or H shapes ending in snake tongue to pass magnets into repulsion zone snake tongue Y similar to V iron motor shapes but top & bottom Horizontal and one past a bit centre VERTICAL "V".

IDEA to AVOID dragging magnet BACK to shadow due to residual parasite attraction.

Circular cheap magnets can be used, scavenged from old magnetrons (be careful not to break ceramics - barium cancer producing stuff), but in recycling a mans trash becomes a cash restricted man treasure.

The cavity of a magnetron can be used for sonofusion experiments (pure copper) and tubes repaired using welding & vacuum pump (filament replacement) & many other R&D applications, HV plasma cavity seals amplitrons, cavitons & plasmatron EG&G R&D...

Use magnets of all the same size, using 2 pole repulsion and shadow to test concept. The distance relative to size and intensity (you can use any magnets even U-shaped and disc drive ones if they are placed right). From that then the shade shapes, magnet size, distance has to be determined in vitro within the rig itself