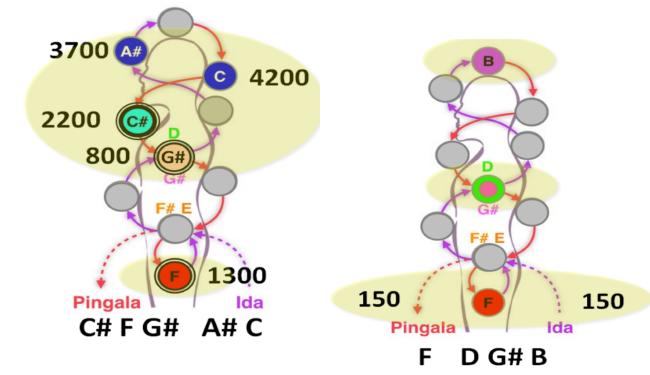
How Waves & Frequencies interact with the Body (1) with audible sounds

- Audible sounds (AIR headphones)
- Bones sounds (BONE conducting headphones)

=> 2 brains => binaural waves



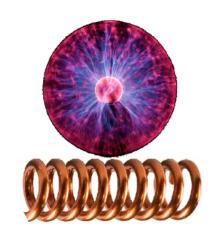






How Waves & Frequencies interact with the Body (2) With vibrations or electromagnetic devices

Electromagnetic waves (SCALAR Waves)
 => Plasma (QUANTAPHI - PLASMAPHIRE) or coils



Mecanical Vibrations











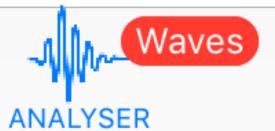
QUANTAPHI

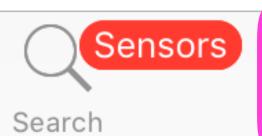
PhiVIBES

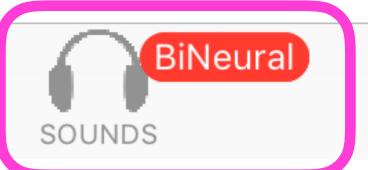
!!!!! NEVER use



with Audible sounds devices !!!!





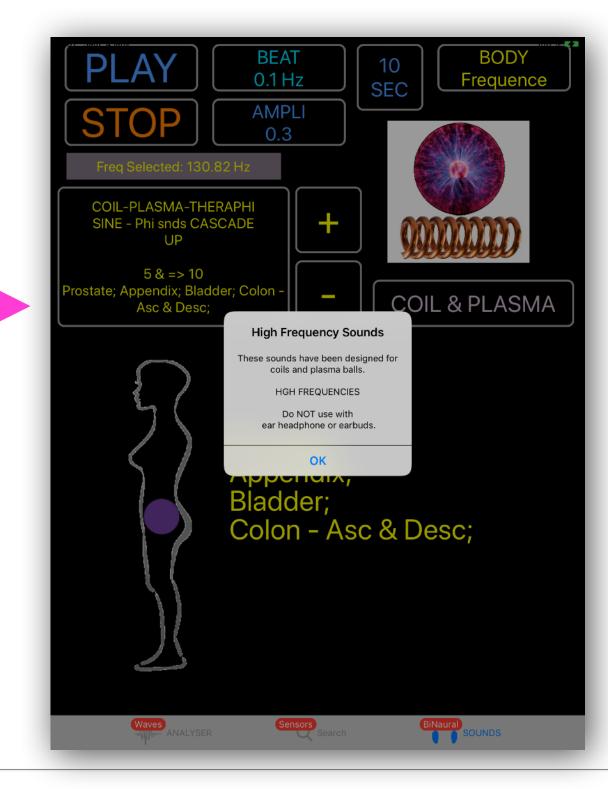


To play Electromagnetic Waves or Vibration Waves

Touch the lower right button

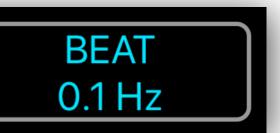






TO HAVE A BETTER IMPACT ON THE BODY

As life is movement, the waves should be in movement =>by creating a BEAT between the 2 electromagnetic devices



Resonance with internal rythms & frequencies:

sacro-cranial rythm (0.1Hz)

BEAT 0.1 Hz

Emptiness of brain ventricles (<<0.1Hz)

BEAT 0.022 Hz

Frequencies of specific parts of the body (1Hz => 900 Hz)

Freq Selected: 130.82 Hz

Implosion (compression) process creates scalar waves:

 Cascade of frequencies in golden ratios according to Dan Winter equation COIL-PLASMA-THERAPHI SINE - Phi snds CASCADE Tetha-Alpha UP

5 & => 10

Prostate; Appendix; Bladder; Colon

Asc & Desc;

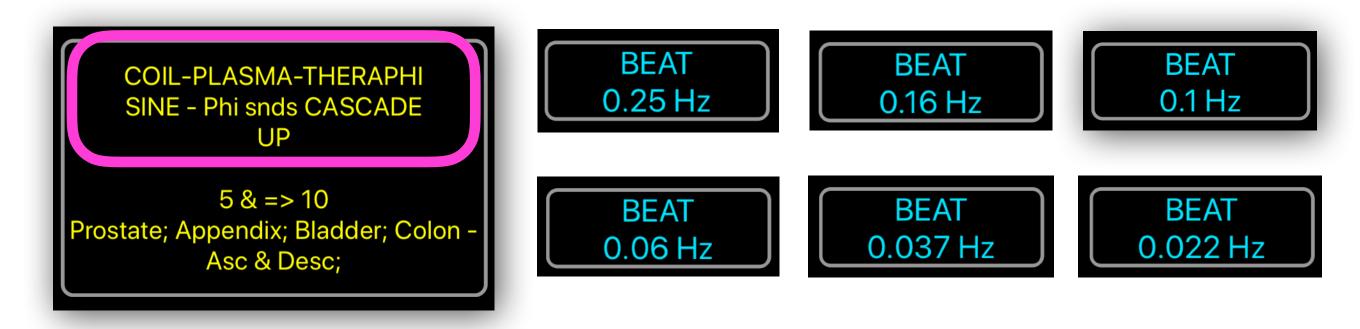
Compression in BEAT frequencies to lower internal rythms
 sacro-cranial rythm (0.1Hz)
 =>=> Yogi meditating rythms
 corresponding to Emptiness of brain ventricles (<<0.1Hz)

BEAT 0.1 Hz

BEAT 0.022 Hz

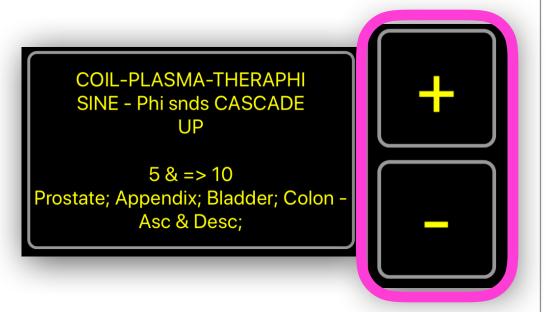
Two kinds of BEAT frequencies

• BEATS linked to sacro-cranial rythm (0.1Hz) & Emptiness of brain ventricles (<<0.1Hz)



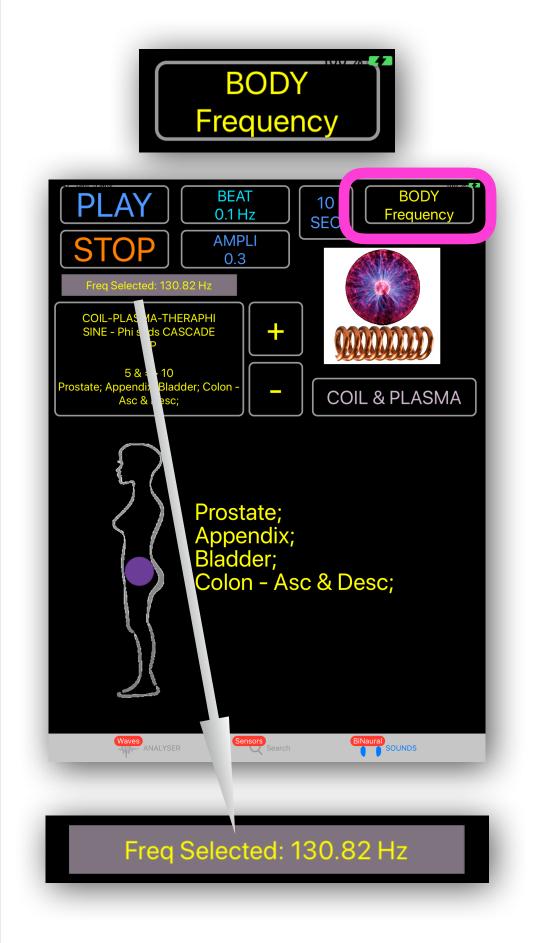
• BEATS linked to brain waves lower frequencies (Alpha & Theta)

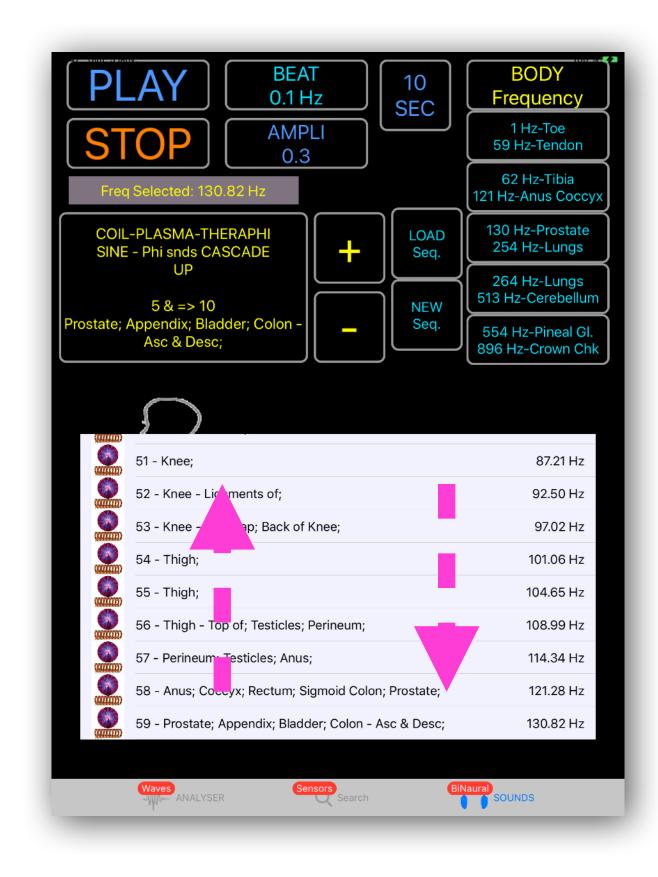


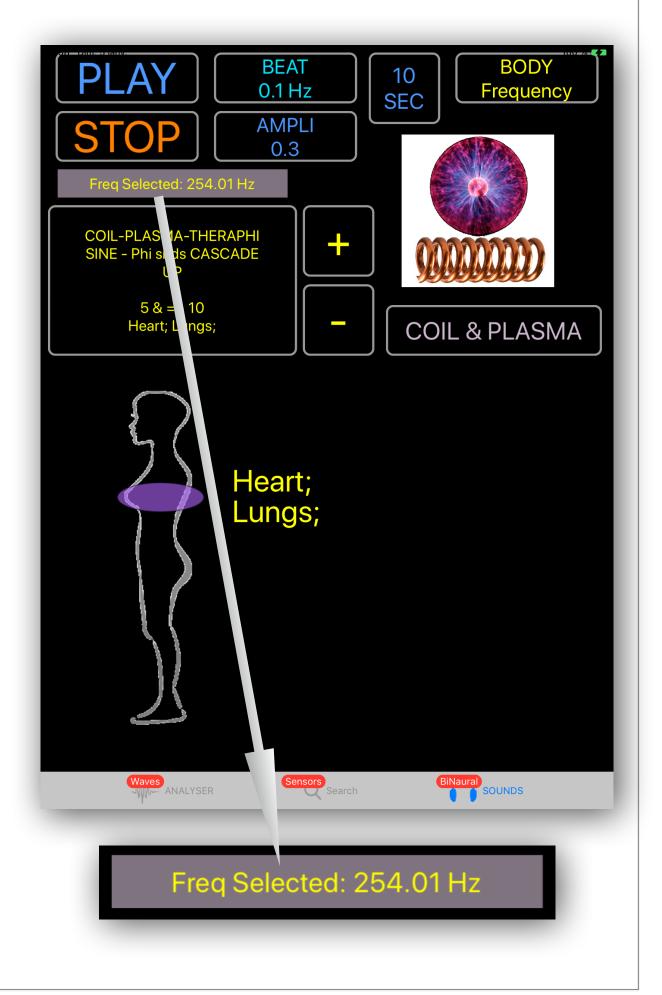


Use +/- buttons to switch

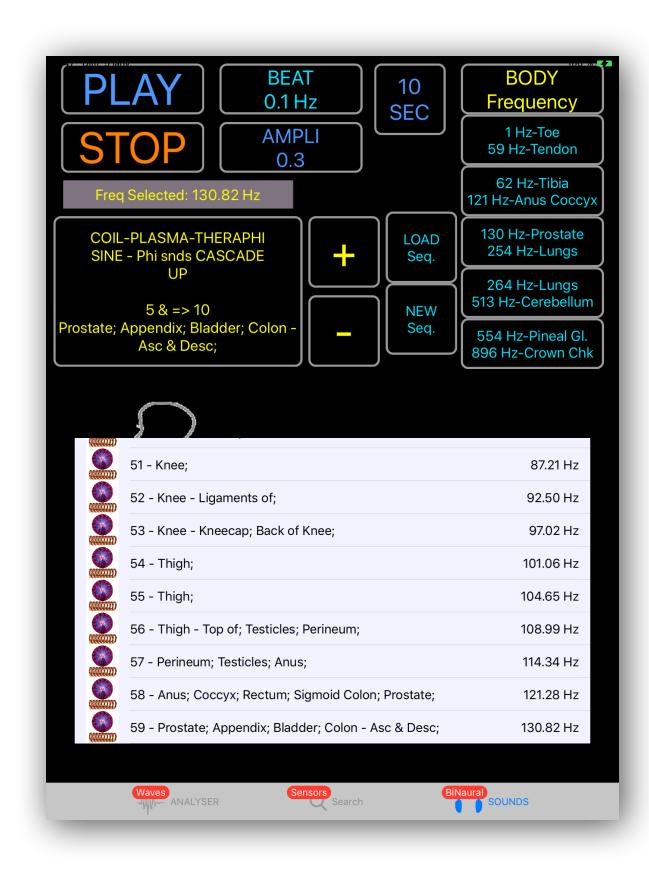
How to select a body frequency

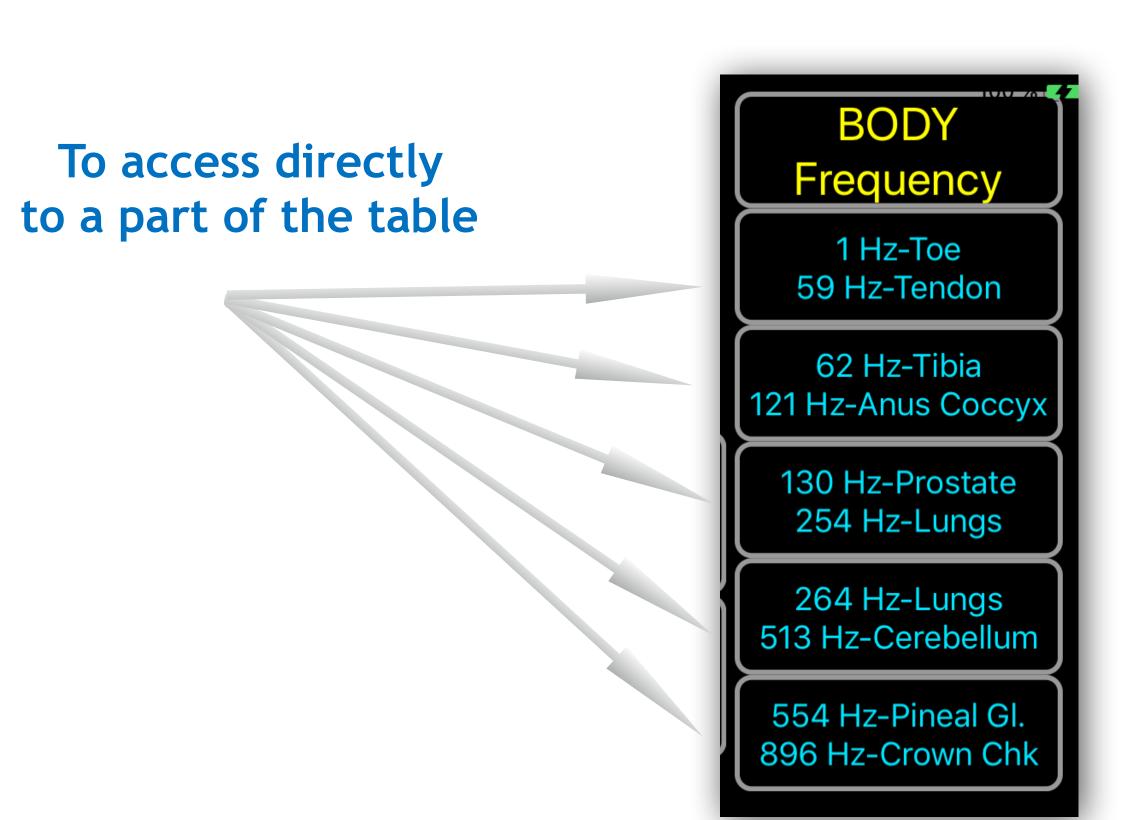






How to select a body frequency







Use PLAY to generate the waves

When playing



Use STOP to stop

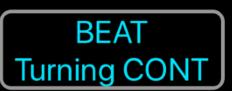
If you select a specific beat,



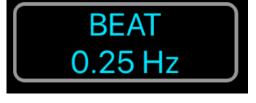
it will PLAY the wave until you STOP

Better to select TURNING Beats, which will create a compression.

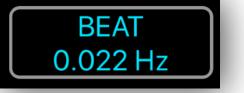




The Beats will turn from







The duration of each Beat can be selected













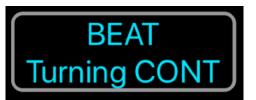
As there are 6 beats turning,



will define one minute turning

BEAT Turning & Stop

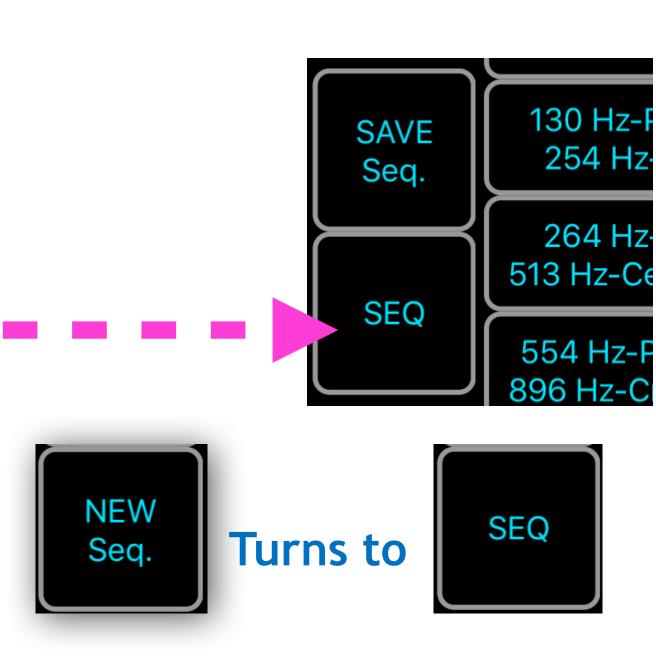
Will stop after the BEAT turning sequence



Will turn CONTINALLY the BEAT sequence

How to create a sequence of body frequencies (1)



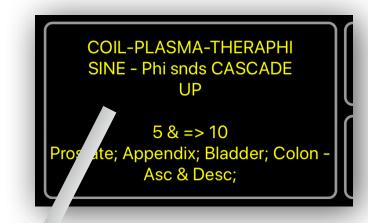


How to create a sequence of body frequencies (2)

Select the first frequency

Nbr in the sequence

Is Selected



quium	4 - Spicen, Can Bladder, Liver,	100.00112
William (September 1997)	65 - Liver; Kidneys; Adrenal Glands; T12=>T9;	176.35 Hz
	[01-10s-A0.3-SiUP5] 66 - Chest; Breasts; T12=>T9;	185.01 Hz
	67 - Chest; Breasts; Diaphragm;	196.23 Hz
900000	68 - Diaphragm; Aorta - Descending;	211.67 Hz



[01-10s-A0.3-SiUP5] 66 - Chest; Breasts; T12=>T9;

185.01 Hz



The BEAT time can be different for each frequency of the sequence If so, the BEAT time shoud be changed before selecting a frequency in the sequence

How to create a sequence of body frequencies (3)

Select the frequencies needed in the sequence

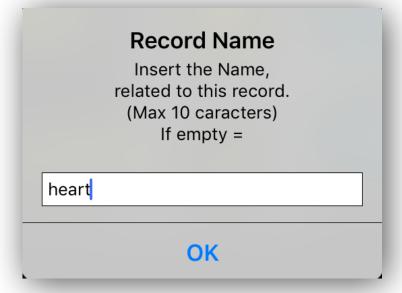


It is possible to deselect and go back in the sequence.

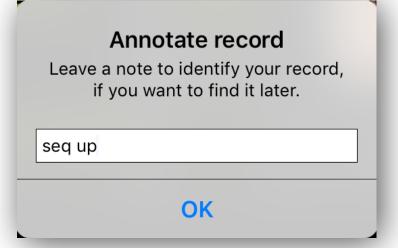
Not possible to deselect inside the sequence



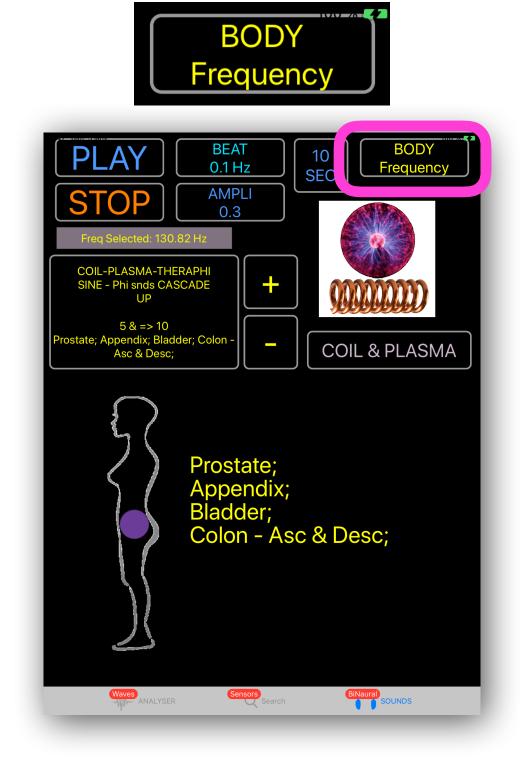
Enter the name of the Seq

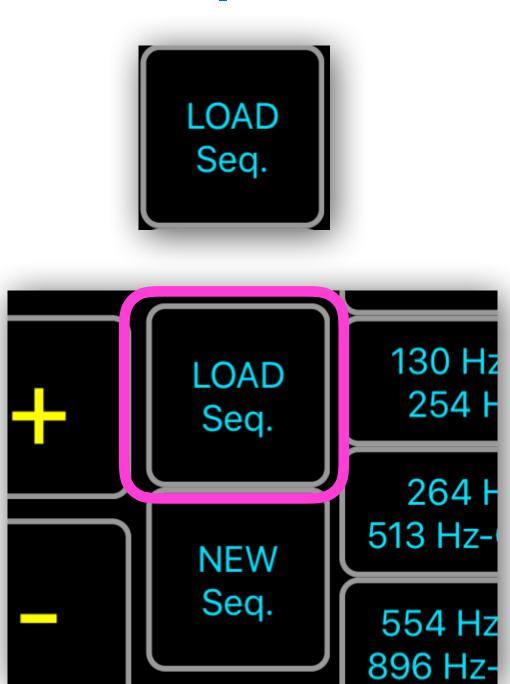


You can also leave a comment



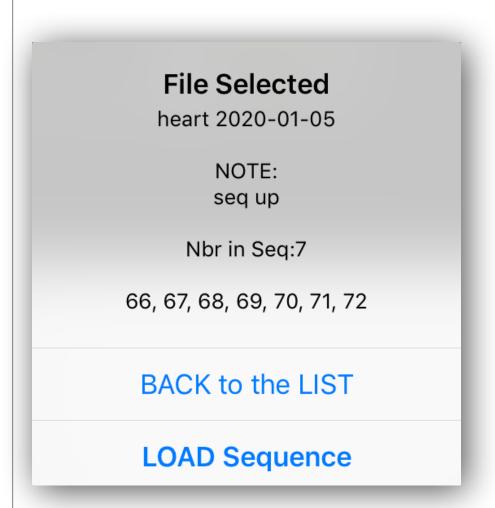
How to PLAY a sequence of body frequencies (1)

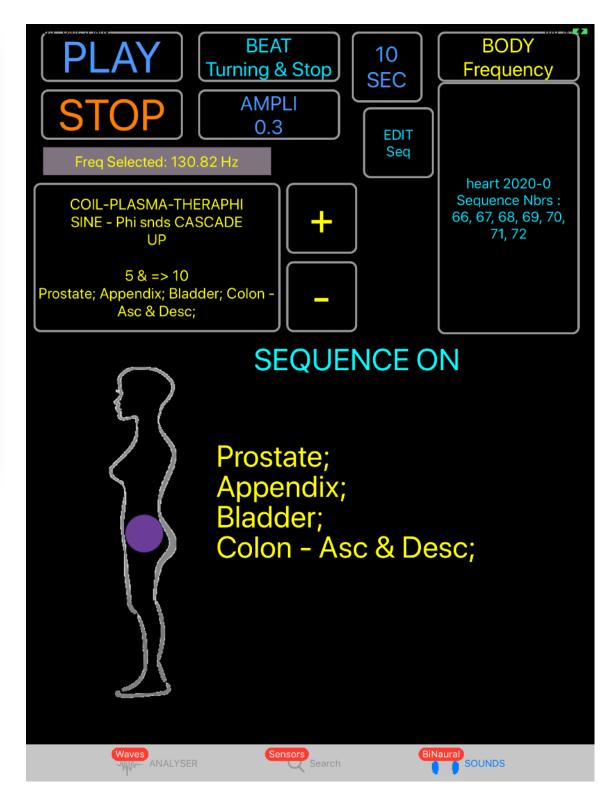


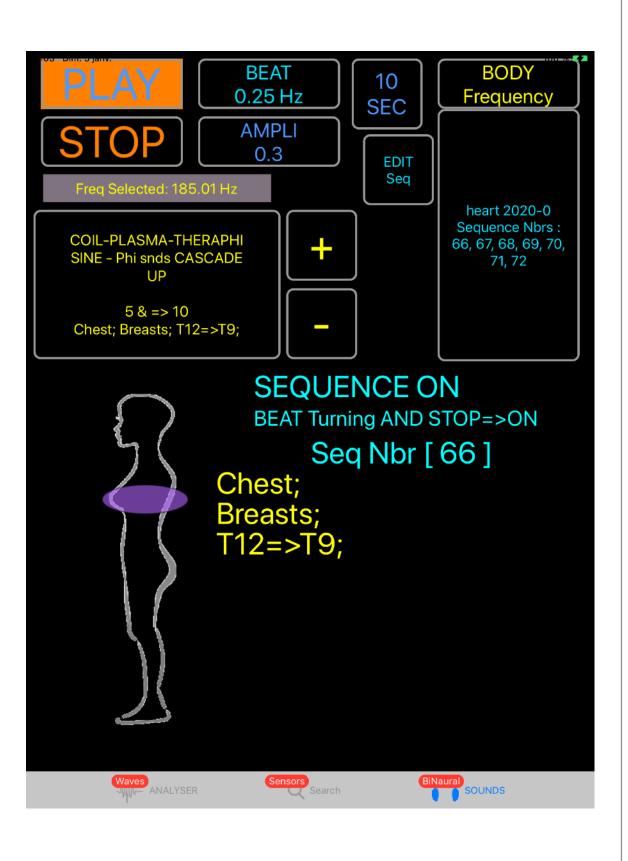




How to PLAY a sequence of body frequencies (2)

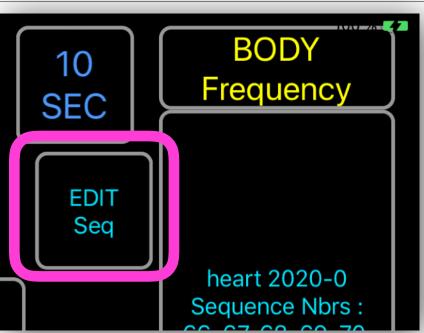




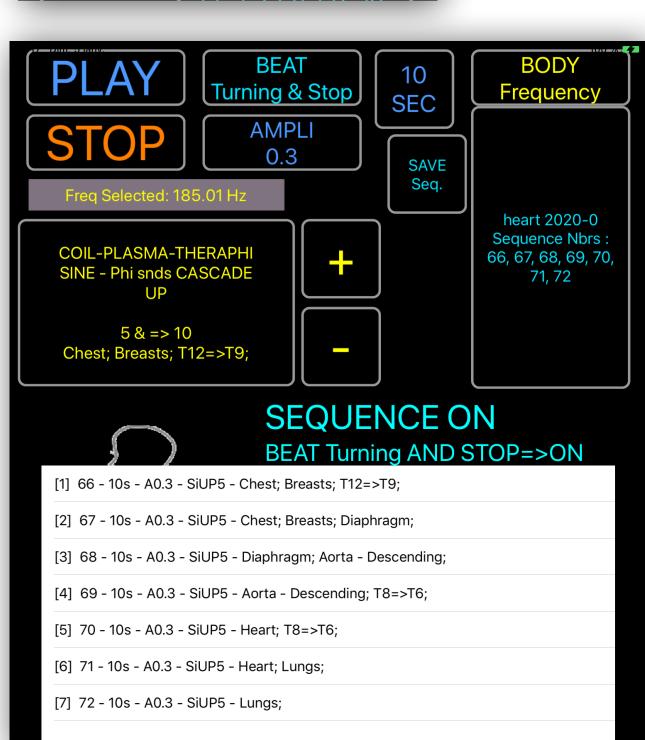


When playing a sequence, the BEAT is automatically selected to NOT possible to select a single BEAT frequency





It is possible to EDIT the sequence loaded



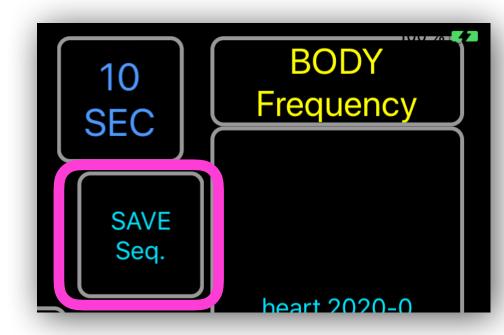
Select in the table the line to edit



Possible to:

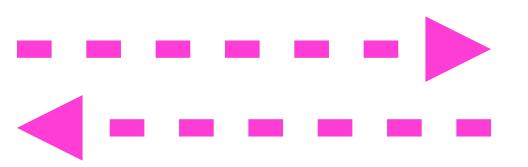
- edit the line
- insert a line before/after

Then, SAVE



BODY Frequency





BODY Frequency

can also be selected to go back to main menu



