

The [SOURCE]

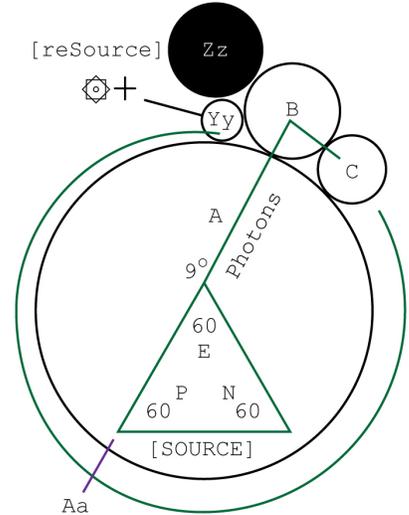
A correct mentality regarding the [SOURCE] is imperative to understanding light's relation to time via the Arc of Time calculation. It must be thought of as a singularity.

The [SOURCE] contains three parts: geometry, energy, and displacement.

- 1.Geometry - an equilateral triangle; 60/60/60 = 1/1/1
- 2.Energy - atomic gas emitting photons; electron/proton/neutron; 1/1/1
- 3.Displacement - [SOURCE]->A->B>infinite distance limit; 9 degree offset on the Y axis;

Be mindful:

The [SOURCE] is much like a library of information that represents its contained value as it is repeatedly reflected upon the mirror surface. While the [SOURCE] can be scaled indefinitely once reflected, it can not change value in any way until the first reflection point, (B). This is key when attempting to calculate the radius of the Arc of Time when using [y] as the unit of measure. Meaning, while it can be said there are 98[y] contained in the total distance of [true y], physically the [SOURCE] must always remain as one unit until point (B), otherwise no further points could be defined because A is not limited by distance. Therefore any value that is applied by an observer, (as with [y]), must be combined into single [SOURCE] unit at point A. (See figure right, where everything inside the circle is a single [SOURCE].)



Calculating Light Radius via the Arc of Time:

Where the segment width of the Arc of Time = SUM([x]or[y]);
 LIMIT->(A:Yy): arc segment width = 49[x] and 98[y],
 both totals of [true x] and [true y].

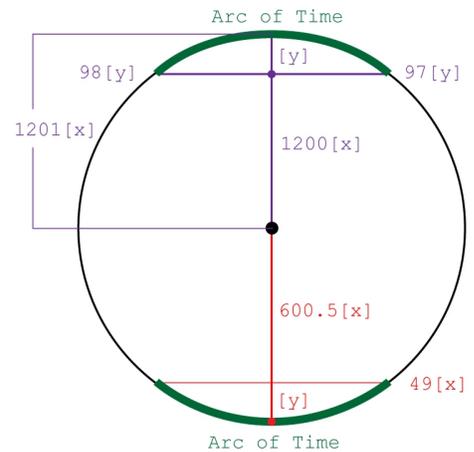
When the base unit of measure /= [x];
 consider-[SOURCE]: (SUM([y])[SOURCE])=SUM([false y]);
 [false y]= 96[y]+(2:1[SOURCE])= 97[y]remainder[y]

By this reasoning, when using [y] as the unit of measure, the calculated light radius of 1201[x] is to be assumed incorrect and must revert to its nearest true value: the calculated segment apothem of 1200[x].

During this assumed correction, when 2 of the [y]units in SUM([y])=98 are combined as a single 2:1[SOURCE]; a remaining [SOURCE] unit of +1 value is always left behind as [true y]=1.

This remainder of [true y]=1 is a singular [MOMENT], ⊕.

This constant remainder creates the physical expansion of space-time, but only when a singularity exists with-in the Universe. Our singularity is the Big Bang.



Light Radius and the 12-hour Time System

Keep in mind, the 12-hour time system was finalized in 16th century AD, with some consideration this should raise some serious questions about the origin of time, of which I will not entertain in effort to keep this short and to the point.

The most accurate representation of time related to gravity by gear ratios, (via clocks), falls upon 06:30; where both clock hands are not touching, (creating no loop), and individually depicting exactly 06:30, ergo using the unit of measure [x] will always be the most accurate, (because it is the defining value set by the mirror distance), proven true by the Universal Rosetta Stone and the true light radius calculation of 49[x].

Time loops upon the 12 o'clock hour, where both hands touch, (creating a loop), and work together to represent 12:00 as both noon and midnight. Other significant radii are calculated when using the units of measure 2[x], 1.5[x], and 0.25[x],

Unit of [y] = arch width of 98[x]; height of 1[x]; radius = 1201.0 apothem = 1200
 Unit of [x] = arc width of 49[x]; height of 0.5[x]; radius = 600.5 apothem = 600
 Unit of 2[x] = arc width of 24.5[x]; height of 0.25[x]; radius = 300.25 apothem = 300
 Unit of 1.5[x] = arc width of 73.5[x]; height of 0.75[x]; radius = 900.75 apothem = 900
 Unit of 0.25[x] = arc width of 196[x]; height of 2[x]; radius = 2402.0 apothem = 2400

Surely it can be no coincidence that when considering the number positions on a clock:
 @ point 1*360 rests 12:00; @ point 0.25*360 rests 3:00; @ point 0.5*360 rests 6:00;
 @ point 0.75*360 rests 9:00; @ point 2*360 rests 24:00

When considering time measurement, one must always assume this loop to be true, clearly humans have for centuries. The "true/false loop" allows for the continued human calculation of circular time as a complete continuum of indefinitely divisible units, starting at the Big Bang and continuing on into the infinite nature of the Universe potential.

Velocity and Snell's Law

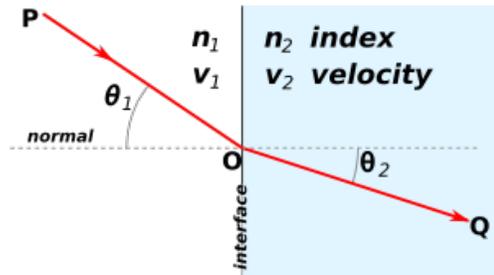
There is a special undiscovered property of velocity in relation to the speed of light via Snell's law. Velocity is upheld by six[6] variables representing *change/limitation, time/distance, and displacement/speed.*

The Six Variables of Velocity

Δ = change / lim = limitation
 t = time / d = distance
 r = displacement / s = speed

The Two Potential Values of Velocity

$\bar{v} = \frac{\Delta r}{\Delta t}$ average velocity $v = \frac{\Delta r}{\Delta t} = \frac{dr}{dt}$ instantaneous velocity



Snell's Law

Instantaneous speed when approaching 0 is mathematically represented as follows:

$$v = \lim_{\Delta t \rightarrow 0} \frac{\Delta s}{\Delta t} = \frac{ds}{dt}$$

Speed is directly proportional to distance when time is constant: $v \propto s (t \text{ constant})$

Speed is inversely proportional to time when distance is constant: $v \propto 1/t (s \text{ constant})$

alpha/omega limit equalization -> $v \propto s (t \text{ constant}) = v \propto 1/t (s \text{ constant})$

The Universal Rosetta Stone shows that light has a definite limitation of alpha and omega via the refractive properties of Snell's Law, when passing through a glass medium. This limitation equalizes the two limits of velocity into one unit, The Arc of Time. Given that the refractive index of Snell's law is unit-less, velocity becomes the only other determining factor in this experiment. By this, it can be said that velocity is outside of the [SOURCE], meaning that it must take on a constant numerical value.

The Average Speed of Light

On average, 49/50 times, light will provide +1[SOURCE] unit of its own value, while following the curve of a 1/3 part geometric and energetic limit. Ergo, the average velocity of light can be numerically expressed as shown below:

$$\bar{v} = \frac{(3 \times 10^8) + 1}{3}$$
 average velocity of light

Because this value is derived from a curve that is traveling at the speed of light, no unit of distance or speed is needed, the unit is self defined, its limitations equalized. It is the constant value of the Big Bang. This constant of light, literally saves us from the ultimate oblivion of continual universal collapse. It may be used in calculation as a reference to this curve from any point in space-time, both relatively and quantumly.