



1
00:00:05,150 --> 00:00:02,210
Oh Larry rule changes shaping it was a

2
00:00:09,200 --> 00:00:05,160
new advanced in that it it cut down the

3
00:00:11,080 --> 00:00:09,210
drag on aircraft at high speeds and that

4
00:00:14,600 --> 00:00:11,090
was where the error once what's the

5
00:00:16,010 --> 00:00:14,610
cross sectional area of the airplane

6
00:00:20,599 --> 00:00:16,020
flying through the air once that

7
00:00:23,990 --> 00:00:20,609
cross-sectional area was established it

8
00:00:26,779 --> 00:00:24,000
would if you could keep that same area

9
00:00:29,089 --> 00:00:26,789
all the way through you read it all the

10
00:00:32,659 --> 00:00:29,099
way through the flow of the air around

11
00:00:36,799 --> 00:00:32,669
the around the airplane you cut down the

12
00:00:39,160 --> 00:00:36,809
drag a tremendous amount and that was

13
00:00:41,690 --> 00:00:39,170

really necessary for supersonic flight

14

00:00:47,180 --> 00:00:41,700

and so that was a very big advancement

15

00:00:51,160 --> 00:00:47,190

at that time and and of course that that

16

00:00:53,510 --> 00:00:51,170

principle was used in in all of the