

Aether-Physics and -Philosophy

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08.	Something Moving	Update 2009-04-30
08.01.	Introduction	Starting points and objectives of following chapters
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08.03.	Distinction	Consequences of aether-properties and differences of common physical understanding
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08.05.	Motion-Necessities	Within aether by itself, only few motion pattern are possible
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08.01. Introduction

Earlier Aether-Theories

Many years ago I made intensive studies about mechanical rotor-systems in order to create 'Perpetuum Mobile' based on centrifugal- and gravity-forces (naturally with rather moderate success). There came up questions about definition of physical terms respective about real essence of appearances. For example it's unsatisfactory resp. simply incomprehensible to take inertia as mass 'inherent' property. Just as well, real cause of inertia could be searched outside of mass.

Solid materia e.g. could swim within invisible fluid or at least could be embedded within a 'phantom-body' of any fluid. If resting mass should be accelerated, inertia of that ambient fluid must be overcome. If opposite that moving mass should be decelerated, moving sphere of environment still would drag and push that mass forward. Up to 2001 I published considerations like these by an 'Ether-Continuum-Theory'.

However, one should forget that theory because it shows substantial error like all common aether-theories: assuming existence of materia at the one hand and existence of aether at the other hand. By that assumption, 'solid materia' must move through a medium. At the one hand, that medium must be extremely thin so flight of solid bodies is not affected by resistance. At the other hand, light-waves/particle are racing through medium by maximum speed - so medium must be extremely dense. All hypothesis of 'light-aether' failed at insolubility of that dilemma.

So one was really glad when Einstein solved that problem in 1905 by declaration, aether no longer would be necessary. Gratitude was really great, so one ignored Einsteins revocation of 1925. Up to now common sciences takes no notice of his statements of mature ages: 'there are grave arguments for hypothesis of existence of aether. Total negation of aether would mean, void space has no physical qualities at all ... space however has physical qualities based on Relativity-Theory; so that means aether must exist. Space without aether is unthinkable based on Relativity-Theory'.

So he made following statements: 1. complete negation of aether would mean, void space would show null physical qualities. 2. Space however has physical qualities, so aether must exist. 3. Space without aether is unthinkable.

So Einsteins understanding was, space shows physical 'qualities', which only are based or represented by aether. For space-by-itself thus only remain physical quantities - length-width-height. Unfortunately he disturbed that clear 3D-space by strange forth dimension of time and in addition he curved that imaginary bundle in order to replace gravity - without really explaining that basic physical appearance. Unfortunately he forgot the retract also that idea. Details are discussed at chapters 01.04. 'Everything and Nothing' and also 01.05. 'Space and Time'.

Abstractism

One was so grateful for Einsteins 'solution of aether-problem', today every child knows that 'type with that $E=mc^2$ '. One well can admit not to understand ART nor SRT - no shame because one can not understand non-sense. Many famous colleagues of Einstein immediately pointed out inconsistencies and contradictions of his considerations by absolutely clear statements. Despite of these facts, many scientists still quote Einstein on and on and believe that would approve their supreme qualities.

Normal people know world as something real - however that 'space-time-curvature' is not really imaginable but is simply a fictive construction of abstract terms. Likely un-imaginable is second attempt for explanation of world, that quant-theory with its numberless variations and

abstruse conclusions. There, one even is proud, these considerations are not to grasp by 'common logic'. Instead of concrete explanations of essence of appearances, common physics mainly act with mathematical handling of abstract terms, so obviously show certain loss of reality.

Times ago, by discovery of atoms, great variety of real materia was reduced to manageable basis. Afterward, still less number of elementary particles were detected. Following research for sub-elementary substances however opened real zoo of particles. However life-time of some of these particles is rather short and above this, particles exchange their properties on and on. Nevertheless still 'particles-research' goes on with enormous consumption of money. Following self-critical story is told in appropriate circles: buy a Swiss watch with all possible functions, throw it towards wall with all available power - and analyse of wreckage will show you construction and purpose of constructional elements.

At the moment, especially demanded are 'Higgs-particles' hoping to recognize 'what keeps together innermost heart of world'. That's grave dilemma since 'abolition of aether': remaining is only 'nothing respective vacuum' all around materia. Based on known materia however, e.g. calculations of astrophysics don't match, so as a substitute one must assume 'dark materia' with unknown or nonsensical properties, by range of about 95 percent.

Totally ignored however is basic question, why any materia should not disperse immediately into ambient nothing. As an alternative is stated, vacuum could not be really void but partial could be 'polarized' - or these fictive 'Higgs-particles' would keep materia together. However additional question remains open: why and how that new particle keeps itself together versus ambient nothing. That problem of nothing - respective generally speaking all attracting forces and remote affects - can be 'explained' only by many additional assumptions respective simply are not to understand by common world-view.

Never could anybody detect a single 'solid particle', but at its best were detected motions or 'motion-wreckage'. So one well could generally assume, existence of solid particles is impossible but exclusively motion is really existing. However, motion demand something moving. 'Abstract motion' well could be handled mathematically (e.g. see electromagnetic fields), however motion in reality can exist only by some real substance which is really moving.

Realism

It's clear, because our sense-organs are limited, we never will know all reality of this world. Our brain mainly is prepared to keep its biological body undamaged and alive within its environment. Brain reduces variety of impressions to few categories, e.g. to two elementary statements: good / bad. Above this however, brain well would like to know what's really going on. Men developed some logic of thinking, however brain works really slow and most faulty. Nevertheless men e.g. could detect, colour is a 'self-produced illusion', while real physical processes are quite other kind.

If now all 'questionable stuff' is put aside, only one indubitable fact remains: there is motion. And if now at second step not all logic is thrown overboard, remains one indubitable conclusion: there must be something which is moving. Third, now question comes up: how many kinds of movable something must exist? Now my proposal is to take the most simplest and same time the most extreme position: ONE is completely sufficient.

However, that unique something must allow different motions. Depending on shape of motion-pattern thus 'illusion' of total variety of ALL could appear. Again, demanded are only about hundred different motion-pattern to represent all chemical elements. Probably much less basic motion-pattern might do. Demanded are some more motion-pattern representing physical forces, 'fields' or radiation. Above this will exist great variety of overlaying motion-

pattern which represent e.g. 'spirit' or 'souls' and much more appearances everybody 'inherent' knows. It well could be, our perceptive faculty can handle reality only via 'illusions'. All appearances of reality however must be absolutely real 'manifestations' in shape of concrete motion-pattern within only that one really existing medium - without any 'abstract mystery', neither concerning materia nor spirit.

Aether-Physics

Based on these considerations I started my 'Aether-Physics and -Philosophy' in 2003. At part '01. Introduction' basic facts are discussed and I refer to these chapters because here only some positions are mentioned once more. At part '02. Universal Aether Movements' ideas were developed, how 'Free Aether' could move within total universe: multiple overlaying swinging movements by 'quant-small' radius. At part '03. Local Aether Movements' swinging motion pattern of 'Bounded Aether' was discussed, representing e.g. an electron or at much larger scale also a spiral galaxy. These introductory three parts are also available as volume 1 of corresponding book.

In 2006 part '04. Exclusion and Inclusion' brought some more details to aether-plasma and light-aether. Conform and differing aspects of Maurers 'The Principle of Existence' were also discussed there. Because motion pattern within that aether are not quite trivial, at part '05. Particles Movements' are discussed flows within gases and liquids as motion pattern some more simple. These two parts were published in 2007 by volume 2 of my Aether-Physics-book.

That excursion in fluid-technology brought new insight e.g. for lift at wings and application of suction respective pressure at flow-machines. Based on these ideas - and based on quite new experiments - I wrote parts '06. Implosion-Machines' and '07. Fluid-Machines', showing wide range of most interesting flow-processes. Some of these conceptions could really be starting points for development of self-running engines. These both parts are published in 2008 as volume 3 of that series of books.

Now at beginning 2009, I come back to subject of aether, here now with that part '08. Something Moving'. Following chapters remember some of previous mentioned points of view concerning that kind of aether, as starting points for following subjects. Afterward however quite new aspects are deduced most comprehensive. This understanding of aether will help to explain many phenomena of diverse sections of physics. Instead of formalistic-abstract view of common physics, here however physical facts are explained by quite concrete description of motion-pattern of that concrete substance, which is basis of all being.

Evert / 2009-01-01

08.02. Definition of Aether

Physical properties of aether - as I see it - are stated by that precise definition:

**Unique real existing substance within universe
is an indivisible coherent whole,
so indeed a gapless continuum respective
homogeneous plasma, called aether.**

**This aether continually is swinging within itself,
where each special movement pattern
represents variety of appearances,
of physical kind, however also
representing mental-spiritual content.**

That straight definition of aether as background of all being is clearly different to all other aether-hypothesis or world-views. Opposite to common relativity- or quantum-theories, here are assumed no abstract circumstances but exclusively are stated concrete physical properties and processes.

Based on Ockhams principle, most simple hypothesis must be preferred respective matches reality most probably. So it will make sense, further physical researches (like other studies) are based at this aether-understanding.

Evert / 2009-01-02

08.03. Distinction

Clear Definition

Previous clear definition of aether thus is exactly described by brief statement:

Unique real existing substance within universe is an indivisible coherent whole, so indeed a gapless continuum respective homogeneous plasma, called aether. This aether continually is swinging within itself, where each special movement pattern represents variety of appearances, of physical kind, however also representing mental-spiritual content.

This understanding of aether allows quite new world-view, totally different to common physical views.

Consequences and Differences

At the following are listed some consequences of previous definition and some additional terms are defined. Other appearances, e.g. light or gravity, are mentioned only in brief and are discussed in details at following chapters or separated parts of that Aether-Physics.

Term '**real existent**' here is used that sense like e.g. a piece of iron commonly is accepted to be real given materia. Really existent is **only one unique substance**, which is called aether. So realiter, besides aether **none additional kind of substance** is existing.

Term '**materia**' at the following is always used by its common sense (e.g. previous piece of iron respective its atoms etc.). That materia is a secondary appearance, which realiter exists only as **vortex-motion-of-aether-within-aether**.

Our experiences tell, materia all times is a compound of **separated particles**. Even atoms are assumed to be build by elementary particles and these again would be compound of sub-elementary particles (besides unsolved problem of wave-particle-dualism). Common thinking is based on that view of a '**materia-particle-world**'.

Opposite to that view however, real background of all being is a part-less '**aether-plasma-world**'. No other 'laws' are valid there, however there are differences concerning motion-possibilities of foreground appearances and motion-necessaries of real aether background.

So there are no 'aether-particles' and thus a certain location within aether here is called an '**aether-point**' (only for determining a location, analogue to geometric term of 'point'). Neighbouring aetherpoints here are called '**connecting-line**' (again analogue to geometric term of 'line', which however merely is straight but mostly appears as 'curved line').

As **aether** does not exist by particles but is an coherent whole, none gaps exist within aether. Opposite to materia, thus aether is **neither compressible nor extendable**. Aether-substance by itself is **not elastic**.

Term of '**density**' can only be applied within material world, there practically showing volume-relation between particles and space in between. For gapless aether, that term is not usable. At most one could state, aether shows '**absolute density**' as no clearance is available at all.

At quantum-theories is discussed, whether could come up **materia from nothing** (defining no-thing = 0 = +1 + -1 and now can 'borrow' some energy = materia for some duration, mathematically no problem, absolutely questionable in reality). Other hypotheses assume **materia as condensate** of any 'vacuum' (without exactly defining additional conditions). Again some other theories see **materia as standing wave** of any swinging medium (what can not function within 3D-space at all). All these hypotheses demand an anyhow 'elastic' medium (which nowhere is defined precisely). At aether of previous clear definition such **presumptions are excluded**.

Indeed, **dark materia** or that **vacuum** of common astrophysical understanding (besides its strange properties) could be put at a level with that aether. However also 'normal' materia exists by likely aether, which locally is only swinging by special motion pattern. So aether is omnipresent anywhere, while only at some local area **materia is small part of all aether**.

Aether by itself is neither dark nor light, it is **invisible and 'transparent'** as vortex-pattern of 'photons' can race through aether. Finally when they are rejected at 'coarse' vortex pattern of materia, appearance of **light respective illusion of colours** come up, registered by eyes or other instruments.

Aether by itself is neither cold nor warm. Term of **heat** can only be applied at material level, where heat shows **intensity of particle-movements**. As there are no aether-‘particles’, term heat is not usable for aether. For example, also light-by-itself is neither cold nor warm, finally when material particles are stimulated to stronger motions, one can talk about heat.

Aether within itself shows **continuous motion**, however not by any kind, but motion-possibilities are restricted that kind, any motion of one aetherpoint demands co-motion of neighbouring aetherpoints. At the other hand thus results fact, within aether **never and nowhere can exist standstill**.

That **limitation affects like nature-laws**, which reduce all theoretic thinkable possibilities to only one real case (or value). Especially at these local areas of **Bounded Aether** movements are possible only by certain motion pattern, e.g. for representing an electron or an atom - and only by that inherent restriction e.g. only **few chemical elements** exist.

Such a motion pattern represents a material particle, however **no sharp border** around that Bounded Aether exists. That vortex-complex well is concentrated at one location, its motion-intensity however spreads into environment by smooth transition, i.e. there are **no certain boundary surfaces**.

Total ‘**volume**’ e.g. of photons, electrons or atoms is much **wider than commonly assumed**. Extension of involved aether at least is ten thousand times wider than radius of central swinging (see e.g. relation atomic nucleus / tracks of electrons).

Total volume of a material particle thus is not exactly determined, i.e. **mass** of particle is not determined by its volume (for example see most different mass of chemical elements despite of relative small volume-differences).

The ‘**inertia of resting mass**’ of a particle thus is not based on its volume but based on the complexity of its motion pattern. If resting mass is started moving, input of force is necessary. Into direction of movement, motion of aether must be changed corresponding to motion pattern of that particle. Strength of inertia thus is resulting of complexity respective ‘**bulkiness**’ of vortex-system.

If material particles (or also radiation) move forward within space, no corresponding ‘volume or mass’ of aether wanders through space. On the contrary, **aether is nearby stationary** (besides swinging motions at relative short radius). Only that **motion-structure wanders forward** within aether.

Within particles-world practically no loss-free movement is possible. Only within an ‘Ideal Gas’ e.g. a sphere could move ahead without loss, because frontside face of sphere affects pressure onto gas and gas affects likely thrust onto backside face of sphere, theoretic with same strength.

Gapless **aether corresponds to Ideal Gas** that kind, any ‘force’ (realiter all times any aether-movement) is transported without any losses. Realiter however, no ‘material sphere’ wanders through space, but only total assembly of its **motion pattern is handed forward through aether** - and that’s done absolutely loss-free (and only other vortex-systems e.g. air-particles hinder transport of material sphere).

Previous moving sphere shows **inertia of movement** respective has kinetic energy. If moving sphere hits onto a resting sphere, **transmission of impulse** occurs. Given kinetic energy is **never completely transferred** because material bodies are compressed into movement direction and are stretched cross to movement direction. Following back-swing can contribute to forward-movement only by parts. So at particle-world **inevitably exist friction-losses and finally heat-losses**. Laws of thermodynamics thus predict **'heat-death'** of universe.

If indeed **only materia-particles and ambient nothing** would really exist, that heat-death should have happened since long time. If e.g. normal air hermetical is closed within thermal isolated box, parts of **motion-energy would evaporate into nothing** at each single collision of air-particles. Within short time, molecular motions would stop completely. Assuming a 'nothing' inevitably results **total numbness**.

Previous air-particles respective their **aether-vortex-complexes well are 'elastic'** (opposite to aether by itself). Also at collisions between these 'vortex-clouds' kinetic impulse is not transferred completely. Sideward swinging of deformed Bounded Aether however can not evaporate into ambient nothing, but is further running within gapless aether, thus pushing other particles, so **indirect total energy is transferred**.

The **laws of thermodynamics** fundamentally are valid and also **law of energy constant** has general validity. Both however can purely and simply not exist within world of common physical understanding. **Only within gapless medium** processes can run loss-free and motion respective **'energy never gets lost'**. Only by that background of aether-plasma any energy-constant is really given - and universe will stay 'warm and alive'.

At this simple example of colliding (gas-) particles occurs **remote-affect via pressure** within aether-medium. Naturally, without assuming any medium, remote effects mathematical are calculated e.g. via diverse physical 'fields' - however that fictive approach is not really imaginable. Even more unrealistic is idea of **remote-affects via suction** like e.g. forces of **gravity** are assumed to act. This concerns in general **all attracting forces** (see for example atom-models, strong and weak forces), which remain **completely incomprehensible by common understanding** (e.g. see mad search for 'glue' for sub-elementary particles). These 'illusions' of attracting forces must really have total different causes.

Detailed description of aether-movements of these appearances (and some more) demands many additional chapters, so here at first ends that list of consequences deduced from previous definition of aether properties.

New World-View - new Physics

Remote effects without medium, even with attracting forces ... somehow anybody has some bad feeling. Nevertheless these effects exist, see pushing and attracting forces by poles of permanent magnets ... however just this example approves opposite view (like shown at later chapters). Anyhow one can understand why sciences pay tribute to Einsteins 'disposal of gravity' via space-time-curvature, no matter that appearance is not really explained (and even mathematical model is totally wrong, see later chapters).

I can well imagine, that list of consequences of aether-definition might seem dreadful for many readers - and likely feelings come up when 'normal' people study common physics literature. Here might seem strange, how many common terms of physics must be redefined or interpreted other kind, based on that aether understanding. Common physics and

especially common techniques function quite well up to now, without any aether, only some few details up to now remain little bit questionable.

At this point, I have quite other opinion: much too long situation is whitewashed, e.g. telling people next solar eclipse will allow 'discover of last secrets of universe' or experiments at CERN will offer final answers. I can not really judge, however some authors state, last hundred years did not result grave findings or essentially new insights at physics. As a layman however I am astonished, practically no physical term is defined clear and as a rule, mutual 'explanations' are done by circular reasoning.

However quite clear deduced are all physical formula and all 'nature constants' result from all calculations by right values. No wonder, as components of all formulas practically are included circlewise on and on. In addition it's open question whether prerequisites and starting data do really correspond with reality. As everybody knows, any result is achieved if input-data anyhow imply suggested values.

For lack of knowledge I can not judge, for me however it seems really strange to make projections for light-years by gravity-'constant', even measured values at different places at earth or same place at different times are differing on and on. Just as absurd seems assumption of light-speed as maximum and constant - despite of better knowledge. Astrophysics measure and calculate most exact and report about new insights permanently - however 95 % of object researched still remains unsolved.

Other sections might show better, however most scientists prefer working at specific irrelevant tasks. Only applied sciences and researches are most successful - really? Or are they only informer for industry and commerce which exploit our planet and made earth a garbage dump? Where are the answers for grave questions? One knows since years, common sources of energy will run off. Does nobody know, how 'aether' is polluted by incredible electro-smog, thanks modern research and developments?

Actually everyone knows or at least could know. So I stop my unqualified 'words for welcome new year 2009'. However I do think it's high time for new attempt. With my considerations and descriptions concerning aether I contribute my part - no matter for whom it seems dreadful or useful.

Evert / 2009-01-03

08.04. Motion - Possibilities

Free Motion

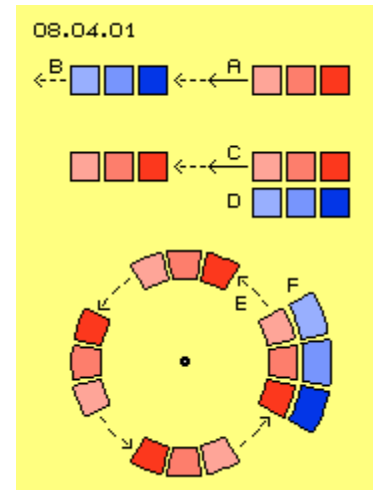
We live in a particle-world and continuously we handle any parts. We well know about movement possibilities of these parts and we know by experiences what's working and what's not. Realiter, behind each material particles is an aether-vortex and its structure can move through space rather free - as long as no other coarse aether-vortex is in its way. That relative wide freedom for movement exists, because between these aether-vortices are existing wide gaps.

For behaviour of aether-by-itself, i.e. for vortex-movements by itself, some of common motion-shapes are not possible. Within aether, these gaps are not available, as aether is a homogenous plasma, showing everywhere likely density and thus aether is not compressible. Aether by itself does not show heat, so also heat-based motions are not possible. These subjects were already discussed in details by chapters 02.02. to 02.05, so here briefly are mentioned only some of these limitations.

Impossible Movements

At picture 08.04.01 are marked some areas of aether, at A three neighbouring aetherpoints by different red colours. If these red aetherpoints move to left side, also aetherpoints marked blue must shift towards left. Also all other aetherpoints at that line must move corresponding, theoretical cross throughout total universe. So within gapless aether can not exist linear motions - even that straight forward movement is very usual within our particle-world.

At middle row of that picture, at C again red aetherpoints move towards left. Below at D are marked these blue aetherpoints, here resting within space. So there is relative-movement between red and blue aetherpoints. Within aether however exist no separated 'aether-particles' and thus no border-surfaces, alongside which different motions could occur. That 'drift-motion' respective parts gliding mutually along each other is no possible motion-shape within aether - even it's most usual action at level of material appearances.



Below at this picture at E is sketched, how red aetherpoints rotate at circle track, here shown by four positions. The aetherpoint marked light-red is always in front (in turning sense) of his following neighbours. At F are marked blue aetherpoints, again resting within space. Also here neighbouring aetherpoints would move off each other. Also that rotation is not possible within gapless aether-plasma - even single wheels or gears with many wheels continuously rotate within our particle-world. Vortices-systems as a whole, e.g. representing material particles, well can rotate within space, even whole galaxies - however aether by itself can not act like mechanical clockwork.

Let Go

I well understand it's 'painful' to imagine a 'world without particles' and in addition without common shapes of ordinary movements. We know physical states of gases, fluids and solid bodies and we know materia exists by chemical elements, thus is build by particles. Fact however is, nobody never could detect one single real existing particle. 'Firm-ness' of material parts is an illusion. So why should background of all being exist by separated particles? Physical state of plasma comes up at certain natural conditions, however is achieved also by technical measurements. Characteristics of plasma is, there are no longer clearly defined borders within. And just that state of homogenous continuum shows that aether - while all other physical states occur only within particle-world.

I well understand, one does not like to leave familiar space of daily experiences, thus one wants to remain a 'particle-thinker'. However I can not understand, why scientists e.g. vehemently keep state of 'field-thinkers', thus work within pure abstract mathematics-world and refuse question for concrete background of 'fields' like all being in general. There are some scientists who look after aether, however they won't define properties of medium exactly - or they build any 'hybrid-hypotheses'.

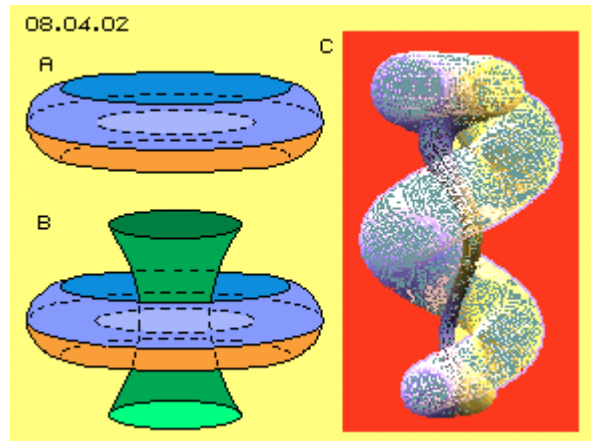
No Basis

As idea of 'particle-zoo' of quantum-theories seems unsatisfactory, some scientists are searching for other kind of 'basics' for materia. Starting with idea of known 'smoke-ring' with its astonishing characteristics, some favour a ring-vortex as basic motion pattern.

Picture 08.04.02 at A shows shape of such a 'Donat'. Two circle-movements are combined, so spiral tracks result, with more or less steepness. Roger Penrose included respective added some more 'shells', with closed or open 'field-lines', like sketched at B by green colour. These elements can be combined virtuously in order to represent chemical elements

or other physical appearances. However these hypotheses can not explain, why and what stuff should move that kind. Long list of additional prerequisites would be necessary, if these ideas should represent real appearances.

Quite clear however are prerequisites for 'Torkados' like e.g. shown at C, which are designed by Gabi Müller and assumed to be basic shape of all being. Like at fractal buildings, e.g. well known 'apple-men', that pattern results from a relative simple mathematic formula. When parameters vary (e.g. radius and revolutions of overlaying circle movements), for example that stretched and twisted 'donat' results.



That real impressive vortex thus is product of pure mathematics - and only is leaving question of relevance for reality. That pretty example shows what's achieved by application of simple formula. At the other hand results problem which all too clear was mentioned by Max Planck at awarding his Nobel Prize: "... and now comes up great job to give any sense to that formula ..."

Real Basis

Please read once more definition of 'my' aether at previous chapters. You won't find abstract formula but only concrete physical statements. There are no additional insinuations implied, but diverse consequences result by strong logic deduction from these few properties of aether. For that understanding of aether 'unfortunately' one must leave thinking-by-particles and also some movement-possibilities of common particle-world won't work at that background of all being.

**Within aether is not possible:
linear motion and gliding along border surfaces,
circle movements in sense to rotation and all shapes of turning inside-out,
compression and expansion inclusive likely conditioned swinging motions,
movements based on heat /coldness, condensation or crystallization and
other changes of physical state.**

However that understanding of aether will allow to explain phenomena up to now unsolved. It's easy to grasp, how whole variety of appearances are based on only few principle motion pattern. Following chapter now will show necessities and possibilities for movement of that aether within itself.

Evert / 2009-01-07

08.05. Motion - Necessities

Inevitable Movements

At particle-world nearby any motion is possible. Only within part-less aether-plasma, possibilities for motions are limited. Inevitable quite certain necessities for movements exist:

**Each motion demands synchronous motion of neighbouring areas.
 Motion can only occur in shape of swinging.
 Each motion into a direction demands motion right angles to.
 All motions all times occur into all three dimensions of space.**

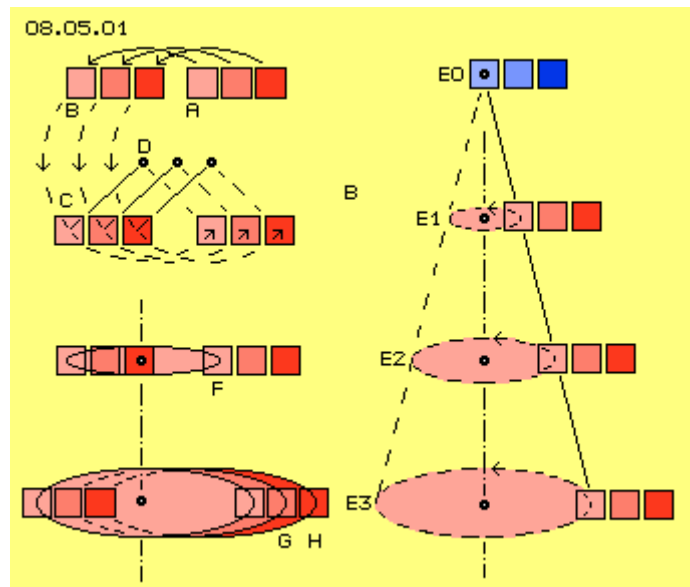
**Locally limited units are potential vortices.
 They show no fix outer border.
 Starting from 'resting' aether of environment
 radius of swinging is gradually enlarged,
 so motion-intensity is maximum at centre.**

These necessities of aether movements now are visualized by some pictures and explained by following considerations.

Swinging

At picture 08.05.01 again these three neighbouring aetherpoints are drawn, each marked by different red colours. Aether at A moves at circle-section towards B and further on to C (and will go on moving at complete circled track). Aetherpoint marked light-red is located left side - and during total movement this aetherpoint will stay left side of his neighbours. This aetherpoint is turning around a fulcrum D (marked black). His right-hand neighbours are not turning around that point D but around their own fulcrum, each shifted correspondingly towards right.

This motion is basic shape of movements within aether. That's no rotation like at previous chapter, where an aetherpoint stays in front (in turning sense) of his neighbours, so all aetherpoints are turning at circle track, commonly around only one centre. Opposite, here all neighbours are turning around each own (neighbouring) centre. All aetherpoints all times stay at likely side of their neighbours. All neighbouring aetherpoints thus are swinging parallel at neighbouring circles.



Difference between both shapes of motion can be shown by practical example: cutting-disk of a 'Flex' (or mounted at drill) rotates around one axis, while grinding- or polishing-wheel of a 'Delta-Grind' (or any other swing-grind-machine) is swinging. So here 'rotation' is used in common sense as turning motion around only one axis, while term of 'swing resp. swinging' exclusively is used for parallel motion around many fulcrums (for clear usage of terms, here 'swinging' is not used for wave-movements).

Extension

All aether is steady moving, however Free Aether is swinging by minimum radius. This aether thus is called (practically) 'resting'. Right side of that picture at E0 are marked three aetherpoints by different blue colours, representing resting aether.

Next to that aether can not exist wide movement. Short-radius swinging of resting aether can not transmit into long-radius swinging directly, but minimum swinging can change only gradually and smooth into swinging at longer radius. At distant levels E1, E2 and E3 thus aether well can swing at wider tracks, where here again all red marked aetherpoints keep their position relative to neighbours.

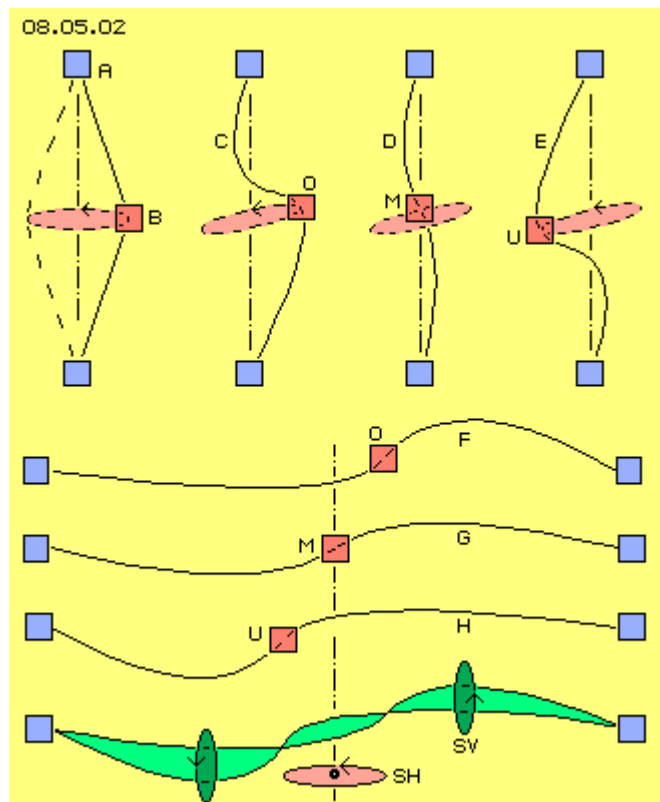
At micro- like macro-cosmos exist 'astronomic' relations, e.g. nucleus of atom seems to be ten thousand times smaller than tracks of electrons running around. Relation between diameter of sun and sun-system as a whole is many times larger. So extension of swinging-radius will demand minimum relation of 1:10000. If radius of swinging at level E3 e.g. would be one millimetre, distance towards resting aether at level E0 must be assumed at least ten metres long. So here at these drawings, these relations are extremely overdrawn.

In order to point out that parallel swinging, left side at E2 the track-level of light-red aetherpoint F is marked as elliptic face. Below, at level E3 that face is correspondingly wider and there in addition are drawn overlaying track-planes G and H of both neighbouring aetherpoints. So at one level, all neighbouring aetherpoints swing at parallel circle tracks. All neighbouring aetherpoints in vertical direction (see diagonal connecting line respective dotted line) are also swinging parallel, however top-down at each gradually wider circle track.

Double Cone

At picture 08.05.02 at A, again are sketched resting aether (blue) and at B a level of most wide swinging (red). Connecting line between A and B marks vertical neighbouring aetherpoints. Based on swinging motion, that connecting line described surface of a cone. Further down, that extended swinging must also be reduced towards resting aether (at bottom, also marked blue), i.e. that 'swing-cone' must be symmetric.

Swinging level can take gigantic scale, e.g. as core of Milky Way. Diameter of our galaxy has scale of 160000 light years. Milky Way however is only some 16000 light years 'thick', distance between both 'poles' resp. height of both 'swing-cones' is rather short. A cone thus would be only 8000 light years long and thus diametre of central swinging could show maximum 0.8 light year.



Aether within that motion-system thus is swinging by 0.4 to and fro at equatorial plane. Connecting lines to resting aether left and right side are each 80000 long, respective alternating between 80000,4 and 79999,6 - what's rather problematic within gapless, inelastic, incompressible aether.

Curved Connecting Lines

At downside part of that picture, blue marked aetherpoints represent resting aether, left and right side of motion-system. Red marked aetherpoint is positioned right side (at O) of system axis, just at centre (at M) or at left side (at U), while swinging around system-axis.

Connecting lines are drawn towards resting aether aside. Previous difference is only to handle, if these connecting lines are more (at F) or less (at H) curved, and only at central position are somehow symmetric (at G). That curve naturally again is extreme overdrawn, while real relation here would be about 1:200000 (so 1 mm at 200 m).

Aether is a 'fluidum', however without particles. So comparison with water is not really true, as water exists by mutually shiftable particles. However, water is (nearby) as incompressible like aether. Water does not flow straight down mountains, but most smallest asymmetry results curved torrents up to mäander-shaped rivers. Just like this, at aether one may not assume and think by straight lines.

At this picture quite downside, all previous connecting lines are drawn together. Areas marked light-green show space for move of aetherpoints there. Starting point of considerations was swinging in horizontal level, here marked by horizontal ellipse SH. In reality, this plane will be some diagonal, like central light-green surface shows. These connecting curves won't move straight up and down (because linear motions and standstill at death-points are not possible within continuously moving aether). So connecting lines will take their upside and downside positions by a vertical swinging movement (SV, marked dark green).

At this picture upside right are sketched longitudinal cross-sectional views through system axis. Central swinging-plane is marked by ellipse (light red), now here however at that diagonal arrangement. When red marked aetherpoint is positioned upside-right (at O), distance to upper pole is relative short, i.e. that upper connecting line C must be curved strong. At middle position (at M) connecting line D is curved some less. If aetherpoint did swing left-down (at U), connecting line E is rather stretched. Connecting line to bottom pole show analogue curvature.

Asymmetry

Technologists at first think by straight lines and perfect circles. Previous example of water flows however shows, 'nature' works much more flexible and movements rarely are bound to our geometric ideal ideas. Also Milky Way is no example of perfect discus but shows rather 'confused picture with imperfect spiral arms'. So one must not assume, motions within that vortex-system are totally symmetric.

At previous picture for example, that vertical swinging (SV, marked dark green) is below equatorial level at the one side and upside of equator at the other side. Also vertical connecting lines show corresponding asymmetry and these lines thus won't move perfectly parallel to central swinging.

When ever a curve is stronger bended, at 'inner and outer side' different space exists. Exchange of these 'aether-volumes' is only possible by overlaying swinging motions around that line. So inevitably these balancing motions won't occur along straight line but around curved connecting lines. These curves are multiple bended into all directions, also stronger than really necessary - analogue to previous mäander-flow of water.

Stationary Wall respective rigid Sphere

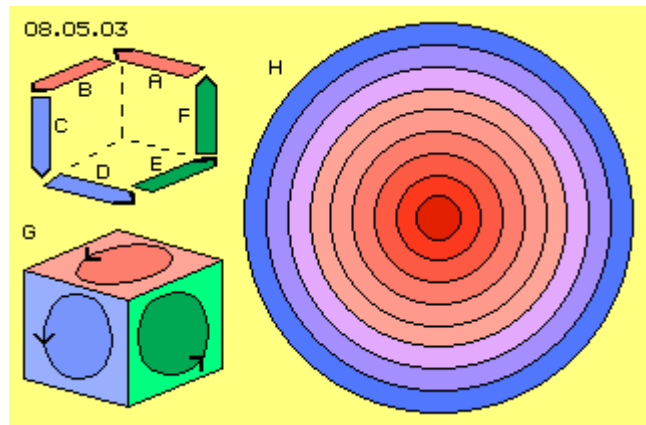
By my conviction, such 'potentialvortexclouds' are a widespread motion pattern within aether. Not only galaxies and sun-systems but e.g. also electrons exist by movements of that shape. Diameter of electrons is about 10^{-16} m, so are 'half-pints' within vacuum or surrounded nothing - by common understanding. In reality, around these 'particles' is Free

Aether, which is stationary and resting respective is swinging at only 'quant-small' radius. That Free Aether thus builds a 'massif wall' or 'solid hollow-sphere' around that spot representing an electron - however this spot is much wider than commonly assumed.

At picture 08.05.03 schematic are sketched movements within that electron-room. Movement A is running from right to left side - and is running towards previous 'wall'. This motion can not go on into that direction, because theoretical all aether must be moving into that direction though total universe. This movement thus must swerve off, here e.g. towards B. Movement into old direction finally ends only when new direction shows exactly at right angles.

Winding Tracks

Motion B however hits onto aether already existing there, which same time must escape right angles in direction C. Analogue is valid for D and E. Finally movement F 'fills up' space which movement A did leave - so 'cat catches its tail'. However, that closed loop can not be done by rotation, but only by overlaying swinging motions. Movements naturally won't run linear and each cross by right angles, but movement continuously will run at curved tracks.



At this picture at G is visualized general statement: each motion within aether is swinging movement, which simultaneous occurs into all three dimensions of space. Realiter thus won't exist swinging only at plane level and also not at pure circle tracks. All aether is swinging into all directions all times. It's movement tracks are result of at least three overlaying circle tracks.

This is really hard to visualize and also to imagine, however schematic reduction at only two overlaying circle tracks or at only two dimensions can show essential facts quite well.

Right Angle Effect

This principle is of general importance: motions can not run infinite long in a direction and only redirection by exact right angles can solve problem. As all swinging, no matter how complex, comes back to starting point, all movements are mutually conditional. Here e.g. motion A can not start by itself, but total circuit can come up only as a whole.

That strong dependence of appearances and 'fields' mutually arranged by right-angles are well known at electro-magnetism. These facts are well known, represented by formula exactly, used at techniques continuously, managed perfectly - only the real cause of that strange law is completely unknown. There is only one answer possible: that appearance occurs absolutely inevitable only if instead of abstract 'fields' exist quite concrete movements of a real medium - and only if that aether is a gapless plasma.

An other important consequence results by that mutual dependency of movements: as soon as any motion is started at a location, motion can not stop but must go on and on. Motion processes of that spot practically is protected by previous 'wall or sphere' of surrounding Free Aether. That's e.g. reason why electrons are long-lived appearances. However this won't mean, potentialvortexclouds are protected all times - also galaxies can crash.

Potential Vortices

Previous picture right side at H visualizes an other basic principle of local aether movements. At our common particle-world we well know turning movements in shape of rotation,

everywhere axis and wheels are rotating. These 'rigid vortices' has characteristic of most fast motion at their circumference. Opposite motion principle are 'potential-vortices' where most intensive motions exist at centre.

Just this shape must show motion of local appearance of Bounded Aether, within wide space of all ambient Free Aether. At this picture, dark blue ring represents stationary aether. This is nearby resting resp. swinging at only minimum radius. Further inward (light blue rings) swinging motions become wider and just at centre (red areas) swinging movements occur at most wide tracks.

This is valid for 'twisting central axis' from pole to pole. Smooth transition is relative easy, because previous 'cone' of twisting connecting lines is simply enlarged from level to level. Some more difficult is transition from wide to narrow swinging in horizontal direction, because sideward shifting must be 'cushioned'. This is only achieved by curved connecting lines and as a result, equatorial plane becomes some diagonal arrangement.

That transition from outside towards inside is smooth (thus not by sharp steps like that simplified ring-model shows). That vortex-system thus well is locally concentrated, however has no sharp defined borders towards outside. That's why I called that motion-pattern 'Potentialvortex - Cloud'. As it appears at most different scales, this pattern has general importance - it's a must for local aether motions.

As mentioned before, nowhere within aether can exist any standstill. All must go on swinging, only length of radius of swinging is variable and also axis of swinging can 'twist' within space. As a rule, many circle motions are overlaying, so uneven tracks and multiple 'motion-bundles' result. Basic motion pattern of potentialvortexcloud is discussed once more at next chapter, however by some new aspects.

Evert / 2009-01-10

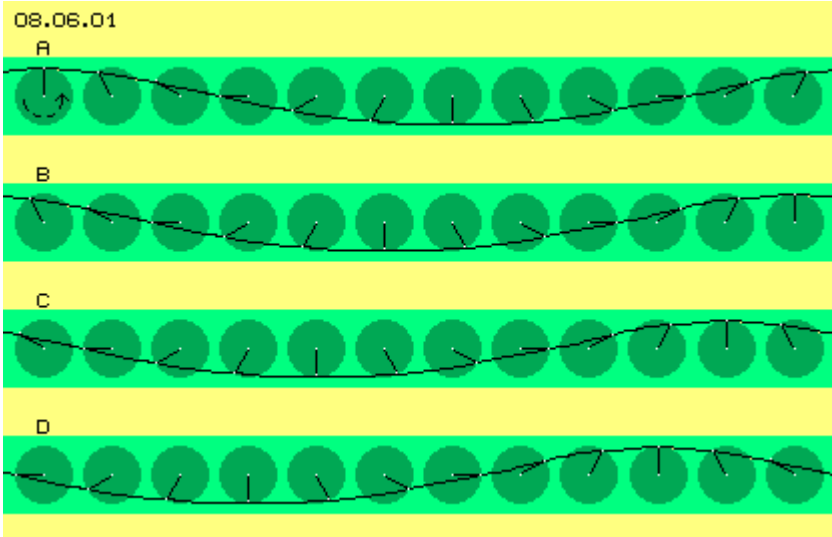
08.06. Real and seeming Motions

Sea-Waves

At part 03. 'Local Aether-Movements' motion-pattern of potentialvortexclouds was developed. Besides others, starting points were considerations concerning sea-waves, because these are 'racing' for miles over the ocean - while realiter water is turning at only small circle tracks. So based on relative narrow water-motions results wide-running appearance.

Also aether is stationary and swinging only at limited radius. Nevertheless are resulting movements of material particles, their translation and rotation. Now at the following, analogy between sea-waves and aether swinging movements is discussed once more.

At picture 08.06.01 are drawn twelve 'clocks' (dark green) at one row. All clocks are turning counter



clock-wise, their hands however are shifted each by one hour. At end of each clock-hand is positioned an aetherpoint observed. Between these aetherpoints is drawn a connecting line representing neighbouring aetherpoints. This connecting line shows wavy curvature.

At four rows these twelve clocks are shown, while turning of their hands. At row A hand of left clock shows upward. Row B shows situation after left-turning by 30 degrees (so left clock now points to 11 o'clock). Row C and row D show positions again after 30 degree left-turning (left clock points at 10 and afterward at 9 o'clock). All other clocks at each row are turning analogue.

During these turnings, connecting line shows likely curve all times, that



structure is only wandering towards left. At row A upside-right e.g. is top of wave, which at rows below is shifted towards left. Better visualized is that process by corresponding animation. Even all aether is swinging at only short radius, an appearance of wave-movement comes up racing fast towards left side.

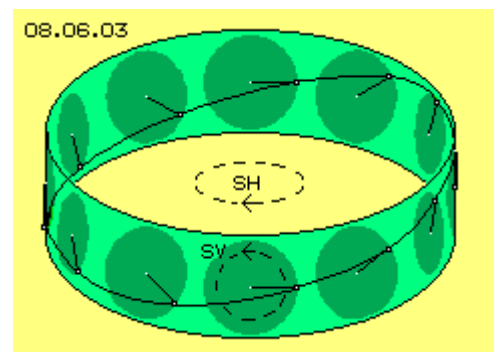
This appearance thus well is comparable with sea-waves. Sea-waves however represent motion at upside water-levels and 'connecting-line' there would represent water-surface. Above this, water particles can shift alongside each other and particles can rotate around an axis. Within aether however, that wave-motion is running cross through aether, i.e. upside and below of connecting line drawn here, all aether synchronously will be co-swinging, just because aether has no separated particles.

At Circle swinging Waves

Within potentialvortexclouds no movement can exist which steady is running into certain direction. That swinging band thus must return to itself, i.e. must be arranged circle-like. Correspondingly, at picture 08.06.03 these twelve 'clocks' are arranged round about. At drawn situation, hand of clock quite right shows 12 o'clock and hand of clock quite left points downward to 6 o'clock. Wave-movement at present situation at right side is at most upside and left side is at bottom position.

If all clocks are left-turning, wave-top (and total wave-structure) wanders right-turning (by view top-down) around system axis. This motion corresponds to swinging at horizontal level, like marked by dotted arrow SH at the centre. Same time and all around aether is swinging vertical, like clocks show and here is marked by dotted arrow SV. Like stated at previous chapter, real movements are resulting from overlay of (at least) two circle movements, here by these double swinging (SH and SV) into horizontal and vertical direction same time.

These movements result swinging at level some diagonal, represented here by that wave-curve. Wave-tip here is positioned right side, however is wandering at circle (like wave as a whole). At electrons, that movement is called 'spin' and assumed to represent a rotation (like it's impression of that seeming turning).



Realiter however it's only 'slosh-swinging'. If one observes a disk-shaped area of aether, that 'portion' of aether swings around system axis and same time the border of that disk tilts up and down. That motion corresponds still with a 'swing-grinder', however here that grind-disk 'flutters' - just like a 'wobble-disk' (however still not rotating but swinging). At following chapter that fact once more is pointed out.

Primary and Secondary

Here at first however, following principle of aether-movements must be stated clearly: within local concentrated units, aether can not move only into one direction. So an overlay into right-angle-direction must occur (like shown at previous chapter, here SH and SV). Also that motion all around can not run completely parallel. So it can exist only some 'shifted' swinging all around (like here represented by these twelve clocks, each shifted by 30 degrees) - and 'strange enough' is resulting a secondary, superior motion-shape (here that wave running all around).

This discussion of 'sea-waves running at circles' should demonstrate, even at stationary medium (respective moving at only narrow areas) well can come up appearances of wide-running motion.

Even aether in principle is stationary, shifted swinging is resulting impression of waves running around or appearance of rotation and spin, at local vortex-systems of micro- like also of macro-scales.

Appearance of wave is not real by that fact, aetherpoints (respective water) do not really move forward. At the other hand that wave is not pure 'illusion' as that secondary movement well can result real effects.

At sea-waves e.g. surfer use that appearance for real drive. These surfers glide down that slope which is build by following wave piling up. However surfers won't come to wave-valley - if they manage to stay at board long enough. That 'driving-downward' is an illusion, if compared with downhill-skiing, where drive is based on gravity. Here however at front side of that sea-wave, water is lifted upward continuously. Related to that lift-motion, surf-board represents 'sloped plane' and thus comes up a horizontal force-component for drive.

Analogue to this effect, also an only seemingly existing wave within aether can result real movement. One could e.g. suggest, electrons circle around atomic nucleus driven by such a seeming wave (which however realiter is working totally different). Sun-systems in principle are wide potentialvortexclouds. Small vortex-systems or even large assemblies of (like planets) 'ride respective surf' at such round-about running aether-waves (which however can be discussed in details only by later chapters). At first, some further typical movements of aether must be discussed.

Evert / 2009-01-12

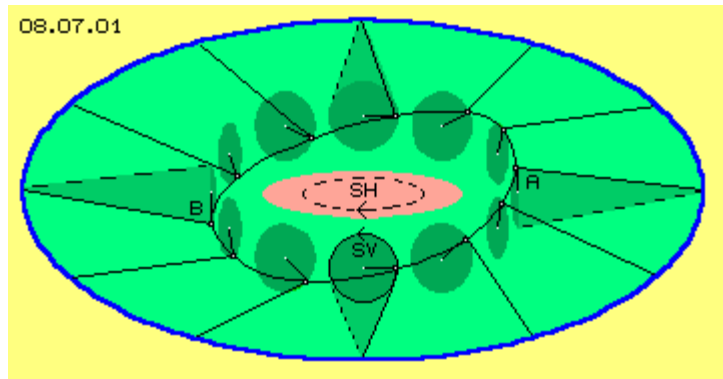
08.07. Balancing Movements

Cone-shaped Transition

Chapter 08.05. 'Movement-Necessities' did show, swinging at most long radius occurs at centre of potentialvortexclouds, which gradually becomes reduced towards poles to shorter radius, finally to 'resting' Free Aether with its swinging at minimum short radius. Connecting lines between poles and centre move at tracks like surface of cones.

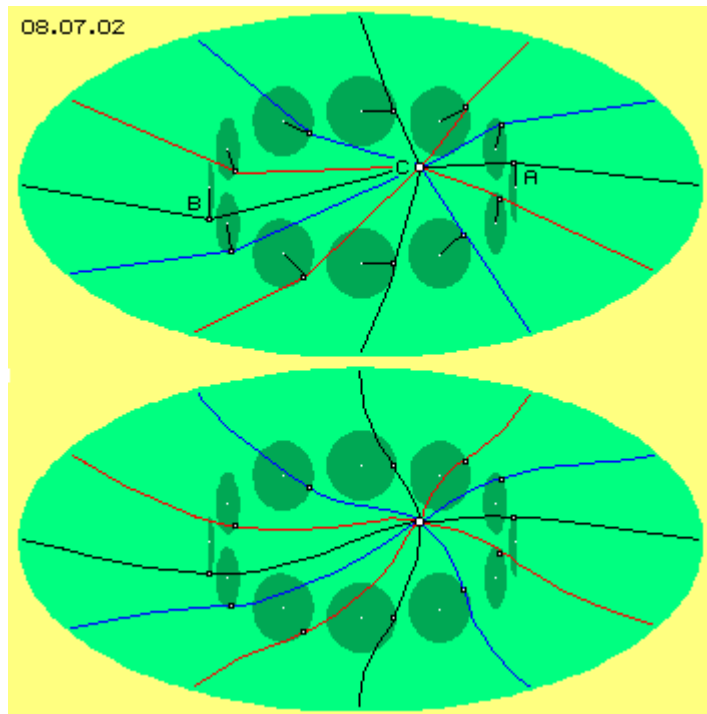
At picture 08.07.01 that swinging of central region in horizontal level is marked by red disk SH. At this plane, all aether should have to swing likely infinite long to all sides, respective that movement can only end by an additional motion-component right angles to. At previous chapter this additional vertical swinging was represented by 'clocks' (SV, dark green),

arranged all around, each clock-hand some shifted, so analogue to sea-waves results a seeming wave running around. Here, right at A that clock-hand shows upward, left at B that hand shows downward. Diagonal swinging plane thus at this position has its wave-top at right and its wave-valley left side.



Analogue to reduction of horizontal swinging towards poles, now here this vertical swinging towards outside is reduced to smaller radius, all around at this equatorial level. Starting from each clock-hand twelve connecting-lines are drawn, each showing radial outward to resting aether (here represented by blue ring). Connecting lines here simply are drawn straight, however in reality are curved lines.

Within that environment of Free Aether (blue) all aether (light green) is swinging, near centre at relative long radius, towards outside at each smaller radius. Connecting lines at this equatorial level move cone-shaped, like here marked by dotted lines or some dark green (only left and right, upside and at bottom). This picture thus shows isolated this vertical swinging component, so one can see how motions become reduced towards Free Aether aside. Movement pattern of seeming wave running all around, in principle is likely at outward areas, only amplitudes are fading. In reality, swinging movement all times is combination of horizontal and vertical movement. So realiter that diagonal swinging as a whole is reduced towards outward at gradually smaller radius.



Spider-Web

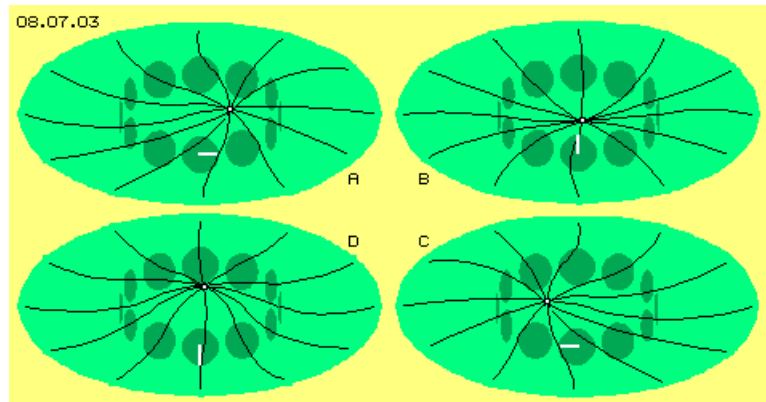
At centre of potential vortex, aether is swinging relative wide, an aetherpoint observed will move at circle around system axis (and all neighbours parallel to). At picture 08.07.02 that aetherpoint is marked at C. All around are neighbours, here however are marked only these neighbours at connecting lines to each clock-hand, here by straight lines.

A connecting line (black) is marked from resting aether right side, via A, C and B to resting aether left side, an other line (also black) connects aether-neighbours from top to bottom. Like spider threads other connecting lines are positioned between, showing radial outward (here marked blue and red). All aetherpoints of a connecting line are swinging in- and outward respective at diagonal circles, so connecting lines at areas of clocks move corresponding to their hands.

Below at picture 08.07.02 likely situation is drawn once more, only straight lines are replaced by curved connecting lines. As mentioned at previous chapters, distances to resting aether vary and these differences are only balanced by different curvature of connecting lines. However also here must be remembered, relation of central swinging and radius of total vortex-system is extremely overdrawn at these pictures.

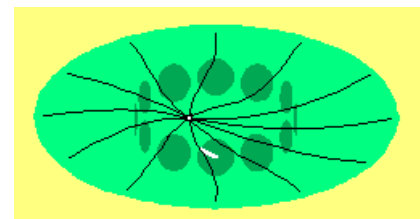
Central Whip

At picture 08.07.03 this spider-web is drawn once more, by some smaller scale. At A, this observed aetherpoint is positioned right side of system axis. At B that point did wander to middle and to frontside, at C it is positioned left-outside and at D it did move upside-back.



At frontside clock the hand is marked white. Analogue to its left-turning all other clocks are turning, each some 'time-shifted'. These four (plus further eight) pictures are shown at animation (see below) and visualize that movement process.

Observed aetherpoint is swinging around system axis, here by view diagonal down, at an elliptic track. Outside of clocks drawn here, wide space exists towards resting aether. At these areas, all movements can calm-down gradually, like here already visible by smooth curves. Quite other situation exists at central area of that potentialvortexcloud, where all 'spider-threads' respective multiple movements meet. Towards inside space for balancing movements becomes narrow more and more - so 'stress' comes up within aether.



Already previous sea-waves are not harmonious in total, because clocks can not turn totally synchronous. Distances between hands of two clocks e.g. between 12 and 11 hour are longer than between 9 and 8 hour. These differences again must be compensated by overlays, e.g. like already mentioned at chapter 03.05. 'Circulating Waves' by picture 03.05.06. That's e.g. why central swinging can not occur at total plane level but tracks are somehow like 'roller coaster'.

Aether won't behave like mechanic gearing machinery, its movements are better compared with fluids. Previous 'clocks' e.g. were arranged at exact circle and it's generally impossible, any exact geometric circle could exist within aether. In principle, a potentialvortexcloud is a local motion-unit embedded within sphere of resting aether. Thus far, such vortex-systems are autonomous. However that shell does not protect from external influences. So realiter, within any real potentialvortexcloud can never exist total 'harmony' - and all discrepancies cumulate at centre.

Spiral-Galaxies

At this animation, whiplash of connecting lines at the one hand depends on perspective of that view (cross running curves seem more smooth than vertical curves). At the other hand, here connecting lines in principle are arranged radial, while upside already was mentioned these balancing movements must occur along curved lines. So in general, from outside towards centre these connecting lines should be spiral - just like arms of spiral galaxies show, as many stars are 'swimming' within their turning swinging.

These galaxies often do not show real even plane but borders mostly are tilt upward at one side and tilt down at the other side - like 'brim of a slouch hat' respective like previous mentioned 'roller coaster track'. However just these galaxies show, ideal shape of movement pattern obviously can not exists all times, but is disturbed by many external influences.

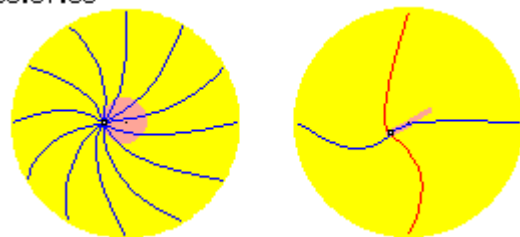
At centre of galaxy not at all gigantic 'black hole' exists, pulling and sucking in all ambient materia. At centre is no huge accumulation of mass - anywhere at universe exists only likely aether (neither of different 'density' nor 'weight'). Many suns are gathered at centre of galaxies, because these coarse aether-vortices of celestial bodies are pushed from outside towards centre, by external disturbances (as mentioned upside) and by general 'whip' of overlaying circle motions (like shown in details by next chapter). All influences cumulate at centre, aether there is under a lot of 'stress' - visible by light and other radiations.

Sun-Systems

Ring of previous clocks must not be positioned exactly at equatorial level, but could be arranged some diagonal. At previous chapter 08.05 'Motion-Necessities' already was mentioned, movements within fluids practically never are symmetric - and analogue 'natural' aether-movements will be asymmetric. Like horizontal connecting lines do not show straight radial outward but are showing spiral towards centre, analogue will run vertical connecting lines from pole to pole via spiral curves. Typical potentialvortexcloud thus will correspond to motion pattern drawn at earlier chapters respective shown at this picture 08.07.05, left side by cross-sectional and right side by longitudinal cross-sectional view. Further down, corresponding animation demonstrated its movement process.

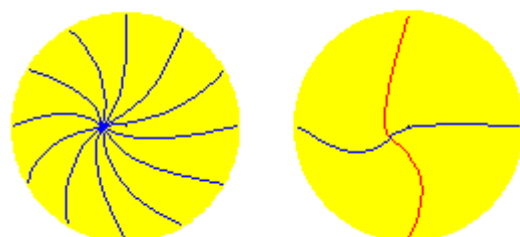
An indication of that suggestion gives our sun-system. There are some planet tracks not really corresponding to an ideal vortex-system but these tracks seem dominated by external influences. Most planet tracks however are running at level of eclipse, so at plane between earth and sun. Sun by itself however shows an angle of some seven degree to eclipse level. Thus earth is sometimes moving below and sometime upside of sun-equator-plane. If previous clocks are not arranged at equator-level, but some diagonal, previous cones of connecting lines (see previous picture 08.07.01) also are partial above and partial below that level - and just by that seeming 'sloped wave' the planets are 'pushed' around sun.

08.07.05



Sun-vortex-system reaches far beyond outmost planets into space. Planets by themselves are whirling aether, which are drifting within sun-vortex and causing 'disturbances' depending on constellations. These interferences like external influences from all sides cumulate at centre, resulting aether-stress. Abruptly and inevitably comes up necessity for balancing motions, resulting radiation of diverse kind. Aether becomes 'cooking' - even aether by itself shows no temperature. Aether movements however become so intensive, vortex-complexes of material particles are accelerated extremely and are colliding so hard, for example 'photons are born' (see following chapters of appearances of light).

Common understanding is, sun is a 'fix star' and planets are turning around. Realiter, centre of sun will be swinging around 'system axis' and sun-surface is 'pulsating'. Sun is no well-shaped sphere at all. Surface shows 'honeycombs and scars'. From all sides previous discrepancies along connecting lines are running towards centre. If disharmony at an



area becomes too great, huge motion-shreds fly far off - however finally are pressed down again into sun-surface - just by that 'whiplash' of connecting lines resp. realiter by not totally harmonic swinging of ambient aether.

Sun shows different revolution-speeds, at equator about 24 days while near poles one revolution takes about 30 days. Also that's typical characteristic of potentialvortexclouds resp. is only to explain by necessities of aether-movements within such vortices:

**Swinging within a potentialvortexcloud occurs at most wide radius at its centre.
Further outward towards resting aether, balancing movements are necessary
where radius of swinging is smooth reduced.
Connecting lines into vertical like horizontal directions (and between)
are spiral lines with changing curvature.
At centre all discrepancies and disturbances meet,
so most violent aether-movements exist there.**

Detailed description of astronomic potentialvortexclouds will take many new chapters. Before this however, some other subjects must be discussed.

Electron

Potentialvortexclouds of much smaller scale e.g. are electrons. At least as momentary 'free electrons' they will show ideal shape of movement pattern. Within electric conductor are Free Electrons, however also these are pushed around between vortex-systems of material particles. Even electrons momentary flying free within space, they are continuously bothered by any radiations. So also at micro-scale one might not assume, aether is working like gearing wheels and 'mechanical precision'. It probably might be, each vortex-system is absolutely individual - and it might be astonishing, processes are running with these relative steady results.

No wonder, elementary particles are so hard to grasp, so one even is talking about 'electron-clouds'. Visible or measurable at these appearances however concerns only its centre with its most intensive motions or even only that central 'aether-stress'. Whole potentialvortexcloud of electron is much wider. It's also hard to seize as movements within that 'cloud' inevitably are not symmetric but all movements occur at 'track-with-stroke' - like discussed at following chapter.

Evert / 2009-01-24

08.08. Tracks with Stroke

Free and Bounded Aether

At wide universe at all regions aether exists and is swinging by multiple overlays, however at narrow tracks. That 'fine swinging' characterizes Free Aether. Embedded are areas of 'coarse swinging' motions of Bounded Aether, which e.g. represent appearance of material particles. Transition from Free to Bounded Aether thus occurs by enlarging motion-radius. This occurs by overlay of swinging motions, at simplest case of two circle-motions.

Overlay of two swinging motions inevitably results motion at uneven track with phases of deceleration and acceleration. Bounded Aether represents areas of relative wide swinging, where all times comes up a track-section with 'stroke'.

At the following characteristics of such uneven tracks and that enlargement of swinging radius are discussed. At picture 08.08.01 general considerations schematic are sketched.

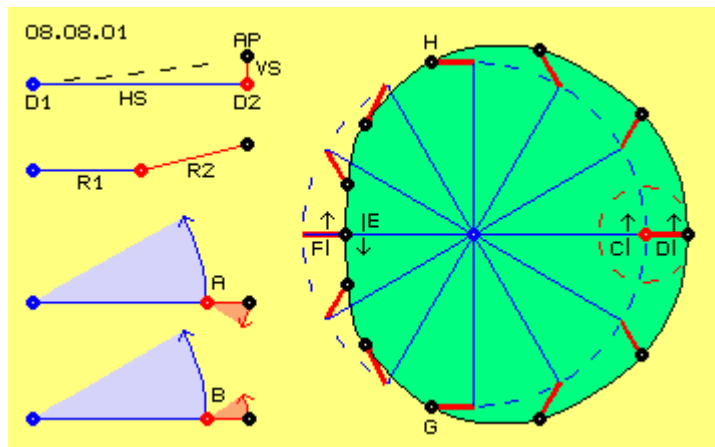
Many Possibilities of Overlays

At previous chapter overlay of a horizontal swinging HS by a vertical swinging VS was described, where observed aetherpoint AP e.g. becomes moving at diagonal track (see left-upside at picture). That inclination of seven degree (see dotted line) for example corresponds to tilt of eclipse towards sun-equator. That motion comes up by horizontal turning around system axis D1 and turning of vertical 'clocks' arranged all around with each fulcrum D2 (like shown at previous chapters).

Both radius R1 and R2 theoretic could show any lengths and naturally both movements must not stand perpendicular but could show any angles (like sketched left side second row of picture). Consequences of such overlays are demonstrated most simple when both motions are based on same level (like assumed at the following). Both motions can turn likely fast, e.g. turning 30 degree each time-unit (like sketched downside left by blue and red segments). Revolutions however might also be different (as discussed some later). In addition, both motions can turn different sense (at A) or turnings are likely sense (at B and assumed at the following).

Uneven Track

At this picture right side, track of an aetherpoint (black) is marked. Around central fulcrum (blue) exists turning motion at long radius (blue), here assumed left-turning (see arrow C). A blue 'clock-hand' is drawn at twelve positions. At end of clock-hand, second fulcrum (red) is placed, wandering within space at circle track (see blue dotted circle).



Around that second fulcrum, again turning motion exists, counter-clockwise (see arrow D and red marked circle), here with radius some shorter. Also that clock-hand (red) is drawn at twelve positions. At its end is placed observed aetherpoint (where that one point here also is marked at its twelve positions at its way through space).

Surface within that track is marked green for pointing out, that track is symmetric however not even. Right side, red radius shows outward and after half revolution it shows inward. Track thus is extended at the one hand (here towards right) and at the other hand, track is dented some inward (here at left side).

(Wave-) Motion with Stroke

Right side (at C and D) both movements add, aetherpoint moves forward rather fast within that time-unit, like marked by wide distance between its positions there. Left side (at E and F) both movements are contrary, so aetherpoint moves forward only short distance at that time-

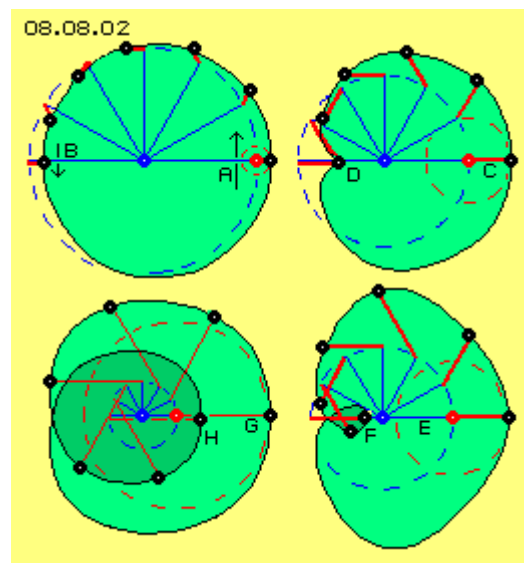
unit. At downside section of track (from E to D) an acceleration occurs, while at upper section of track (from D to E) motion speed is decelerated.

During half of time, aetherpoint at left section of track (from H to G) comes forward only short way, while at the other half of time long way (from G to H) is done. So instead of previous assumed steady swinging at circle tracks, now realiter that swinging of aether occurs at uneven tracks.

As these uneven tracks show phases of acceleration and deceleration, aetherpoints all times move at tracks-with-stroke. At previous chapters was shown, motions of neighbouring aetherpoints (respective connecting lines) at time-shifted clocks did result second appearance of wave running all around. If instead of steady turning clocks now in reality a swinging-with-stroke exists, also these seeming waves no longer are steady but also will become waves-with-stroke.

More or less Harmony

At previous example, lengths of inner and outer radius had relation of about 4:1 resulting a relative 'round' track. Picture 08.08.02 shows some other relations, resulting different characteristics of tracks. At each upper half, positions of radius and aetherpoints are marked, at each downside half only contours of tracks are marked.



At picture upside left, outer radius is some shorter. Resulting is also a 'round' track, however that stroke is less intensive (see arrows A and B).

At picture upside right, outer radius is some longer (see C), longer than quarter of inner radius. Instead of that dent, now track shows a notch (see D), i.e. there occurs sharp deceleration, short standstill and following acceleration. Within gapless aether, that process produces stress, i.e. overlay by that relation of radius lengths is very inharmonic.

At picture down right, outer radius is nearby as long as inner radius (see E). Instead of previous notch, now this track builds a 'loop' (see F, marked dark green), so direction of motion changes, however no standstill comes up. At the other hand, extension (right outside) of track however is not very harmonic.

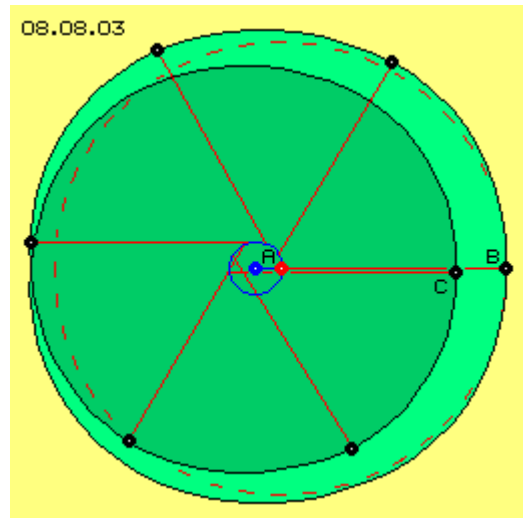
Harmonic track will come up again, if finally the outer radius (red) is longer than inner radius (blue), like shown down left side of picture. That loop (at H, marked dark green) is much wider and reaches beyond system axis. Aetherpoint is accelerated from apex of loop (at H) and is moving outward at spiral opening track (until G), afterward is decelerated moving inward again at analogue track.

Even here only two movements of each round circles are overlaying, resulting track must not be 'round' respective smooth at any case. Only by certain relations of radius, harmonic tracks come up (if outer radius is longer than inner, or outer radius is like or shorter than quarter of inner radius). However quite other tracks might result at overlays of circle movements of different revolutions or at differing planes and if more than two movements overlay (now here not discussed). At any case however, real aether swinging movements practically all times are motions at tracks-with-stroke.

Extension

Motion of Free Aether is running at tracks resulting of overlays of large number of movements. There are no long sections running straight or at arc of a circle. Movements look like 'spiralclustertracks', build by quant-small sections of different directions, speeds and curvature. So if at the following now movement of Free Aether is drawn by circle track, it's extremely simplified.

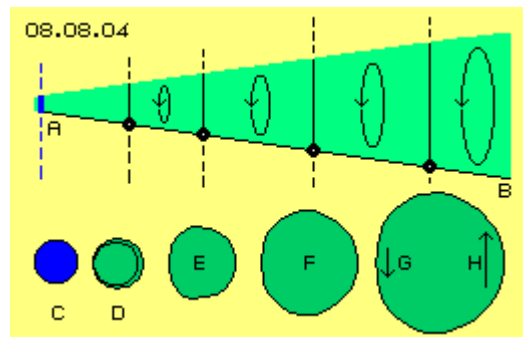
At picture 08.08.03 red radius represents that simplified circle motion of Free Aether (see dotted circle). Start of extension from fine swinging to coarse swinging is done, when motion-centre by itself begins to swing. That inner swinging here is represented by very short blue radius (see A respective blue circle).



Like at previous picture down-left, an inner loop (dark green) comes up, embedded within wider loop (light green). Just at the begin of that additional swinging, apex of inner loop (C) is positioned near apex of outer loop (B). That 'inner trembling' soon will enforce and thus inner loop will become smaller (like shown at previous picture down-right).

So also that critical notch could come up (at previous picture upside-right, e.g. comparable with temporary 'trembling' of gyroscope). However that aether-stress will be covered by other varied overlays. Afterward, inner radius can grow longer and also outer radius might become longer. As long as outer radius keeps less than quarter of inner radius, harmonious tracks will result - however each will be a 'track-with-stroke', no matter other overlays occur in addition.

At picture 08.08.04 that cone-shaped extension of swinging from Free Aether (here left side at A, marked blue) towards coarse swinging of Bounded Aether (here right side at B) once more is drawn. Four aetherpoints (black) are marked at a connecting line, which is swinging at that cone-mantle at each wider tracks (and parallel all neighbours of that plane are swinging).



At bottom row are shown cross-sections through that cone (by rough scale). Left side at C, blue surface represents motion of Free Aether as simple circle track. If its centre by itself starts additional swinging, track with wide and narrow loop comes up, like marked as green surface at D.

If afterward that central swinging reaches beyond fine swinging, motions will change into previous mentioned un-even shape of track, like marked at E. Afterward, both radius of overlaying swinging can become longer. If length of outer radius is about quarter of inner radius, motions at round track are achieved, like somehow marked at F. At any case however, that coarse swinging will show different phases with relative slow motion at depression part G and a 'stroke' at expanded section H.

Differing Motions

Even aether does not show any gaps, still motion is possible within that plasma. That motion is perpetual, as a whole can never be diminished. However at local areas, motion intensity can be increased e.g. in shape of coarse swinging. In general, all motions can never occur at

pure circles but all times only at tracks-with-stroke, so by different phases. These differing motions naturally essentially affect all appearances of Bounded Aether, like following chapters will show.

Evert / 2009-03-01

08.09. All - Pressure

Dispersal

By common understanding, material particles exist and all around Nothing exists. I can not understand why Something should not immediately dissolve into ambient Nothing. How should outmost Something of particle-border be able to keep its place - without disappearing into absolute Nothing? That unsolved problem for example was cause for claiming, instead of Nothing must be a Something anywhere, without any border, a gapless Whole, called aether.

Material particles are an 'illusion' respective that appearance comes up only because aether at local areas is moving by certain pattern. However, also here basic question is, why these movements should not run off into ambient aether, so local pattern would disperse into indifferent motions of all aether. Subject of this chapter is answer for that elementary question.

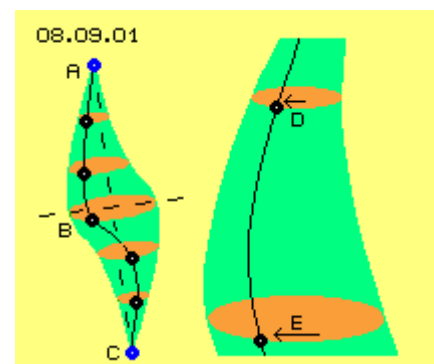
Maurers All-Pressure

At chapter '04.04. Maurers Principle of Existence' I made commentaries to that most interesting book. Maurer describes many points of view conforming to my considerations, however I disagree at some of his opinions. For example his starting point is a 'granules-like basic-matrix' as primeval substance, which however he finally calls 'indefinable' - while my aether-definition is totally clear. Within his medium are embedded 'motion-units', demanding space and thus must stand against pressure of environment. Wider volumes show relative small border-surface. So these units build assemblies, up to organism, and thus can resist against general ambient pressure. Opposite, that 'All-Pressure' supports coming up of large structures of motion-units.

Even Maurer assumes quite different basic-substance, he made up consequent conclusions, quite similar to some of my considerations (and some far beyond my ideas). I called that general 'compulsion' of environment onto local units the 'aether-pressure', while Maurer called that appearance 'All-Pressure'. At the following I take that appropriate term of 'All-Pressure' (German 'All-Druck' because 'All' in German also has meaning of wider-space respective universe). At the following this effect is discussed in details.

Extension of Double-Cone

At previous chapters, motion pattern of potentialvortexclouds was described, where at centre most wide swinging exists all times, while further outward narrow swinging of Free Aether exists. At last chapter 'Tracks with Stroke' this cone-like extension of swinging-radius was discussed once more. At picture 08.09.01 left side, cross-sections in axial direction through centre of potentialvortexcloud is sketched once more.



Resting aether (A and C, blue) represents the poles.

Several aetherpoints (black) are drawn with their connecting line between poles. All aetherpoints are swinging at diagonal planes (marked red), where aetherpoint B near centre is moving at most wide track. Light-green area marks moving-space of connecting line in shape of a double cone.

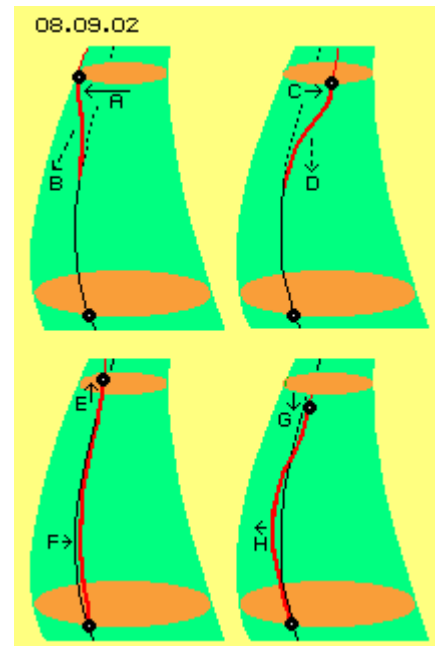
Right side at this picture, section of cone is sketched by larger scale. Bottom level E represents most wide swinging. Upside level D is positioned near Free Aether and represents swinging at most small radius. That level D thus should be much smaller, here drawn some wider so movement processes are visualized easier.

Both aetherpoints at D and E move with different speeds (see arrows), however are swinging by likely angle-speed around system axis. As long as this is true, all neighbouring aetherpoints at connecting line are swinging harmonious within space, moving at that cone-mantle between Free Aether and centre of potentialvortexcloud.

Tremble and Trundle

This steady swinging however is not existing permanent. Free Aether around potentialvortexclouds is not moving constantly same kind. There exists motion at 'spiralclustertracks', resulting of overlay of countless swinging. Any 'radiation' or any rests of any mirrored waves are running through space in any direction. Thus Free Aether temporary shows also 'strong trembling'. At picture 08.09.02 such irregular motions are sketched at previous level D.

In principle, four possibilities of additional movements exist, disturbing steady swinging motion. Upside left at A that aetherpoint (black) is accelerated forward in turning sense (see arrow). All aetherpoints downside of now must follow that fast motion. Connecting line thus is curved forward (new line is drawn red, old line is black and changed positions are dotted). A wave with forward-stroke comes up, transmitting downward (see dotted arrow B).



Upside right of picture, opposite situation is shown, where swinging of aetherpoint is delayed, so relative to its old position of connecting line it's shifted some back, i.e. contrary to turning sense (see arrow C). Also here, downside neighbours must follow that delay, each some later. So again comes up a wave-motion, passing down towards centre along connecting line (see dotted arrow D).

An 'irregular' motion of Free Aether could also shift that aetherpoint some upward (see arrow E), like sketched at picture at bottom left side. As a consequence, curvature of connecting line becomes tighten or is pulled some towards system axis (see arrow F). Opposite, Free Aether could push down observed aetherpoint some stronger (see arrow G), like sketched at picture at bottom right side. This 'pressure' is transmitted further down and again a downward passing wave affects stronger curvature of that connecting line (see arrow H).

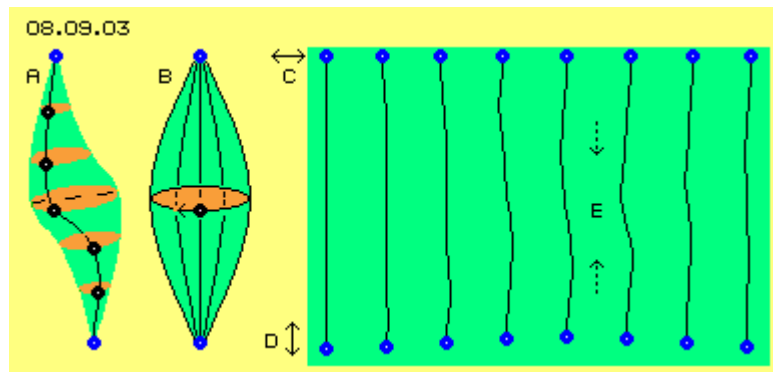
Up to now, here was assumed 'Universal Motion' of Free Aether is characterized by swinging at most small radius, because various overlays result motion at 'sprialclustertracks', which however as a whole shows some steady shape. Nevertheless also motions more intensive temporary will come up (e.g. based on radiation), so Free Aether around potentialvortexcloud can not really be assumed to be 'resting'. These 'unusual' motions hit onto poles of swinging cones and overlay connecting lines. No matter which kind that 'tremble or trundle' at poles is, resulting of is a wave-like motion running towards centre of potentialvortexcloud.

Wave-Stroke

At picture 08.09.03 left side at A, once more that double-cone at its axial direction and its diagonal swinging-planes are sketched. Aside of at B, a connection line is drawn, simplified

with only one curve. At middle swinging bulge, an aetherpoint is moving at relative long radius (see arrow). Upside and downside of, all aetherpoints are swinging at shorter radius, reaching outward to 'resting' Free Aether (here marked blue). That connecting line practically is moving within space like a swinging rope or steel-cable (by coarse comparison).

Further right, that line running straight (by this view) top-down is drawn and consequences of previous 'tremble and trundle' are marked. Upside point of Free Aether (blue) here is moving horizontal to and fro (see arrow C), point at bottom is vertical moving some up and down (see arrow D). So in principle, previous four possibilities of disturbances are demonstrated.



Further right now is sketched, how these wave-like overlays from upper disturbance are running top-down and analogue from bottom disturbance are running bottom-up. Each unusual 'jiggle around' of Free Aether results additional wave-motions, meeting at central area of potentialvortexcloud. These eight positions are combined to a 'movie' at following animation, where these waves can be observed better. One also can see, not at any situation will result harmonic movement processes.



All aether is nearby stationary, swinging only a little bit around (and all neighbours nearby parallel). Tracks of that general swinging are deformed only temporary by these disturbances (and as a consequence and inevitably also tracks of all neighbouring aetherpoints are bothered). If a disturbance is finished, also corresponding overlaying wave-motion ends. At any case however, each disturbance results a short-term wave-stroke from outside towards centre of potentialvortexcloud.

So if upside that bulgy connecting line B was compared with swinging rope, these disturbances of Free Aether would mean, ends of rope repeatedly show tense actions. Each time, a 'wave-like loop' is released, running along that rope towards centre. Potentialvortexclouds are 'bound' to Free Aether into all directions, i.e. from all sides these additional wave-strokes are running towards centre.

Concentration and Conservation

Centre of potentialvortexcloud does not show increased 'energy', but anywhere is likely aether and all motions are running (probably nearby) likely fast (only overlays show motions into likely or contrary directions resulting increased or reduced speeds). At centre, motions only occur at tracks more stretched. At total environment of motion-cloud however exists narrow swinging motion, these small local areas of coarse swinging thus are surrounded by wide space of all Free Aether.

That central wide swinging can not escape outward, because it would need to force all that fine swinging aether all around into its wide scale of swinging track. Opposite, also that Free Aether can not compress that motion-ball. At previous picture for example, that connecting line B represents all neighbours in top-down direction. Even from both poles environmental pressure is affecting, these aether points can not be compressed into space more narrow. These points can only escape into shape of connecting line curved some stronger. This however means, all neighbour points in equatorial plane are pressed further outward - and naturally also there corresponding pressure from ambient aether affects against that

extension. So motion-intensity within a vortex-complex is conserved at this area by pressure from all around, i.e. all-pressure.

This ambient pressure is not completely homogenous, but from all sides disturbances are running towards that motion-cloud. Along connecting lines they run towards centre as overlaying waves. These additional pressure-waves result a concentration of central swinging motions. That relative long stretched motion of local Bounded Aether thus not simply can disappear into environment, but is 'imprisoned' within superior fine swinging of ambient Free Aether.

At centre of local area of Bounded Aether exists swinging at relative wide stretched tracks. This coarse shape of motion can not escape outward, because relative narrow swinging of all ambient Free Aether affects contrary. In addition, diverse disturbances from outside affect wave-like pressure towards centre. Motion pattern of local vortex-complex thus is conserved and concentrated by that all-sided aether-pressure respective that 'all-pressure'.

Universal Resonance

Such potentialvortexclouds thus are permanently affected by swinging motions of environment, are pressed into fitting shape or are deformed or even become dissolved. Local vortex-complexes can exist long term only if they are sufficiently 'resonant' to motions of environment. There must exist certain 'balance', why e.g. electrons show certain volume and thus are long-lived units.

At part '02. Universal Aether-Motions' I described 'spiralclustertracks' at which Free Aether is moving. There was assumed, these tracks are compound of overlaying circle-movement and their planes and radius are arranged by certain relations, e.g. based on 2/3-law, similar to insights of Global Scaling. So Free Aether would show some 'morphogenetic function', as local vortices are forced to adequate swinging pattern - or quite 'inharmonious' elements become dissolved.

Rupert Sheldrakes 'morphogenetic fields' can not be an only abstract affecting principle, but my opinion is, these fields must be real swinging-pattern within real aether. Absolute direct kind they 'interact' with other appearances of that unique medium, no matter local vortex-systems represent material-physical or mental-spiritual content (however these 'philosophic' aspects can be discussed finally when physical aspects are detailed sufficiently).

However might be, my earlier consideration were too formalistic. Might be, Free Aether is only that chaotic 'hurly-burly' of gigantic 'jumbled reception' of all overlaying radiation from all directions of universe. Then, Free Aether must not inevitably be homogenous within total universe, but at different areas could be moulded different kind. So e.g. electrons or also atoms would not necessarily be total identical anywhere. Depending on 'pollution level' of Free Aether local vortex-complexes could be adjusted somehow different. This idea of 'deformed atoms' etc. might look strange at first view - however is real already at earth. Gravity for example is such a 'deformation' of material vortex-structures.

Gravity

There is no 'mass-attraction', attracting-forces at all can not really exist, that idea indeed is 'magical'. There are lots of 'planet-walks', where wanderer for kilometres can think about, how these balls with size of footballs, oranges or pinheads via which tow-line are attracted by sun. The only real existing force can only affect by pressure - however by sure, still not through Nothing.

As an alternative for common understanding of gravity e.g. are assumed general pressure of radiations or pressure by gravity-waves (or 'particle-fans' even create graviton-particles), where celestial bodies mutually present shadow, i.e. protect pressure from certain direction. This might work at celestial bodies nearby each other (e.g. between planet and moon), however for celestial bodies far off these shadow-angles practically are null.

As discussed upside, such radiation pressure (besides general all-pressure) affects centripetal onto local vortex-systems. These pressures certainly support concentration of small vortex-clouds and thus for building extended assemblies (like Maurer described comprehensive). This all-pressure of Free Aether well affects similar to that 'energy' commonly called 'weak nuclear power'.

'Strong nuclear power' is told to produce that mass-concentration (necessary for attracting fast circling electrons) at atomic nucleus - strange enough likely charge of protons won't affect repulsive (and 'explanations' of modern quantum-hypotheses not at all are more plausible). In reality, whole atom is build by nothing else than quite normal aether (detailed some chapters later). Whole atomic motion-complex keeps concentrated as a local unit by nothing else than just that normal all-pressure.

At an assembly of atoms, naturally exists mutual 'shadow' against radiation and all-pressure. Also earth as a whole at its surface is affected by these centripetal pressures. However that all-pressure is not identical with gravity, but is only one component of.

There is no unique gravity-force, but that effect has different sources. Previous all-pressure and radiation-pressure are components, 'polluted' aether is an other and 'spiral-pressure' is once more an other component (see following chapters). Based on different sources, that concentrating effect is different at micro-sized appearances (e.g. electrons, atoms and atomic assemblies), near celestial bodies (e.g. earth, however different at gas-planets) and at macro-sized appearances (e.g. sun-systems and galaxies). There is no uniform 'gravity'. This 'force' is different anywhere. Calculating with 'standardized value of earth-gravity' into universe by light-years and deducing world-views ... is really fantastic.

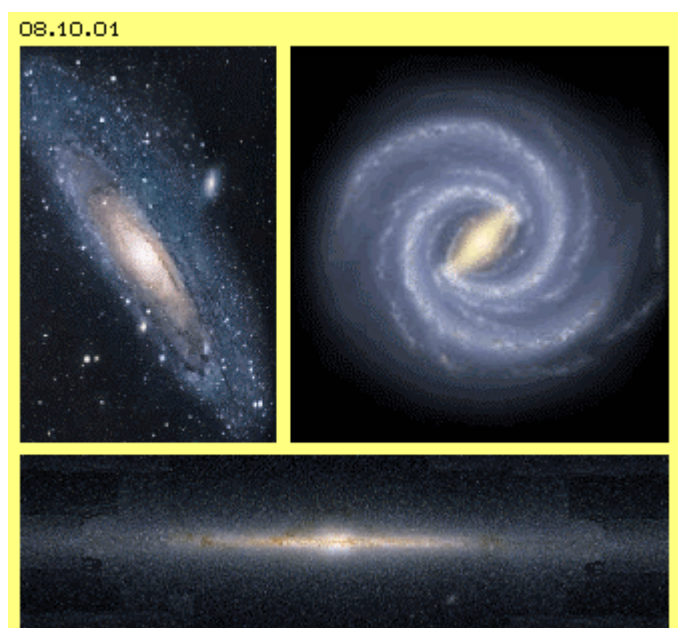
Evert / 2009-03-03

08.10. Milky-Way and Sun-System

Aether and Dust

All physical appearances are vortices of aether within aether. Unfortunately that unique real existing substance is totally transparent. Motions can be studies only by 'dust' carried along with aether. Material dust-grains by themselves are vortex-systems, however they radiate light (or other electromagnetic waves) or they are visible via rejection of light. Vortex-systems of micro-cosmos are too small or are moving too fast for direct perception.

Whole universe is filled up with dust and some of these 'grains' are extreme large in shape of planets or stars. All that stuff builds huge vortex-



systems of galaxies. Within galaxies again exist racing fast motions, at the other hand changes take 'aeons'. So we practically have only still-frames for exploring processes of heaven. At the following, an analyse of 'celestial-mechanics' of our galaxy and sun-system is described, resulting most extraordinary world-view.

Picture 08.10.01 upside left shows photo of galaxy M31 with its light centre and beautiful spiral arms, a most typical appearance of universe. It was suggested, our galaxy would look like rather identical. Recent times however, picture of milky-way was developed (see upside right), where centre shows a 'beam'. That type of 'barred-spiral-galaxy' is also wide spread in universe, respective it's assumed this shape must come up inevitably at development process of galaxies. For example, at first comes up only a concentration of celestial bodies via general all-pressure resp. radiation-pressure, resulting spherical galaxies. As soon as rotation is involved (realiter only some round swinging), that beam-structure comes up (like described at the following). Caused by external disturbances - or even by internal 'explosions' - that shape can dissolve or even is destroyed in total.

This picture at bottom shows a side-view of milky-way. Centre is build by dome-shaped accumulation of stars. Remarkable flat is that far reaching disk (ten times wider than high). That's typical appearance of spiral galaxies. That graph of milky-way naturally is no real photo, but constructed by astronomers based on many data. So milky-way presents this picture for 'extragalactic' viewers - for us earthlings however question is how that system functions.

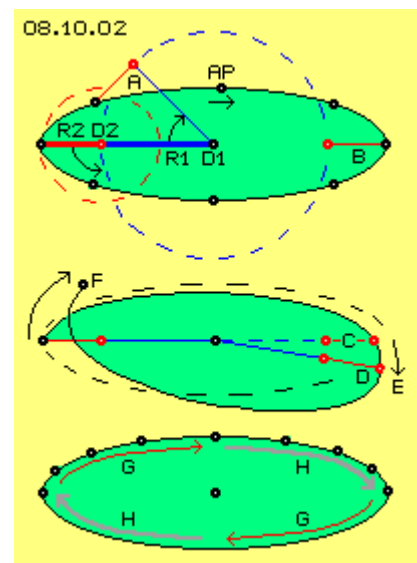
Dynamic of Beam

Stars at centre are not spread equal but it seems that beam functions like a 'rotating carpet sweeper' and taking all dirt like a 'dustpan'. So there must exist according movements of aether. Well, that motion-pattern is easy to explain by processes shown at picture 08.10.02.

In principle, two circle motions are overlaying. Around central fulcrum D1, a 'clock' is turning with radius R1 (blue line), clock-wise (all times by view top-down, so from 'north-pole' of galaxy. See also blue dotted circle). At end of blue 'clock-hand' a second fulcrum D2 (red) is positioned, around which second hand with radius R2 (red line) is turning. Outer clock is turning counter-clock-wise and double as fast than inner clock (see red dotted circle).

At end of that second red hand is positioned the observed aetherpoint (AP, black). At starting position, both radius show stretched line towards left, so at first that aetherpoint is located far left side. When blue hand did turn upward by 45 degree (see upward showing curved arrow respective position A), same time that second red hand did turn down by 90 degree (see downward showing curved arrow). New position of aetherpoint is upside of place marked D2.

When blue hand goes on turning and now is showing upward (so after turning 90 degree in total), red hand shows inward (after turning 180 degree in total). The aetherpoint (at AP) now is relative near to centre. That overlay results corresponding tracks at following sections. The observed aetherpoint is moving at elliptic-similar track: at the middle near centre at flat section, swinging far out aside, there however at relative sharp curved track (at apex B) running back again.



Opposite to overlays of previous chapters, here movements are running contrary. Also, 'wheels of that gear' do not turn likely speeds but by relation 1:2. Overlays with other speed-relations result interesting tracks, e.g. like shown at middle section of picture.

Normally, stretched position would come up again right side at C. If now however that red hand is turning too slow (e.g. only by relation 1:1.8), stretched position is achieved some later, e.g. like here marked at D. Apex is shifted some forward in turning sense (see arrow E) and is running ahead original positions more and more (see arrow F). So a loop-shaped track results, i.e. 'beam' becomes turning as a whole.

Below at this picture, a special characteristic of that movement process is shown. At upside half of track are marked positions of aetherpoint after turning of inner clock by each 22.5 degree. Distances between positions mark different length of way each time-unit. From apex to point near centre comes up acceleration (see red arrows G). From flat section towards outward comes up corresponding deceleration (see grey arrows H).

Overlays of likely-sense motions of previous chapters did result each one phase of acceleration and deceleration. Most fast speed was achieved at wide section of track and I called that motion 'track-with-stroke'. Now here these overlays of circled motions with contrary sense (and revolutions unequal 1:1) result each two phases of acceleration and deceleration. Strange enough now speeds most slow exist at positions most far aside.

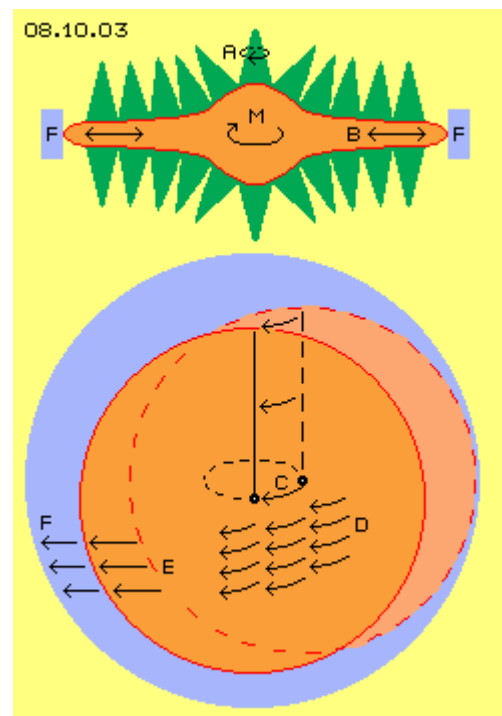
That 'rotating dirt-brush' is shifting dust at its forward-turning surface (at each G) inward by increasing speed - and is shifting outward that dust along its backsides (in turning sense, at each H) by decreasing speed. So central area is 'wiped up' - however new dust is supplied from poles (resp. here top-down and bottom-up).

Swinging Cones

Impression of revolution comes up and the 'dust' indeed is rotating. Aether by itself however is relative stationary and is only swinging around by more or less short radius. All aether is swinging by previous motion-pattern, each aetherpoint (nearby) parallel to its neighbours, each around its own fulcrum. The 'dust' becomes shifted in certain direction only by these 'strokes', resulting material rotation or flow of particles.

Picture 08.10.03 upside shows longitudinal cross-sectional view through axis of milky-way (M, red), quite schematic. The aether of central 'bulge' is swinging (by previous beam-motion-pattern) and also at up- and downside surface of disk exist similar swinging motions. As described in details at previous chapters, these circling movements are reduced to each smaller radius into direction of Free Aether.

All neighbours at vertical connecting-line move at a cone-mantle (see A). All neighbours at horizontal level are swinging parallel at analogue cones. Also around that round dome, radius of swinging are decreasing analogue. At this picture that process schematic is marked by cones (green) at upside and downside surfaces of milky-way. Naturally, these cones are drawn much too short. Relation between swinging radius and cone-length is at least 1:10000, cones however could also be hundred times longer.



At any case, strong swinging within that potential-vortex is balanced without problems into vertical direction. As also was mentioned several times, all external disturbances result inward directed wave-strokes, i.e. 'dust' is spilled top-down and bottom-up towards middle level. That typical flat pressed disk-shape of spiral-galaxies can come up only by that aether-effect.

Pushing Disk

Problematical however is balancing of motions into horizontal direction. That disk is swinging to and fro, like marked by double arrow B. Within gapless aether, that motion theoretical is running infinite long, i.e. all aether at this plane must swing synchronous. Free Aether F (marked blue) of wide environment stands against like 'stiff massive wall'. Into that direction thus central coarse swinging reaches far out and balancing towards fine swinging of Free Aether must occur other kind.

Below at this picture schematic is shown a cross-sectional view. A disk-shaped surface represents middle plane of whole galaxy, surrounded by area of Free Aether F (light blue). At first, that disk (light red) is positioned at right side and afterward is moving into position (dark red) further downside-left. Track of disk-centre is marked by arrow C. In order to point out once more, aether of that disk does no rotate as a whole, many parallel arrows D are drawn: all aetherpoints are swinging parallel at their relative short radius.

At position drawn here, frontside border of disk is pressing towards left (see arrow E). Also within Free Aether F that pushing wave affects further left. That motion can not be 'cushioned' within in-compressible aether. At previous chapters was found, any motion into certain direction finally can only end by motion right-angle to. At the following now is to check how that movement process is realized at milky-way.

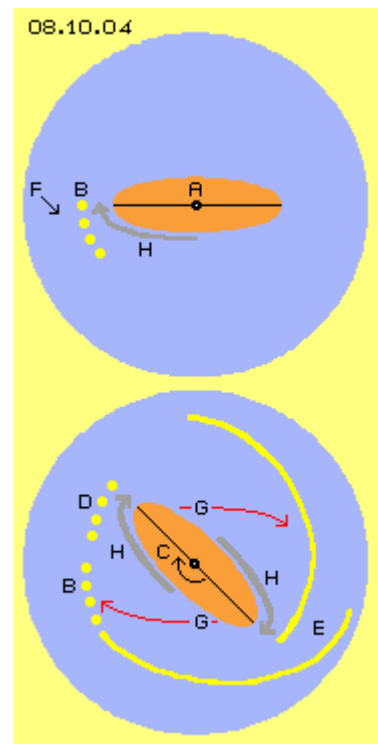
Dirt-Filing left-side

At picture 08.10.04 only that swing-area A of beam (red) is drawn at centre of milky-way. That (nearby) elliptical track again is drawn only representative for all aetherpoints of that area swinging at analogue tracks, however by much smaller dimensions. As all aether swings parallel, a (seeming) flow appears corresponding to that motion pattern. Vortices of material particles are drifting forward at these tracks-with-stroke, so indeed a 'material' flow of dust exists. At that beam below-left that motion H exists (see grey arrow).

Free Aether (light blue) stands against that motion (see arrow F) respective decreases speed of that material flow. That's according to deceleration of flow H when coming towards apex, so there particles are (nearby) stopped. While beam is turning around system axis, it 'puts down' dust (marked by yellow spots B) at each position of its apex.

Below at this picture, situation is shown after clockwise turning of beam (respective its loop-track) by 45 degree. Flow H still drops off its dust near apex, like here marked by yellow spots at D. Previous dust of position B remains back or is moving forward only relative slow. However that region now comes into sphere of influence of right part of beam.

At its flank G exists accelerated aether motion. However that increased flow is running up delayed motion H, so by parts must escape into sideward area (see arrow G). Previous dust B is pushed further outward by this 'pressure-component'. That process occurs analogue at both sides of beam.



So at the one hand, at decelerated phase of flow (each H) that dust is filed down at each apex-position of beam, at the other hand that dust is pushed further outward by accelerating part of flow (each G). Resulting is that remarkable picture of spiral-arms (e.g. at E), wandering slowly from centre outward, drifting forward in turning sense of system - see previous graph 08.10.01 upside-right that picture of milky-way. Likeness won't be quite by chance.

Short and compact Beam

If this beam works so perfect, question comes up why it does not reach totally out to border of galaxy. Instead of, that beam ends abruptly at area of transition from dome to disk.

The absolute ideal shape of bodies is a sphere, which here however is build only by dome upside and bottom side of galaxy. Turning movements at sphere-surface is balanced towards Free Aether without problems, like marked at previous picture 08.10.03 by these green cones A. At equator of sphere inevitably comes up an appearance of wave-with-stroke running all around (pointed out once more at following chapter concerning sun). There are overlays of motions of likely sense and these are not conform to overlays of contrary motions at that beam here. That's why that beam ends at border of dome - and also because contrary pressure of environment hinders beam to reach further out.

This relative brake-effect of Free Aether has direct consequences for beam by itself, as that's cause for back-turning radius R2. Again that's causing the ellipse-similar track, at which motions are running from left to right apex and at other section of track are running back again. This functions only at a two-arm beam, because otherwise these way would cross.

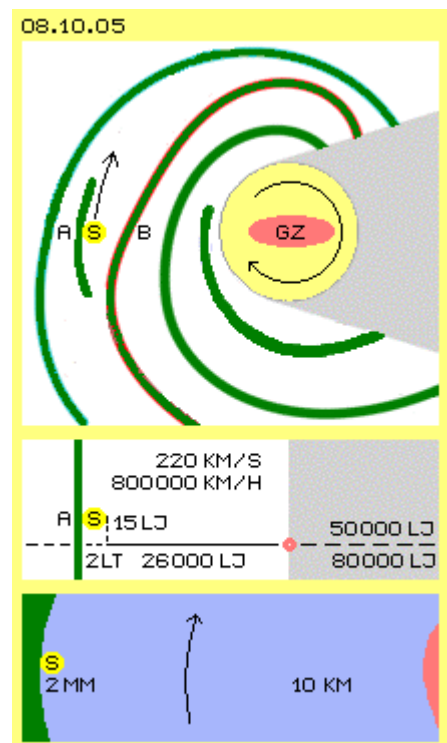
At area of that beam, aether is rather 'mixed thoroughly' by these motions to and fro, while further left and right side of beam, aether is less 'turbulent'. General pressures all times are affecting from fine towards coarse swinging motions (see previous chapters). So stars prevailingly are 'sloshed' into area of beam. That's why beams of all galaxies appear high-lighted and areas aside of prevailingly are empty.

Huge and tiny

By picture 08.09.05, dimensions of milky-way and sun-system are marked - which go beyond usual scales and thus are hardly imaginable.

Upside at picture, structure of our galaxy schematic is drawn. At galactic centre GZ previous beam is marked by red ellipse. The sun S (yellow) respective total sun-system is sketched left side. By our perspective, view towards centre (light yellow) is hindered by lots of 'dust' and opposite part (light grey) is not visible at all. At visible side, spiral arms are marked by green bands. Whole galaxy is right-tuning, by view top-down respective from 'north-pole' of galaxy. The sun is positioned between two spiral-arms (A and B), near inner side of outer spiral arm.

Some data are shown at middle section of picture. The radius of milky-way is supposed some 50000 to 80000 light-years (LJ) - intelligible because vortex-systems of aether have no fix borders. Sun-system is located at about half distance, so some 26000 light-years from centre. Sun-system is about 15 light-years upside of galactic plane. It is near inner side of spiral arm S (green).



As milky-way is turning clockwise, also sun-system is moving within space by about 220 km/s (recently is also talked about 280 km/s - and thus also central mass of galaxy should be corresponding heavier). For car drivers usual unit of measurement is km/h - that vehicle of sun-system thus is racing around curve by $220 * 3600$ resulting about 800000 km/h - and we don't feel nor become aware of (like otherwise only crews of Ufo within their own 'gravity-system').

Light takes about 8 minutes for running from sun to earth. Until heliopause (the 'border of attracting forces' respective area of sun-interactions) it's further about 150 astronomic units. So sun light needs about $8 * 150 = 1200$ minutes = 20 hours for racing to the 'end' of its system. By most rough estimation thus sun-system has a diameter of 2 'light-days' (LT).

Below at this picture these relations are put into scale more common. There is a big river (light blue) flowing around curve, where right bank (red) represents centre of galaxy. Width of river is 10 km, where left bank (green) represents previous spiral arm A. Near that bank of the river, tiny vortex S (yellow) is placed - with diameter of 2 mm. That's our sun-system!

Certainly, comparisons of aether and water are never correct. However everyone might answer question by himself, whether sun inclusive their planets and all other 'driftwood' are affected by attraction-forces of right bank - or by pressure of left bank.

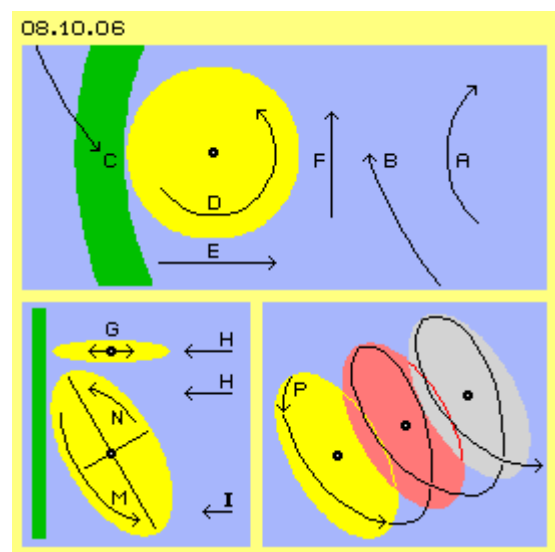
Naturally that river does not flow totally uniform but will show manifold additional vortices (especially at areas of spiral arms further inside). Everyone might answer question by himself, whether light-rays (for thousands of years!) can race through that medium straight line and by constant speed.

That picture of comparison is not yet completed, because green bank is no real terra firma but by itself is only some drifting stuff moving little bit slower. That river indeed is double as wide, with additional banks of 'driftwood' up to its 'marshland' shores (of Free Aether). Thus water surface has diameter of 40 km. And there is one more additional stuff: at centre stands a tower, about 4 km high, with a pendulum (a 'connecting-line'), which at bottom is swinging by radius of 40 cm or might be only 4 mm (even much wider than total sun-system) - or even much less (see below). 'Pressure' of that minimal swinging results motions at this huge water surface (respective within total galaxy, because aether is gapless).

Counter-rotating

Picture 08.10.06 now shows situation of sun-system (yellow) near inner side of its spiral-arm (green) by larger scale. Galaxy is right-turning (see arrow A) and affects outward directed 'stroke' (see arrow B). Contrary to that push, Free Aether shows resistance, also through 'driftwood' of spiral arm (see arrow C).

Both 'forces' B and C (realiter only aether-swinging, here however by different strokes) affect some shifted and thus result turning of sun-system. This is left-turning (see arrow D), so counter-rotating to galaxy as a whole. However, also sun-system is not really rotating but only 'swinging-by-left-twist-stroke'.



That twist respective spin or stroke has two important components: the one affects into direction of galaxy-centre (see arrow E), thus affects centripetal pressure. At previous chapter I called this 'the concentrating effect' of Free Aether onto local vortex systems. The

other component of swinging-stroke affects in turning sense of galaxy (see arrow F). At previous chapters I called this 'the conserving effect' of ambient pressure onto local vortex systems.

If one imagines this motion process as mechanic 'gear' (even realiter there is no rotation), this sun-system would roll like a wheel along surface of spiral arm. At 'supporting-point' left side, speed is null, at right side speed is maximum (double as fast as wheel-axis is moving forward). Via 'friction' of spiral arm, at the one hand motion is delayed, at the other hand via accelerated 'stroke' turning momentum is feed back into general galactic revolution.

Sloped

Below-left at this picture, vertical cross-sectional view through that area is drawn. Plane of sun-system here is drawn as flat ellipse G. Its swinging towards left and back again towards right side is marked by double-arrows. Inward-motion (towards right) hits onto general outward-stroke (towards left) of counter-rotating galaxy (see arrow H).

As mentioned upside, that general outward-motion can finally be balanced only by motion right-angle to. So turning motion of sun-system may not occur only at this horizontal plane but must escape towards bottom (alternative upward). So position of sun systems becomes a diagonal arranged disk (see picture at bottom quite left) - like ecliptic indeed is sloped to galactic plane and is some tilt to line between sun and galactic centre.

So swinging of ecliptic affects inward pushing some downward (see arrow M), while outward-motion of ecliptic mainly occurs upside (see arrow N). There, movement is conform to galactic pressure H. The aether as a whole can never shift far off, but must swing back to its original place all times. So as there is an outward-motion H, also an inward-motion must exist, e.g. some below. The ecliptic-motion M this will work at least counter some reduced pressure (see arrow I).

Spiral

This picture below-right shows forward-motion of ecliptic within space. According to turning of galaxy also that disk is wandering, here towards upside-right from position of yellow to red and finally to position marked grey. Turning motion within space thus occurs at spiral track P. Alongside spiral arms come up spiral forward rolling motions, i.e. a cylinder-like motion-pattern.

This motion is well conform to previous galactic pressures (previous arrows H and I) respective these spiral-forward revolutions are prevailing motion-pattern also further inward at galaxy.

These 'border-vortices' often exist e.g. at gas-planets (see following chapters) and also are frequent appearance at fluids. As an example, water within curved riverbeds moves just by that spiral turning cylinder along the outside banks. However not only at border but also further at the middle, water moves analogue - and rather analogue galaxy 'flows respective rolls' around its huge circle at heaven.

This motion process is also comparable with gear-wheels (however only concerning the result). Like at planet- resp. sun-wheel-gears, 'wheel of ecliptic' (even standing some diagonal) acts as a mediator between speed of inner fast turning (of galaxy-centre) and outer slow turning (here of spiral arm). This is valid between all spiral arms and finally also towards Free Aether as 'resting border' of galaxy.

Galactic Whirlwind

The beam-spiral-galaxy thus behaves quite similar to a whirlwind, because both are potential vortex systems. Outside exists resting air resp. 'resting' aether, while towards centre

increasing faster turning exists. Both systems need a trigger momentum, at whirlwind e.g. lifting warm air, at birth of galaxy any initial turning. Afterward at whirlwind, air flows spiral inward and upward, at galaxy the 'dust' becomes concentrated. Both is - self-accelerating - result of ambient pressures, at whirlwind based on stronger static pressure of air-masses of wide environment, at galaxy based on all-pressure of all Free Aether all around that huge system of Bounded Aether.

At atmospheric vortex it's absolutely clear, no kind of any 'attracting forces' are necessary - and totally likewise no supposed attraction of gigantic masses at centre of galaxies are demanded (where attraction through Nothing anyhow is not imaginable and really impossible). By common understanding of gravity-attraction e.g. previous beams and many other appearances never could come up - what's well known or at least everybody could know, however never is spoken about.

Isaac Newton detected laws of (earthly) gravity and extended its application (unsuitably) at planet systems, calculation of demanded 'masses' of celestial bodies and their centrifugal forces and so on. Expressly he did not want to interpret that appearance of gravity as an 'attraction', nevertheless all successors reduced gravity to that understanding. Newton was a British man and thus probably notorious tea-drinker. If he would had stared more intensive into teacup - physics probably would have gone less astray, concerning world-view of total cosmos, of galaxy, of sun-system and much more. The elders well did know about existence of aether - however physicists did not cope with its properties.

Drifting within Aether

For example one did believe, 'aether-winds' should buzz around ears as earth and sun-system and galaxy are racing through space by these tremendous speeds. One did believe or even does believe, real materia exists at the one hand and (possibly) some aether. However it's ageold wisdom of mankind, all is one.

So question still is, why we don't notice anything from that mad race through space. The secret of that 'Ufo's-own gravity-system' is simple: all dust and all celestial bodies are accumulations of atoms and these are vortices systems of aether within aether. All atoms have certain motion-pattern - and all become 'deformed' by stroke of local aether, all likely kind, no matter it's ground, water or air - and naturally also atoms of our body.

Plain and simply everything is swimming within aether, pushed forward by strokes of local aether-swinging. Aether does not drum from outside and strokes won't bother our surface. Aether at our current position inclusive its local strokes is swinging through any atom - and because we are drifting through space totally according to that asymmetric motion-pattern, we can not feel nor notice anything about.

Motion of previous beam here simply was shown at one level, however thus would come up some 'dam-up' (like mentioned upside). At reality, all movements occur into all three dimensions same time. That beam-motion-pattern shows phases of acceleration and correspondingly must exist phases of deceleration (because within general 'stationary' aether all motions finally must come back to original place). So motions of that beam would shake that dust only some to and fro.

Each overlay results (symmetric) acceleration and deceleration. However it's all times valid, there is one time-unit with slow movement and one time-unit with faster movements - and within that phase of fast motion, longer distances are done - and that's why any 'stroke' results forward-movement of all particles drifting within aether. Vortex-system of every atom is shifted little bit forward within space by every single tiny stroke. Aether by itself does not wander corresponding wide distances, but is only swinging at its place, one aetherpoint next its neighbours.

Movements of aether are running by scale of light, fine swinging of Free Aether like coarse swinging of Bounded Aether. According to revolutions of galaxy we travel through space with racing 220 or even 280 km/s - however that's not even one per-mil of these 300000 km/s which aether anyhow is moving all times by its circled swinging motions. Corresponding 'minimal' also these accelerations and decelerations of overlays must be and so tiny are all these deformations of previous atoms - however at a whole resulting these gigantic movements of 'dust' anywhere.

Aether is transparent, however hard like steel - and like that solid piece it's internal not really resting but all times racing fast by various movement-pattern. Only if that gapless aether is assumed to be unique real existing substance, suitable aspects arise for explanation of that strange Unknown-Flying-Object called Milky-Way.

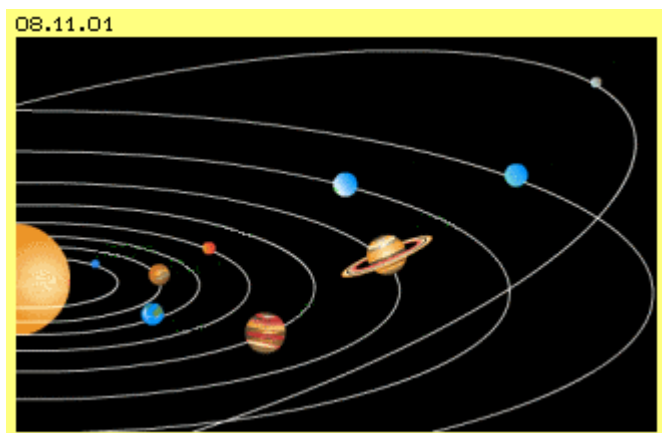
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08.11. Sun-System and Sun

Edge Appearance

Previous chapter made obvious how minute sun-system is: a turning disk of a border-vortex near inner side of spiral arm of milky way. The photomontage of picture 08.11.01 shows ensemble of that roundabout, naturally not by real scale.

Centre is build by sun with its superior mass of about 98 % of total system. Nine (or now only eight) planets rotate around sun. They are turning (nearby) at likely planes (only Mercury quite inside and Pluto quite outside move at different levels). This 'ecliptic' is turning wheel, where events around sun take place. Motion pattern of ecliptic is described at the following. First however some aspects of previous chapter must be discussed once more.



Motions within Space

Free Aether is motion at 'spiralclustertracks' which were build by multiple overlays of huge number of motions and as a whole are neutral. That 'pure' version of Free Aether however exists only at most 'calm' regions of universe. At picture 08.11.02 upside row, this kind of aether is represented by light blue surfaces. If within that calm and neutral Free Aether an area of Bounded Aether, e.g. vortex-system on an electron, atom or dust particle, is hanging 'force-neutral' (thus without forward-impulse), that aether-vortex A (grey) is really resting stationary within space.

If that vortex shows a forward-impulse (see arrow at B), this vortex is moving straight line and by constant speed through space. Only within gapless aether this motion is possible without any 'friction-losses' (and only under that condition constant of energy is valid and possible). That straight and constant motion however can only occur within regions of really neutral aether. Only that 'pure' aether offers conditions which commonly are assumed for 'pure vacuum' (which however is only a theoretic fiction). For this ideal shape of motion (of material appearances) terms of 'kinetic energy' and 'inertia of moving bodies' are suitable.

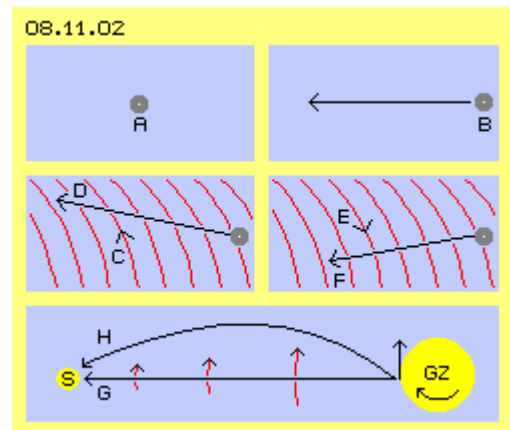
Normally however aether shows circling motions, practically all times with overlays and thus inevitably resulting 'tracks-with-stroke', i.e. one time-half with relative short way and one with relative long distance. Because all neighbouring aetherpoints must behave analogue, likely aether-motions are wide-spread, e.g. like previous chapter did show by example of milky way. All atoms respective their vortex-systems become deformed, as they are pressed-back little bit and at the following are stretched some more forward into direction of that stroke.

Drift

Like 'resting' dust-grain A is swimming within neutral aether (stationary within space), it will move within aether without own forward-impulse according to that stroke, so 'stationary' relative to general 'aether-flow'. At this picture at middle row that general aether-stroke (this 'flow' realiter only is) is represented by curved red lines.

Again a local vortex-system (grey) is drawn with its forward-impulse horizontal towards left side. If now that general stroke is showing left-upside (see arrow C), that electron, atom, dust-grain or even celestial body naturally is 'carried' left-upward (see arrow D). If opposite, that general stroke shows down-right (see arrow E), of course that local vortex-system won't move as far and will drift some down (see arrow F). Third, a 'resting' vortex-system (without own forward-impulse, like upside at A) would simply drift into direction of that general stroke.

At previous galaxy, all aether shows these strokes around centre of milky way. Celestial bodies circling around centre don't move based on own motion-impulse but are only swimming according to that aether-motion-with-stroke, finally running all around galaxy. These celestial bodies have no tangential outward showing inertia resp. corresponding centrifugal forces - and thus must not be drawn-inward by any attracting force. If bodies are moving within space based at own impulse (like upside D and F), also their noticed speed and direction are only 'gross-data', because all times inclusive general aether-motion (within sun system e.g. most relevant concerning comets).



Materia realiter is not moving straight line and constant speed within a vacuum. Local aether-vortices of material appearances are drifting into each direction of aether-strokes all times, within milky-way and also within sun-system. If bodies are not 'resting' but show own forward-impulse, their way and speed all times is affected by stroke-pattern of aether they are passing. Terms of mass and impulse, of inertia and centrifugal forces, commonly are handled as if all processes would occur within vacuum. Reality of aether however is other stuff - and consequently thus observations must be interpreted other kind - and physical calculations must be changed.

Light within Space

Light is also an aether-vortex, however born by an impulse (the 'Birth of Photon' is already described in brief by chapter 03.11. 'Wandering Potentialvortexclouds'. The detailed description of 'phenomena' of electromagnetism however demands separate part of Aether-Physics, some later). Light can not rest but must move forward all times. Just like vortex-systems of material appearances, way and speed of light naturally is affected by each local aether-stroke. Light is running straight and constant speed only theoretical within vacuum - however not within aether-reality.

At this picture 08.11.02 at bottom, way of light from galactic centre (GZ) towards sun-system (S) is shown. Light of a star e.g. is radiated into radial direction, however light is not running

outward straight line (as marked by arrow G). That star is rotating with galactic centre and naturally that radiated 'photon' has that impulse into tangential direction (see arrow showing upward). Light-ray thus is running diagonal off star, because star by itself is drifting within corresponding aether-motion and also afterward still likely aether-stroke exists.

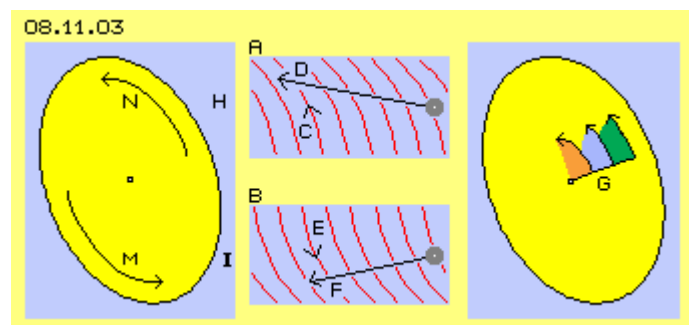
Finally further outside, that stroke is reduced (lastly by Free Aether of environment around galaxy) and milky-way there is turning some slower (see red arrows). Forward-direction of light correspondingly is 'braked down'. The light from galactic centre to sun-system is moving at curved track, like schematic marked by arrow H.

When we are looking towards galactic centre, not only we see situation existing there 26000 years ago - but we also are looking into wrong direction. This light passes inner spiral arms where it naturally is bothered by turbulences of local aether-movements. Inevitably these light-vortices become 'distorted', i.e. red-shifting of light by sure is not only based on 'Doppler-Effect' (as already documented comprehensive by many others physicians).

Thrust via Radiation

At previous chapter that general stroke from galactic centre outward and opposite, the resistance of Free Aehter was described. Both 'forces' can not balance frontally at one level, but motions must get out of way into third direction respective different planes (like marked by H and I at picture 08.10.06 of previous chapter). Resulting is the border-vortex-cylinder, within which ecliptic builds a turning disk. At picture 08.11.03 left side, this sun-system with its diagonal inward stroke M and outward stroke N is sketched (where galactic centre is assumed right side all times).

Also further right of border-vortex, stroke at both levels will be different, upside relative fast outward and at bottom some slower inward towards galactic centre. At A and B these different strokes schematic are marked by curved red lines. Light from galactic centre here is represented by grey 'photon-points'. If general stroke is directed upward-outward (like marked by arrow C) light-vortex is put upward and accelerated (see arrow D). If light-vortex is flying within stroke directed downward-inward (see arrow E), light-ray will become slower and pushed some down (see arrow F). Materia is nothing firm and just likely photons are no solid 'particles'. Both are only vortices of aether within aether and both are affected equally by general stroke of aether.



Essential difference between 'material' vortices and light-vortices however is, dust-particles as a rule are without own forward-impulse, so are just 'passive' drifting within aether, while electromagnetic waves are racing 'active' through aether. Motion-pattern of light is very simple and most conform to general aether-movements. Light has no 'bulky' vortex-structure and thus no 'mass' commonly is assigned for photons. If light however meets bulky stuff, its motion nevertheless affects thrust. Aether-strokes of ecliptic-disk represent bulky resistance, especially as vortex-systems of material dust - or even planets are drifting around.

The 'kinetic energy' of little light-vortices by sure is small, however galactic centre sends such 'disturbances' continuously and besides light all kinds of radiations and other 'shockwaves' (some e.g. call it 'gravity-waves') are racing through aether. However, driving force in tuning sense of ecliptic once more is smaller: only that small difference between low and upside 'floor' (so between previous H and I resp. D and F of previous picture).

At this picture left side, once more that ecliptic-disk is drawn. Thrust-component of 'disturbances' from galactic centre is marked by arrows G. If a dust-particle at border of ecliptic is pushed ahead into turning sense some distance (green), same thrust further inside affects larger turning-angle of dust (blue), so angle-speed of dust respective of planets increases towards centre of ecliptic (marked red). Only quite inside (inward from Mercury) that difference between levels decreases and thus turning inside no longer is accelerated (and thus sun rotates rather slow).

Long stretched spiral Track

At picture 08.11.04 the ecliptic disk is drawn once more by an other perspective (left green side of spiral arm, right yellow side of galactic centre). At A schematic are drawn tracks of some planets in order to show different angle-speeds. If Venus (V, red sector) e.g. did turn 90 degree, earth (E, blue) turns by 60 degree, Mars (M, green) about 30 degree, Jupiter (J, light grey) only 5 degree and Saturn (S, dark grey) merely 1 degree. Outer planets move by modest 4 to 7 km/s within space, both 'giants' Saturn and Jupiter about 10 to 13 km/s, Mars and Earth with some 24 and 30 km/s, Venus and Mercury again faster with 35 and 48 km/s.

Same time however whole ecliptic disk is racing forward within border-vortex-cylinder around galactic centre with these 220 or even 280 km/h. At this picture at B, ecliptic disk is drawn once more and positions of planets are shifted forward by previous angles. We do not only turn within space but 'screw' ahead at long stretched spiral track (see black curves), inner planets faster rotating than the outer planets.

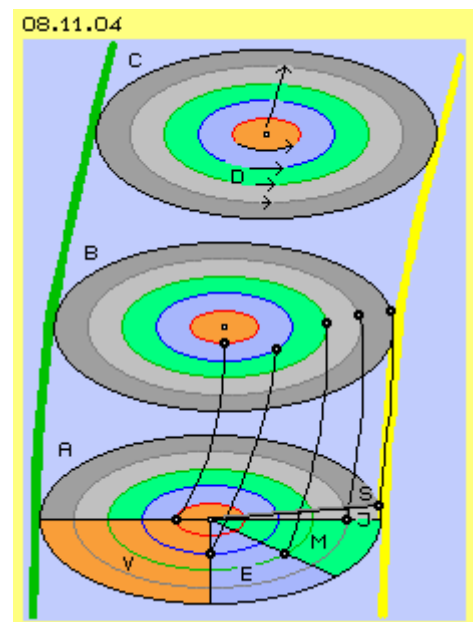
No perfect Vortex

We do not notice these processes at all, because earth still is drifting 'passive' according to these aether-strokes. However situation has changed somehow, as dust and planets via that 'active' element of light- and other radiation-pressures now by themselves become driver of ecliptic-turning.

The border-vortex at inner side of spiral arm comes up for balancing galactic rotation towards slower turning of areas at spiral arm (and finally towards 'resting' Free Aether at border of galaxy). Actual friction occurs at region of Oort's Cloud (some 100 astronomic units from sun). Resulting is left-turning of ecliptic (opposite to right-turning of galaxy). Relative slow speed of only some km/h of outer planets shows, ecliptic outside is pushed around by few revolution. Further inside, ecliptic does not behave like rigid wheel, otherwise towards centre should exist likely angle-speed anywhere.

General all-pressure pushes dust inward and indeed 98 % got accumulated within sun. By pure mechanical view respective by constant turning momentum, angle-speed towards inside should increase linear to radius - however also this isn't given. The sun by itself e.g. is turning at equator only by about 2 km/s, so probably as fast / slow like Oort's Cloud. Calculation by pure mechanical turning momentum does not fit resp. is suitable only when 'fitting' rotation and/or masses are assigned for planets (what's really quite different, see next chapter).

A 'perfect' potential-vortex only comes up if turning motion is started from centre (and is accelerated by ambient pressures). Then, angle-speed towards outside decrease progressive by clear relation. However also this is not existing at ecliptic resp. motions of sun and planets.



The ecliptic is neither rigid vortex nor potential vortex, but all celestial bodies show different turning and rotating. The sun system is no isolated process of a dominating sun and dependant planets, moving within pure 'vacuum'. However, the sun is a relative independent vortex by its own (see next chapter), turning relative undisturbed at centre of border-vortex-cylinder of galaxy. Movements of planets however are determined from outside, at the one hand because they are drifting within that border-vortex at long stretched spiral tracks. At the other hand, planets are accelerated by unequal thrust of asymmetric radiation-pressures, especially coming from centre of galaxy.

Dust and planets are accelerated in turning sense of ecliptic. Like 'passive' celestial bodies just take motion of aether-strokes, just opposite the aether takes motion pattern of accelerated moving 'active' materia. These material vortices now contribute respective build that overlay, which results fitting aether-strokes (if material motion is strong and constant, e.g. approved by experiments with steel-cylinders rotating extremely fast).

That co-turning of aether however won't be homogenous everywhere, but planets partly will leave 'vortex-streets' or even regions will come up with rather turbulent aether-movements, e.g. at asteroid-belt. Each planet practically builds its own belt of suitable aether-movements (see chapter next but one).

It's obvious, ecliptic leaves traces of its turbulences when wandering within space (at previous picture thus at bottom). Upside at this picture at C, an additional plane within that border-vortex is drawn. Even there are no sun and no planets, radiation-pressures via acceleration of dust-particles will affect corresponding rotation with inside increased angle-speeds of aether (see arrows D). When ecliptic comes to that region, suitable aether-motions thus are already 'prepared'. At the other hand it's obvious, aether is moving by various vortices even at regions without stars and planets. Aether at different areas not at all is moving likely - and thus practically all lights arriving at earth are 'defaced'.

Chaotic Clockwork

Strange enough, axis of sun is not perpendicular to ecliptic - and already this shows, planets are not 'carried' by sun. That inclination of sun with about 7 degree is not explained up to now - however is simply caused by 'aether-friction'. At previous pictures the ecliptic was drawn as diagonal disk, upside-left tilt towards spiral arm. That part upside-left of outer surface of ecliptic-disk is slowed down relative strong by slower turning spiral arm. Corresponding inner surface of disk can turn free. So related to line between sun and galactic centre, axis of sun is tilt some back (again related to galactic rotation).

Planets at their wider track come nearer to that 'brake-surface', resulting stronger inclination of their axis, e.g. from 23 to 29 degree at Earth, Mars, Saturn und Neptune. However other planets are positioned other kind, e.g. axis of Mercury, Venus and Jupiter practically lay at track-level, while Uranus stands cross to. Likely 'inconsistent' are relations of planets rotation around their own axis (see chapter next but one). Every planet obviously has its own 'fate'.

The sun-system is no 'mechanical clockwork' running for billions of years by mathematical precision. Repeatedly came up disastrous disturbances by external 'intruders' or by collisions between planets. Also this happens not only by millions of years, but Flood, Atlantis and pole-shifts occurred at 'historical' times. This is comprehensive reported e.g. by Zecharia Sitchin and Immanuel Velikovsky. For example, Martin Lutze proved geologic traces at Southern Bavaria, produced by waters of Mediterranean Sea when jumping over the Alps, only 2700 years ago.

Several times, tracks of Earth, Venus and Mars did come so near, tremendous 'gravity-forces' resulted cataclysm. However no 'gravity' was affecting, but all celestial bodies at first

are huge accumulations of aether-vortices and these have no fix border. These vortices reach far out beyond that visible central 'assembly of dirt'. So these vortices meet already long distances before visible planet-surfaces collide. Based on different turning and rotating sense and speeds of these vortices, contrary aether-motions come up, mutually affecting like previous 'brake-surfaces'. So axis whirl around, waters of seas arise, earth-crust shook and even shifted.

No planet is drifting for ages within 'calm sea' of aether, obviously each planet has its own exciting story. For example, most incalculable whirling and bubbling of aether is demonstrated by our sun (and that vortex-pattern is discussed next chapter). Sun's light well is basis for all living at earth, however she does not dominate planets via attracting forces, but all processes at sun-system finally are ruled by superior motions of galaxy.

Evert / 2009-03-30