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Infinite Motion How to put it all together by Christopher G. Brown

A spinning top is very similar to something you'd like to have fun and stare at forever. It was brought to my attention that there is a need for such a thing to run/turn forever. The issue is a few things also sometimes called the same thing. With force you can have propulsion from energy.

All you do is make an object like a toy top and make it magnet filled. The way you move the top in order to obtain infinite motion is to push and force it by electronic pulses or such as a resistant free or even a non free method. The turbine is somewhat of an infinite motor but the problem is that like the jet there are repercussions to such a demand of fuel or energy supply in order to run this.

Rechargeable batteries are a start. Even a semi conductor or micro processor needs to be upgraded and cleaned due to wear and exhaustion of medium and material used. The question is how can an object of any kind actually withstand or even be made to withstand infinite motion. Satellites crash all the time.

I realize I am referring to many inventions. But if you put them all together you may have a more reliable method of power generation. So what I'm getting at is it's possible to build a long life engine or generator but the term is relative. In due course of time that may change but at the moment people just want to be rocket scientists instead.

So what you do for example is make a sphere that is (or doesn't have to be) more flat than a plane. Place two or more batteries in side (for less resistance) have that current making power. Second you place a similar sphere outside the object. That is how all motion is created. Cell and cell then multiply. The dual chip processor is very similar. To control the motion you control the correct current needed. The infinite motion inside the first sphere is made by all the rest of the batteries recharging the original battery inside.

The only thing missing is the method to recharge a battery with the least amount of connections for less resistance for more force. Like a radio wave that actually can send power with out touching the object like a magnet. You may also control the first object by radio waves... I bet it would be good for train engines... it's a lot like how the earth moves.

Thanks for the Slow-Roll-By!

patented & partials

Rotation period On a prograde planet like the Earth, the sidereal day is shorter than the solar day. At time 1, the Sun and a certain distant star are both overhead. At time 2, the planet has rotated 360° and the distant star is overhead again but the Sun is not (172 = one sidereal day). It is not until a little later, at time 3, that the Sun is overhead again (173 = one solar day).Earth's rotation period relative to the Sun (its mean solar day) is 86,400 seconds of mean solar time. Each of these seconds is slightly longer than an SI second because Earth's solar day is now slightly longer than it was during the 19th century due to tidal acceleration. The mean solar second between 1750 and 1892 was chosen in 1895 by Simon Newcomb as the independent unit of time in his Tables of the Sun. These tables were used to calculate the world's ephemerides between 1900 and 1983, so this second became known as the ephemeris second. The SI second was made equal to the ephemeris second in 1967.[1] Earth's rotation period relative to the fixed stars, called its stellar day by the International Earth Rotation and Reference Systems Service (IERS), is 86,164.098 903 691 seconds of mean solar time (UT1) (23h 56m 4.098 903 691s).[2][n 1] Earth's rotation period relative to the precessing or moving mean vernal equinox, misnamed its sidereal day,[n 2] is 86,164.090 530 832 88 seconds of mean solar time (UT1) (23h 56m 4.090 530 832 88s).[2] Thus the sidereal day is shorter than the stellar day by about 8.4 ms.[4] The length of the mean solar day in SI seconds is available from the IERS for the periods 1623–2005[5] and 1962–2005.[6] from wikipedia

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