1
00:00:05,190 --> 00:00:03,429
you are live well uh

2
00:00:07,430 --> 00:00:05,200
assuming this is working welcome chris

3
00:00:10,950 --> 00:00:07,440
lato late later i

4
00:00:14,070 --> 00:00:10,960
haven't uh later yeah it's traditional

5
00:00:15,350 --> 00:00:14,080
i'm chris plato let's finish all right

6
00:00:16,950 --> 00:00:15,360
glad to be here okay

7
00:00:18,630 --> 00:00:16,960
maybe not under these circumstances but

8
00:00:21,910 --> 00:00:18,640
yes yeah

9
00:00:23,429 --> 00:00:21,920
so i am very happy to uh

10
00:00:25,750 --> 00:00:23,439
talk to you because you know we've kind

11
00:00:29,429 --> 00:00:25,760
of been going

12
00:00:31,429 --> 00:00:29,439
well in this circumstances quite a fine

13
00:00:33,190 --> 00:00:31,439

yeah yeah i thought it was good you know

14
00:00:36,310 --> 00:00:33,200
we could have done a debate a while ago

15
00:00:38,470 --> 00:00:36,320
um but the subject

16
00:00:41,670 --> 00:00:38,480
was like so detail-oriented i figured

17
00:00:43,030 --> 00:00:41,680
the video debate wasn't working but

18
00:00:44,389 --> 00:00:43,040
i think at this point i could just stop

19
00:00:45,270 --> 00:00:44,399
my screen sharing for a second because

20
00:00:47,670 --> 00:00:45,280
we're not there yet

21
00:00:49,510 --> 00:00:47,680
all right uh so this is actually the

22
00:00:52,069 --> 00:00:49,520
first time i've ever hosted a live

23
00:00:54,150 --> 00:00:52,079
uh a live stream so it may be a few

24
00:00:57,430 --> 00:00:54,160
hiccups here and there but we'll see

25
00:00:59,750 --> 00:00:57,440
and uh

26
00:01:00,709 --> 00:00:59,760
i think let's set the scene first where

27
00:01:02,630 --> 00:01:00,719
we basically

28
00:01:05,590 --> 00:01:02,640
i over the last few years i've been

29
00:01:08,630 --> 00:01:05,600
looking into these ufo videos

30
00:01:09,030 --> 00:01:08,640
and uh you know kind of investigating

31
00:01:10,710 --> 00:01:09,040
them

32
00:01:12,149 --> 00:01:10,720
and trying to figure out what's what's

33
00:01:15,350 --> 00:01:12,159
being shown in them

34
00:01:16,950 --> 00:01:15,360
and uh i put forward a number of

35
00:01:18,390 --> 00:01:16,960
hypotheses over the years

36
00:01:19,910 --> 00:01:18,400
and they've kind of modified a little

37
00:01:22,550 --> 00:01:19,920
bit now and then i've got all these

38
00:01:25,030 --> 00:01:22,560

these explainer videos that i did

39
00:01:26,630 --> 00:01:25,040
and you've recently come along and you

40
00:01:29,830 --> 00:01:26,640
are a

41
00:01:32,710 --> 00:01:29,840
was 18-year fighter pilot

42
00:01:33,109 --> 00:01:32,720
experience yes i i guess i don't know

43
00:01:35,670 --> 00:01:33,119
much

44
00:01:36,789 --> 00:01:35,680
you're retired you would you run a game

45
00:01:39,350 --> 00:01:36,799
company before and you were talking

46
00:01:39,990 --> 00:01:39,360
i did i ran uh i ran neversoft who did

47
00:01:42,870 --> 00:01:40,000
the tony

48
00:01:44,230 --> 00:01:42,880
hawk's pro skater video game i've been

49
00:01:47,270 --> 00:01:44,240
told i look

50
00:01:48,950 --> 00:01:47,280
a little like tony hawk actually yes

51
00:01:51,270 --> 00:01:48,960
yes yes you do look a little like tony

52
00:01:52,550 --> 00:01:51,280
hawk uh yeah people tell me that as well

53
00:01:55,109 --> 00:01:52,560
but i think you actually you've got

54
00:01:58,230 --> 00:01:55,119
you've got more of the tony stark case

55
00:01:59,350 --> 00:01:58,240
so yeah so i i mean uh so same i retired

56
00:02:03,270 --> 00:01:59,360
basically back in

57
00:02:05,030 --> 00:02:03,280
in august um and we moved to

58
00:02:06,469 --> 00:02:05,040
portugal and everybody was like you know

59
00:02:07,990 --> 00:02:06,479
if you're why don't uh

60
00:02:09,430 --> 00:02:08,000
successful or whatever financially

61
00:02:11,350 --> 00:02:09,440
independent people just go live at a

62
00:02:15,589 --> 00:02:11,360
beach somewhere and so i was like how

63
00:02:19,430 --> 00:02:18,949

oh we seem to have lost chris all right

64
00:02:21,110 --> 00:02:19,440
well

65
00:02:22,550 --> 00:02:21,120
apologies everybody hopefully we can get

66
00:02:26,070 --> 00:02:22,560
him back in a second

67
00:02:29,990 --> 00:02:26,080
he is in portugal so uh i don't know

68
00:02:32,869 --> 00:02:30,000
oh instantly back no i'm he's gone again

69
00:02:33,270 --> 00:02:32,879
having a few technical difficulties here

70
00:02:34,630 --> 00:02:33,280
uh

71
00:02:36,470 --> 00:02:34,640
well i'm gonna talk a bit about what i

72
00:02:36,790 --> 00:02:36,480
hope we're going to talk about when

73
00:02:40,710 --> 00:02:36,800
chris

74
00:02:46,390 --> 00:02:43,830
what i would like to do is look

75
00:02:47,350 --> 00:02:46,400
at first of all the tic tac video which

76
00:02:50,229 --> 00:02:47,360
is

77
00:02:51,509 --> 00:02:50,239
the the famous nimitz encounter video

78
00:02:53,190 --> 00:02:51,519
and

79
00:02:54,710 --> 00:02:53,200
i you know i've been talking about this

80
00:02:59,030 --> 00:02:54,720
one for her for years

81
00:03:02,390 --> 00:02:59,040
uh i think since it was released in 2017

82
00:03:05,589 --> 00:03:02,400
and what what i want to do is

83
00:03:07,750 --> 00:03:05,599
kind of let's see chris seem to be

84
00:03:09,830 --> 00:03:07,760
having some significant problems

85
00:03:11,509 --> 00:03:09,840
joining again so i'm not sure if this is

86
00:03:13,350 --> 00:03:11,519
actually going to work but we'll we'll

87
00:03:13,590 --> 00:03:13,360
keep it going

88
00:03:16,869 --> 00:03:13,600

uh

89
00:03:23,500 --> 00:03:18,229
yeah he's popping in and then he's

90
00:03:26,550 --> 00:03:25,110
[Music]

91
00:03:28,550 --> 00:03:26,560
i think we might have to pause for a

92
00:03:29,750 --> 00:03:28,560
second so we can see if we can get chris

93
00:03:31,270 --> 00:03:29,760
back in

94
00:03:33,270 --> 00:03:31,280
this is just me running the show here

95
00:03:36,390 --> 00:03:33,280
there's nobody else behind the scenes

96
00:03:37,670 --> 00:03:36,400
so i apologize to everybody who has been

97
00:03:42,550 --> 00:03:37,680
waiting for this

98
00:03:42,560 --> 00:03:56,869
that i do not know what is going on

99
00:04:01,750 --> 00:03:58,789
so what i did want to do was talk about

100
00:04:03,830 --> 00:04:01,760
the the the

101
00:04:04,949 --> 00:04:03,840
the nimitz encounter video the tic tac

102
00:04:07,110 --> 00:04:04,959
video

103
00:04:09,030 --> 00:04:07,120
and i had everything ready to talk about

104
00:04:11,509 --> 00:04:09,040
it i got the video primed on my monitor

105
00:04:14,070 --> 00:04:11,519
there i was going to share my screen

106
00:04:15,910 --> 00:04:14,080
and uh i was going to go through the

107
00:04:17,670 --> 00:04:15,920
various parts of the video

108
00:04:19,590 --> 00:04:17,680
and especially focusing on the end of

109
00:04:22,550 --> 00:04:19,600
the video where

110
00:04:23,350 --> 00:04:22,560
i've always maintained that the tic tac

111
00:04:25,189 --> 00:04:23,360
object

112
00:04:27,110 --> 00:04:25,199
doesn't actually rapidly move off to the

113
00:04:30,550 --> 00:04:27,120

left hand side it just

114
00:04:31,830 --> 00:04:30,560
loses lock and just continues moving at

115
00:04:32,790 --> 00:04:31,840
exactly the same rate it was moving

116
00:04:34,710 --> 00:04:32,800
before

117
00:04:36,150 --> 00:04:34,720
and chris put up a video where he kind

118
00:04:38,070 --> 00:04:36,160
of disagreed with me and he was kind of

119
00:04:40,629 --> 00:04:38,080
showing some things in

120
00:04:41,670 --> 00:04:40,639
a flight simulator dcs digital combat

121
00:04:44,390 --> 00:04:41,680
simulator

122
00:04:46,150 --> 00:04:44,400
and he he thought that this showed that

123
00:04:49,510 --> 00:04:46,160
this wasn't true

124
00:04:51,189 --> 00:04:49,520
but uh i think he was kind of was

125
00:04:52,870 --> 00:04:51,199
missing a few points about what was on

126
00:04:57,110 --> 00:04:52,880
screen at the time

127
00:04:59,909 --> 00:04:57,120
and i asked him to come on

128
00:05:01,270 --> 00:04:59,919
this this this stream so that we could

129
00:05:03,830 --> 00:05:01,280
have a discussion

130
00:05:05,590 --> 00:05:03,840
about that video and his interpretation

131
00:05:07,510 --> 00:05:05,600
versus my interpretation

132
00:05:08,629 --> 00:05:07,520
and he agreed to do this and then i

133
00:05:11,749 --> 00:05:08,639
think he went and

134
00:05:15,270 --> 00:05:11,759
looked at the video again and he oh

135
00:05:18,390 --> 00:05:17,029
chris what was going on there that was

136
00:05:20,150 --> 00:05:18,400
uh kind of like you were

137
00:05:21,830 --> 00:05:20,160
popping in and out of existence like

138
00:05:25,590 --> 00:05:21,840

some kind of hologram

139
00:05:27,430 --> 00:05:25,600
oh you're gone again oh dear

140
00:05:30,790 --> 00:05:27,440
now streamlight yeah it is not working

141
00:05:35,189 --> 00:05:32,710
and i paid for the the full thing as

142
00:05:38,870 --> 00:05:38,070
uh i don't think there's anything i can

143
00:05:42,710 --> 00:05:38,880
do from my

144
00:05:45,650 --> 00:05:42,720
end so i might try

145
00:05:47,749 --> 00:05:45,660
starting a new stream and

146
00:05:49,590 --> 00:05:47,759
[Music]

147
00:05:51,110 --> 00:05:49,600
starting that again but that is going to

148
00:05:52,790 --> 00:05:51,120
require a new

149
00:05:54,469 --> 00:05:52,800
youtube stream which is going to be a

150
00:05:55,909 --> 00:05:54,479
bit a bit i'm going to give him one more

151
00:05:57,590 --> 00:05:55,919
chance to come back and then we'll

152
00:06:00,070 --> 00:05:57,600
perhaps try going for a

153
00:06:00,710 --> 00:06:00,080
a new stream let me bring him up on

154
00:06:18,830 --> 00:06:00,720
google

155
00:06:18,840 --> 00:06:24,150
uh

156
00:06:27,670 --> 00:06:25,590
apologies again to everybody we're

157
00:06:30,550 --> 00:06:27,680
having some technical difficulties chris

158
00:06:31,270 --> 00:06:30,560
uh was here for the first few minutes

159
00:06:34,309 --> 00:06:31,280
but then he

160
00:06:35,830 --> 00:06:34,319
has disappeared and i don't know what's

161
00:06:39,510 --> 00:06:35,840
actually going on

162
00:06:41,029 --> 00:06:39,520
there is no real options for stream yard

163
00:06:44,070 --> 00:06:41,039

you just kind of have somebody

164
00:06:47,510 --> 00:06:44,080
join and then they

165
00:06:54,070 --> 00:06:51,189
he is in portugal

166
00:06:55,510 --> 00:06:54,080
uh which is not a backward country at

167
00:06:56,710 --> 00:06:55,520
all they have perfectly good internet

168
00:06:58,469 --> 00:06:56,720
over there and he's

169
00:06:59,909 --> 00:06:58,479
he's done stream yard before for a

170
00:07:01,990 --> 00:06:59,919
couple of hours

171
00:07:03,990 --> 00:07:02,000
so i think that he's having some kind of

172
00:07:06,629 --> 00:07:04,000
local intermittent issue

173
00:07:08,629 --> 00:07:06,639
over there and we might have to

174
00:07:10,309 --> 00:07:08,639
reschedule for another time if i can't

175
00:07:13,510 --> 00:07:10,319
bring him back on

176
00:07:16,390 --> 00:07:13,520
uh we could perhaps reuse zoom but

177
00:07:16,950 --> 00:07:16,400
uh i think maybe what we're going to do

178
00:07:19,510 --> 00:07:16,960
is

179
00:07:20,870 --> 00:07:19,520
reschedule for another time seeing as

180
00:07:22,950 --> 00:07:20,880
you know chris isn't here i don't really

181
00:07:26,550 --> 00:07:22,960
want to get into any of my points

182
00:07:28,070 --> 00:07:26,560
oh he says his computer crashed so

183
00:07:30,629 --> 00:07:28,080
that at least is something that can be

184
00:07:35,670 --> 00:07:30,639
fixed he's going to reboot his computer

185
00:07:39,749 --> 00:07:35,680
and uh uh we'll be back in two minutes

186
00:07:42,550 --> 00:07:39,759
so let's see i'm just going to

187
00:07:45,589 --> 00:07:42,560
set the scene for people in the chat

188
00:07:49,350 --> 00:07:45,599

we're going to be talking about the

189
00:07:51,580 --> 00:07:49,360
flare 1 video the flair one video

190
00:08:02,550 --> 00:07:51,590
is

191
00:08:03,189 --> 00:08:02,560
the video that was shot by chad

192
00:08:06,150 --> 00:08:03,199
underwood

193
00:08:08,550 --> 00:08:06,160
uh pressed about an hour i think after

194
00:08:10,309 --> 00:08:08,560
the commander david fravor went out

195
00:08:12,150 --> 00:08:10,319
and the main point of contention i had

196
00:08:14,230 --> 00:08:12,160
with chris was right at the end right

197
00:08:16,710 --> 00:08:14,240
here you see the object appears to

198
00:08:18,309 --> 00:08:16,720
kind of zip off to the side there's a

199
00:08:19,990 --> 00:08:18,319
couple of aspects to this

200
00:08:22,070 --> 00:08:20,000
uh one is that there's a little change

201
00:08:24,790 --> 00:08:22,080
from one times the two times zoom

202
00:08:25,189 --> 00:08:24,800
right here uh where you see the object

203
00:08:28,790 --> 00:08:25,199
get

204
00:08:30,390 --> 00:08:28,800
small object to something

205
00:08:32,630 --> 00:08:30,400
twice the size and it looks like it

206
00:08:33,029 --> 00:08:32,640
speeds up and if you're correct for that

207
00:08:34,550 --> 00:08:33,039
though

208
00:08:36,149 --> 00:08:34,560
most people understand that that's just

209
00:08:38,469 --> 00:08:36,159
the two times zoom

210
00:08:40,310 --> 00:08:38,479
if you correct for that then it actually

211
00:08:41,670 --> 00:08:40,320
moves off to the side at a relatively

212
00:08:45,110 --> 00:08:41,680
slow rate

213
00:08:46,790 --> 00:08:45,120

and my argument there was that the

214
00:08:48,550 --> 00:08:46,800
rate of movement that it moves off to

215
00:08:49,910 --> 00:08:48,560
the side is the same at which this

216
00:08:54,389 --> 00:08:49,920
number up here

217
00:08:57,190 --> 00:08:54,399
is changing uh that it's just simply

218
00:08:59,750 --> 00:08:57,200
was tracking the object and it lost lock

219
00:09:02,070 --> 00:08:59,760
on the object and now it uh

220
00:09:03,670 --> 00:09:02,080
is off to the uh it's just continuing

221
00:09:06,550 --> 00:09:03,680
off at the same rate it was before

222
00:09:08,070 --> 00:09:06,560
so chris disagreed with this and when he

223
00:09:11,910 --> 00:09:08,080
comes back he can kind of explain

224
00:09:15,750 --> 00:09:11,920
his thought process there and he

225
00:09:17,509 --> 00:09:15,760
uh then i think took a deeper look at it

226
00:09:18,790 --> 00:09:17,519
which is great and i think uh one of the

227
00:09:19,910 --> 00:09:18,800
issues and it's something i'll talk

228
00:09:22,310 --> 00:09:19,920
about with chris

229
00:09:24,310 --> 00:09:22,320
is that a lot of the people who disagree

230
00:09:25,030 --> 00:09:24,320
with me really haven't taken the time to

231
00:09:27,030 --> 00:09:25,040
go

232
00:09:28,710 --> 00:09:27,040
frame by frame through these videos and

233
00:09:30,470 --> 00:09:28,720
see what's actually going on

234
00:09:32,230 --> 00:09:30,480
there's a lot of stuff going on earlier

235
00:09:33,509 --> 00:09:32,240
in the video where it's changing lock

236
00:09:34,389 --> 00:09:33,519
and there's things happening was like

237
00:09:36,230 --> 00:09:34,399
this little

238
00:09:38,550 --> 00:09:36,240

rotation right here for example which

239
00:09:41,030 --> 00:09:38,560
hopefully we could talk about

240
00:09:42,710 --> 00:09:41,040
where the object again loses lock again

241
00:09:45,190 --> 00:09:42,720
you see the bars widen

242
00:09:46,470 --> 00:09:45,200
and you see it re-center on this

243
00:09:50,230 --> 00:09:46,480
particular

244
00:09:51,670 --> 00:09:50,240
uh object uh see chris is still working

245
00:09:52,389 --> 00:09:51,680
on getting his computer back up and

246
00:09:53,829 --> 00:09:52,399
running

247
00:09:55,990 --> 00:09:53,839
i think he said he just bought a new

248
00:09:56,870 --> 00:09:56,000
webcam so perhaps there's some kind of

249
00:09:58,630 --> 00:09:56,880
uh

250
00:10:00,790 --> 00:09:58,640
hardware issue there you know what

251
00:10:05,190 --> 00:10:00,800
happens when you install a new system

252
00:10:10,069 --> 00:10:05,200
everything goes wrong

253
00:10:11,910 --> 00:10:10,079
um should be here in a minute

254
00:10:13,670 --> 00:10:11,920
it's definitely still working on it it's

255
00:10:15,509 --> 00:10:13,680
here i can see him here in my

256
00:10:16,949 --> 00:10:15,519
my twitter let's see what's going on in

257
00:10:21,430 --> 00:10:16,959
the chat here

258
00:10:25,829 --> 00:10:24,470
just going to experiment with uh

259
00:10:27,829 --> 00:10:25,839
clicking on something and seeing if it

260
00:10:31,990 --> 00:10:27,839
comes up on screen oh yeah

261
00:10:34,069 --> 00:10:32,000
magic never used this system before but

262
00:10:34,870 --> 00:10:34,079
i've seen i've seen the other cool ufo

263
00:10:37,910 --> 00:10:34,880

kids

264
00:10:40,949 --> 00:10:37,920
use it so i thought i would give it a go

265
00:10:41,509 --> 00:10:40,959
yeah let's see uh there's a question

266
00:10:44,790 --> 00:10:41,519
from

267
00:10:46,069 --> 00:10:44,800
ooh jam pizzu who says is making the us

268
00:10:50,230 --> 00:10:46,079
or the uk

269
00:10:52,949 --> 00:10:50,240
and i am in the u.s i'm in california

270
00:10:54,550 --> 00:10:52,959
and sacramento california near where all

271
00:10:57,430 --> 00:10:54,560
the fires are

272
00:10:58,870 --> 00:10:57,440
i am in fact uh originally british now

273
00:11:00,150 --> 00:10:58,880
half british half american

274
00:11:02,949 --> 00:11:00,160
gradually becoming more and more

275
00:11:08,870 --> 00:11:02,959
american but still got my accent

276
00:11:15,750 --> 00:11:11,990
um okay

277
00:11:19,030 --> 00:11:15,760
let's share something else and

278
00:11:22,150 --> 00:11:19,040
oh chris is back great

279
00:11:24,870 --> 00:11:22,160
sorry i'm sweating man i had to change

280
00:11:25,829 --> 00:11:24,880
my computer just died for some reason of

281
00:11:29,269 --> 00:11:25,839
course

282
00:11:30,630 --> 00:11:29,279
test it well it doesn't matter

283
00:11:32,949 --> 00:11:30,640
yeah well you seem to be up and running

284
00:11:35,590 --> 00:11:32,959
fine just now so uh okay

285
00:11:36,069 --> 00:11:35,600
thank you for watching running around

286
00:11:39,110 --> 00:11:36,079
yeah

287
00:11:40,790 --> 00:11:39,120
entertaining people

288
00:11:42,630 --> 00:11:40,800

i could hear you actually so i heard all

289
00:11:44,949 --> 00:11:42,640
your points uh while you were talking

290
00:11:46,069 --> 00:11:44,959
okay yeah yeah oh good that's good all

291
00:11:47,829 --> 00:11:46,079
right

292
00:11:49,269 --> 00:11:47,839
okay so i guess we should get into it

293
00:11:50,629 --> 00:11:49,279
then seeing as people have been

294
00:11:53,430 --> 00:11:50,639
basically waiting

295
00:11:54,389 --> 00:11:53,440
uh for things to get started so let's

296
00:11:57,670 --> 00:11:54,399
talk about uh

297
00:12:00,389 --> 00:11:57,680
the the gimbal that's right the uh

298
00:12:02,710 --> 00:12:00,399
the flare one video the known as the tic

299
00:12:04,710 --> 00:12:02,720
tac video and also the nimitz video

300
00:12:10,069 --> 00:12:04,720
i'm gonna pop it up on screen so that uh

301
00:12:13,190 --> 00:12:10,079
we can see what we're talking about

302
00:12:14,949 --> 00:12:13,200
all right so uh the disagreement we were

303
00:12:16,550 --> 00:12:14,959
having the other day was kind of

304
00:12:17,990 --> 00:12:16,560
about this particular video and

305
00:12:20,629 --> 00:12:18,000
specifically about the bit

306
00:12:21,430 --> 00:12:20,639
at the right at the end of the video

307
00:12:24,710 --> 00:12:21,440
where the

308
00:12:26,230 --> 00:12:24,720
object seems to zip off to the left like

309
00:12:27,590 --> 00:12:26,240
really rapidly

310
00:12:29,190 --> 00:12:27,600
and this is something that i think a lot

311
00:12:30,870 --> 00:12:29,200
of people have had you know there's

312
00:12:32,389 --> 00:12:30,880
basically two camps

313
00:12:34,389 --> 00:12:32,399

on this the interpretation of what's

314
00:12:37,509 --> 00:12:34,399
going on here you know one camp which

315
00:12:38,949 --> 00:12:37,519
i i am in is that the object isn't doing

316
00:12:40,870 --> 00:12:38,959
anything amazing i have this video

317
00:12:43,269 --> 00:12:40,880
called no sudden move

318
00:12:45,269 --> 00:12:43,279
uh and it's just losing lock and the

319
00:12:48,150 --> 00:12:45,279
object is continuing to move off

320
00:12:49,509 --> 00:12:48,160
and the other camp is that uh this

321
00:12:49,990 --> 00:12:49,519
object is doing all kinds of crazy

322
00:12:52,230 --> 00:12:50,000
movements

323
00:12:53,590 --> 00:12:52,240
demonstrating hygiene maneuvers and

324
00:12:54,790 --> 00:12:53,600
which means that it's probably some kind

325
00:12:57,829 --> 00:12:54,800
of

326
00:12:59,190 --> 00:12:57,839
uh advanced technology and that's and

327
00:13:00,470 --> 00:12:59,200
this is some this is a view that you

328
00:13:02,069 --> 00:13:00,480
kind of subscribed to

329
00:13:03,910 --> 00:13:02,079
for a while and that's why i invited you

330
00:13:05,030 --> 00:13:03,920
onto this talk but then you said yes and

331
00:13:06,949 --> 00:13:05,040
you also said

332
00:13:08,470 --> 00:13:06,959
now you changed your mind so so what

333
00:13:12,550 --> 00:13:08,480
happened there

334
00:13:15,430 --> 00:13:12,560
yeah so basically um so i made a video

335
00:13:16,629 --> 00:13:15,440
i was i think i was overconfident and

336
00:13:19,750 --> 00:13:16,639
behind timeline

337
00:13:21,509 --> 00:13:19,760
basically and i didn't

338
00:13:23,110 --> 00:13:21,519

i couldn't like you said there's two

339
00:13:24,069 --> 00:13:23,120
camps you know there's like do you see

340
00:13:27,190 --> 00:13:24,079
it as

341
00:13:30,949 --> 00:13:27,200
it's an alien craft moving or is it

342
00:13:33,430 --> 00:13:30,959
there's no way it could possibly be um

343
00:13:34,629 --> 00:13:33,440
and so when i when i started looking at

344
00:13:37,030 --> 00:13:34,639
this video

345
00:13:38,230 --> 00:13:37,040
the first time i saw it and i'll we'll

346
00:13:41,030 --> 00:13:38,240
talk through there are some optical

347
00:13:44,230 --> 00:13:41,040
illusions that you talked about

348
00:13:46,069 --> 00:13:44,240
um it did blow my mind because of the

349
00:13:47,670 --> 00:13:46,079
that that acceleration right that you

350
00:13:50,710 --> 00:13:47,680
see that acceleration

351
00:13:53,269 --> 00:13:50,720
and when we look at it um when i

352
00:13:53,750 --> 00:13:53,279
originally thought the engagement was

353
00:13:55,030 --> 00:13:53,760
happening

354
00:13:56,710 --> 00:13:55,040
is i thought i thought they were

355
00:13:58,550 --> 00:13:56,720
following it i thought chad underwood

356
00:14:01,670 --> 00:13:58,560
was following it

357
00:14:04,790 --> 00:14:01,680
and so that basically caged my brain um

358
00:14:05,110 --> 00:14:04,800
into this scenario right and right and

359
00:14:08,069 --> 00:14:05,120
so

360
00:14:08,550 --> 00:14:08,079
i was i would say which happens all the

361
00:14:12,069 --> 00:14:08,560
time

362
00:14:15,509 --> 00:14:12,079
and i see it very everywhere in this

363
00:14:18,389 --> 00:14:15,519

field is people believe a certain thing

364
00:14:19,829 --> 00:14:18,399
and you just cannot pull them away from

365
00:14:21,350 --> 00:14:19,839
that belief right no matter how much

366
00:14:23,269 --> 00:14:21,360
evidence

367
00:14:24,310 --> 00:14:23,279
you show them it just doesn't matter

368
00:14:26,470 --> 00:14:24,320
they're not going to look at the

369
00:14:28,230 --> 00:14:26,480
evidence so i mean i

370
00:14:30,550 --> 00:14:28,240
am aware of bias i'm aware that when i

371
00:14:32,310 --> 00:14:30,560
first looked at it that's the impression

372
00:14:33,189 --> 00:14:32,320
i had and then that's when that's when i

373
00:14:35,910 --> 00:14:33,199
saw it

374
00:14:37,829 --> 00:14:35,920
you know you can't see it clearly moving

375
00:14:39,590 --> 00:14:37,839
uh and the angles the angles up at the

376
00:14:41,750 --> 00:14:39,600
top you know when it's moving

377
00:14:43,189 --> 00:14:41,760
are just going they're going so slow

378
00:14:44,870 --> 00:14:43,199
yeah if you look at that angle so that's

379
00:14:46,470 --> 00:14:44,880
your azimuth angle as it's as it's

380
00:14:48,710 --> 00:14:46,480
tracking right

381
00:14:50,550 --> 00:14:48,720
yeah and it and in this pod as it you

382
00:14:52,550 --> 00:14:50,560
know as it as it's tracking the tracking

383
00:14:55,750 --> 00:14:52,560
rate is so slow

384
00:14:56,389 --> 00:14:55,760
um and based on the intercept geometry

385
00:14:57,829 --> 00:14:56,399
or what i

386
00:14:59,670 --> 00:14:57,839
assumed it i actually went back and

387
00:15:03,030 --> 00:14:59,680
listened it was not uh

388
00:15:05,269 --> 00:15:03,040

that's why i also bit off on that and

389
00:15:06,790 --> 00:15:05,279
and basically did not go through and

390
00:15:07,910 --> 00:15:06,800
check your math and that's my own fault

391
00:15:10,069 --> 00:15:07,920
you know i should have known better you

392
00:15:12,310 --> 00:15:10,079
know you've shown me in the past that

393
00:15:13,189 --> 00:15:12,320
you know you're you're very smart when

394
00:15:14,790 --> 00:15:13,199
it comes to all this

395
00:15:16,230 --> 00:15:14,800
to the camera you're obviously a smart

396
00:15:18,550 --> 00:15:16,240
guy uh

397
00:15:20,629 --> 00:15:18,560
and basically i was just you know i

398
00:15:24,069 --> 00:15:20,639
screwed up basically

399
00:15:26,710 --> 00:15:24,079
you know cocky fighter pilot standard uh

400
00:15:28,550 --> 00:15:26,720
that's what i heard and you wrote me

401
00:15:30,550 --> 00:15:28,560
back you know and you wrote me back

402
00:15:31,910 --> 00:15:30,560
and i was like uh-oh you know like he

403
00:15:33,749 --> 00:15:31,920
didn't write me on all the other ones

404
00:15:35,110 --> 00:15:33,759
uh and i don't know maybe he tried i

405
00:15:37,030 --> 00:15:35,120
didn't have it set up um

406
00:15:38,470 --> 00:15:37,040
yeah i put comments on your youtube

407
00:15:41,590 --> 00:15:38,480
videos i think occasionally but i think

408
00:15:44,230 --> 00:15:41,600
this is

409
00:15:44,790 --> 00:15:44,240
yeah um so you wrote me and i was like

410
00:15:48,629 --> 00:15:44,800
oh

411
00:15:51,910 --> 00:15:48,639
you know yep and so i went

412
00:15:53,990 --> 00:15:51,920
and um and i checked actually so

413
00:15:55,509 --> 00:15:54,000

i think subscriber i deleted but i wrote

414
00:15:57,590 --> 00:15:55,519
down i believe it's tev

415
00:15:58,629 --> 00:15:57,600
the subscriber and then there's another

416
00:16:00,230 --> 00:15:58,639
guy todd

417
00:16:02,470 --> 00:16:00,240
and they just explained it very clearly

418
00:16:04,389 --> 00:16:02,480
your argument again

419
00:16:05,990 --> 00:16:04,399
okay uh and i and i listen to them you

420
00:16:06,949 --> 00:16:06,000
know if someone explains something and

421
00:16:09,110 --> 00:16:06,959
they their first

422
00:16:10,790 --> 00:16:09,120
sentence is like you're an idiot you

423
00:16:12,710 --> 00:16:10,800
know or something like

424
00:16:14,150 --> 00:16:12,720
i tried you know i go through and i make

425
00:16:15,590 --> 00:16:14,160
a point to try and read all the comments

426
00:16:18,470 --> 00:16:15,600
but it's still very hard

427
00:16:19,670 --> 00:16:18,480
um you know to look at that it's just

428
00:16:21,670 --> 00:16:19,680
hard

429
00:16:23,030 --> 00:16:21,680
uh and so that's that's where i bit off

430
00:16:25,430 --> 00:16:23,040
on it and

431
00:16:27,350 --> 00:16:25,440
and there's one other point um the

432
00:16:29,749 --> 00:16:27,360
actual pod so the field of view of this

433
00:16:32,230 --> 00:16:29,759
of the app flare pod

434
00:16:33,030 --> 00:16:32,240
is actually smaller than the sniper xr

435
00:16:35,670 --> 00:16:33,040
pods that i'm

436
00:16:36,230 --> 00:16:35,680
that i used the whole time okay you know

437
00:16:38,069 --> 00:16:36,240
so this

438
00:16:40,230 --> 00:16:38,079

it's it's very similar technology but

439
00:16:41,829 --> 00:16:40,240
it's not exactly exactly the same and so

440
00:16:42,150 --> 00:16:41,839
what you get is is a smaller field of

441
00:16:44,629 --> 00:16:42,160
view

442
00:16:45,670 --> 00:16:44,639
you know your sniper xr is going to be a

443
00:16:48,550 --> 00:16:45,680
one degree

444
00:16:49,189 --> 00:16:48,560
field of view and narrow and like you

445
00:16:52,389 --> 00:16:49,199
obviously know

446
00:16:53,829 --> 00:16:52,399
is this is at point seven um

447
00:16:55,910 --> 00:16:53,839
so it's quite a bit it's quite a bit

448
00:16:56,230 --> 00:16:55,920
smaller so the actual zoom rate you know

449
00:16:59,030 --> 00:16:56,240
if you

450
00:17:01,110 --> 00:16:59,040
if i look on a narrow uh with a zoom one

451
00:17:03,430 --> 00:17:01,120
on my sniper pod

452
00:17:04,150 --> 00:17:03,440
um it's gonna be it's gonna be quite far

453
00:17:07,829 --> 00:17:04,160
zoomed out

454
00:17:08,390 --> 00:17:07,839
i mean um if that makes sense we call it

455
00:17:09,990 --> 00:17:08,400
we call

456
00:17:11,669 --> 00:17:10,000
uh you know you're looking down a soda

457
00:17:14,390 --> 00:17:11,679
straw if you will at this thing

458
00:17:14,870 --> 00:17:14,400
as you know is i believe you're a camera

459
00:17:16,630 --> 00:17:14,880
expert

460
00:17:18,069 --> 00:17:16,640
is what from what i understand well i

461
00:17:20,150 --> 00:17:18,079
have a lot of cameras and

462
00:17:21,669 --> 00:17:20,160
i've done a lot of camera analysis so i

463
00:17:23,990 --> 00:17:21,679

i'm going to understand all the

464
00:17:25,270 --> 00:17:24,000
terminology and whatnot so and i can do

465
00:17:28,710 --> 00:17:25,280
the math

466
00:17:31,350 --> 00:17:28,720
yeah so in this case um so what i'm used

467
00:17:34,310 --> 00:17:31,360
to looking at a narrow 1.0 in sniper

468
00:17:35,909 --> 00:17:34,320
is i'm sorry narrow yeah zoom 1.0 in a

469
00:17:38,630 --> 00:17:35,919
sniper pod

470
00:17:40,630 --> 00:17:38,640
uh is a one degree field of view and

471
00:17:42,950 --> 00:17:40,640
what we're looking at right here

472
00:17:44,070 --> 00:17:42,960
is a point seven degree field of view it

473
00:17:46,230 --> 00:17:44,080
doesn't seem that much different i mean

474
00:17:49,909 --> 00:17:46,240
it would only be about you know

475
00:17:51,830 --> 00:17:49,919
that much difference but i guess yeah

476
00:17:53,590 --> 00:17:51,840
well you're looking at points but that's

477
00:17:56,710 --> 00:17:53,600
uh

478
00:17:57,590 --> 00:17:56,720
50 yeah almost so yeah it makes quite a

479
00:17:59,990 --> 00:17:57,600
difference

480
00:18:01,029 --> 00:18:00,000
yeah and so when you go 50 more right

481
00:18:04,470 --> 00:18:01,039
and then you zoom in

482
00:18:05,590 --> 00:18:04,480
on the 2.0 so you go to 2.0 zoom

483
00:18:08,390 --> 00:18:05,600
then it's going to even make an even

484
00:18:10,390 --> 00:18:08,400
bigger difference yeah

485
00:18:11,669 --> 00:18:10,400
yeah it's going to two times interesting

486
00:18:13,909 --> 00:18:11,679
yeah right here you

487
00:18:15,430 --> 00:18:13,919
something that people just real quick it

488
00:18:17,350 --> 00:18:15,440

says the zoom level here

489
00:18:19,110 --> 00:18:17,360
yes but this indicator lags a little bit

490
00:18:19,830 --> 00:18:19,120
behind what actually happens and you you

491
00:18:22,150 --> 00:18:19,840
see it

492
00:18:23,029 --> 00:18:22,160
uh the object is it jumps right it

493
00:18:26,070 --> 00:18:23,039
appears

494
00:18:28,549 --> 00:18:26,080
yeah yes so it's right here it says

495
00:18:29,990 --> 00:18:28,559
one times and right here it's actually

496
00:18:32,070 --> 00:18:30,000
at two times even though it still says

497
00:18:32,549 --> 00:18:32,080
one times for a couple of frames and

498
00:18:35,590 --> 00:18:32,559
then it

499
00:18:37,110 --> 00:18:35,600
pops up exactly a little lag between the

500
00:18:40,470 --> 00:18:37,120
hardware and the uh

501
00:18:42,310 --> 00:18:40,480
the display in some aspects uh so this

502
00:18:44,830 --> 00:18:42,320
is this is a two times here and

503
00:18:47,510 --> 00:18:44,840
this is it two times here so now it's at

504
00:18:50,870 --> 00:18:47,520
0.35 so this is a super

505
00:18:54,070 --> 00:18:50,880
super narrow field of view yes

506
00:18:57,350 --> 00:18:54,080
um yes and so when you look at uh

507
00:18:57,750 --> 00:18:57,360
you combine those things with the that

508
00:19:04,150 --> 00:18:57,760
jump

509
00:19:05,669 --> 00:19:04,160
uh then yeah it very much feels like it

510
00:19:08,789 --> 00:19:05,679
goes out of the out of the frame

511
00:19:10,310 --> 00:19:08,799
yeah and so yeah and based on a sniper

512
00:19:11,510 --> 00:19:10,320
frame of view like that thing would have

513
00:19:15,190 --> 00:19:11,520

to be flying i think

514
00:19:16,710 --> 00:19:15,200
like almost twice as fast yeah

515
00:19:18,310 --> 00:19:16,720
so and if you play this this little bit

516
00:19:19,909 --> 00:19:18,320
at the end here you can

517
00:19:21,430 --> 00:19:19,919
see it doesn't actually it's not really

518
00:19:24,150 --> 00:19:21,440
going super fast

519
00:19:25,830 --> 00:19:24,160
right there it's this kind of optical

520
00:19:27,350 --> 00:19:25,840
illusion that you see

521
00:19:29,110 --> 00:19:27,360
but of course other people will say that

522
00:19:31,350 --> 00:19:29,120
this is actually movement too

523
00:19:32,230 --> 00:19:31,360
and this indicates uh some kind of

524
00:19:35,110 --> 00:19:32,240
actual

525
00:19:36,830 --> 00:19:35,120
acceleration away so what what kind of

526
00:19:40,230 --> 00:19:36,840
changed your mind about

527
00:19:43,830 --> 00:19:40,240
um it accelerating away

528
00:19:45,750 --> 00:19:43,840
versus lock being lost because

529
00:19:47,669 --> 00:19:45,760
my my hypothesis is always being like

530
00:19:49,350 --> 00:19:47,679
you know here we see the

531
00:19:51,029 --> 00:19:49,360
various changes in the camera like this

532
00:19:52,230 --> 00:19:51,039
one here there's the change from i think

533
00:19:55,190 --> 00:19:52,240
narrow to

534
00:19:57,750 --> 00:19:55,200
to a medium field of view lot gets lost

535
00:19:59,990 --> 00:19:57,760
it widens the the targeting bars

536
00:20:02,390 --> 00:20:00,000
uh and then it regains lock and carries

537
00:20:05,430 --> 00:20:02,400
on but in the last one it just doesn't

538
00:20:07,590 --> 00:20:05,440

yeah you i i mean again i'm

539
00:20:08,950 --> 00:20:07,600
i'm not a pod expert you know i just i

540
00:20:10,230 --> 00:20:08,960
used them for you know you use these

541
00:20:12,149 --> 00:20:10,240
things for like

542
00:20:14,630 --> 00:20:12,159
17 years you know as an instructor so

543
00:20:17,750 --> 00:20:14,640
you get into teaching people

544
00:20:19,190 --> 00:20:17,760
um so again i'm not an expert i know

545
00:20:20,710 --> 00:20:19,200
dave i've worked with dave fouch i you

546
00:20:24,390 --> 00:20:20,720
know i asked him questions

547
00:20:25,590 --> 00:20:24,400
um but here it doesn't the pod actually

548
00:20:27,510 --> 00:20:25,600
from my understanding at least for

549
00:20:29,909 --> 00:20:27,520
sniper is that it's it's just gonna

550
00:20:32,950 --> 00:20:29,919
track the object in your ir

551
00:20:34,070 --> 00:20:32,960
uh using the ir sensor right it's just

552
00:20:35,590 --> 00:20:34,080
to track it in that

553
00:20:37,110 --> 00:20:35,600
and and then it doesn't matter what

554
00:20:39,430 --> 00:20:37,120
other things you're showing like you can

555
00:20:42,789 --> 00:20:39,440
swap out tv you can swap out

556
00:20:45,350 --> 00:20:42,799
uh wide field of view uh ir or medium

557
00:20:46,070 --> 00:20:45,360
um but it's it's still it's tracking the

558
00:20:48,390 --> 00:20:46,080
object

559
00:20:49,750 --> 00:20:48,400
uh separately if that makes sense like i

560
00:20:53,270 --> 00:20:49,760
can swap between tv

561
00:20:56,149 --> 00:20:53,280
and ir and it's not reacquiring uh

562
00:20:57,669 --> 00:20:56,159
pod doesn't physically reacquire that's

563
00:20:59,270 --> 00:20:57,679

an interesting thing i never thought of

564
00:21:00,710 --> 00:20:59,280
that so you think that when it's in tv

565
00:21:07,110 --> 00:21:00,720
mode here

566
00:21:12,549 --> 00:21:10,230
normally it does i mean i don't know if

567
00:21:13,590 --> 00:21:12,559
i'm not sure if there's like air-to-air

568
00:21:15,750 --> 00:21:13,600
processing mech

569
00:21:17,110 --> 00:21:15,760
and it tracks with the electro optical

570
00:21:19,510 --> 00:21:17,120
camera

571
00:21:21,590 --> 00:21:19,520
yeah but from what i understood again

572
00:21:22,630 --> 00:21:21,600
i'm not an expert in sniper is that it

573
00:21:25,350 --> 00:21:22,640
tracks off of

574
00:21:25,830 --> 00:21:25,360
one sensor and that was the ir sensor

575
00:21:28,789 --> 00:21:25,840
and then

576
00:21:30,149 --> 00:21:28,799
it just it's showing you the other uh

577
00:21:32,149 --> 00:21:30,159
location that would make sense

578
00:21:34,710 --> 00:21:32,159
so but let's let's just see like here

579
00:21:38,230 --> 00:21:34,720
what happens when it changes from

580
00:21:39,750 --> 00:21:38,240
ir to tv because right here is the end

581
00:21:41,190 --> 00:21:39,760
of the ir there's another thing too

582
00:21:43,270 --> 00:21:41,200
because you look here in tv

583
00:21:45,430 --> 00:21:43,280
field of view this is actually more

584
00:21:48,390 --> 00:21:45,440
zoomed in and the sniper the tv

585
00:21:50,310 --> 00:21:48,400
is actually more zoomed in so look this

586
00:21:52,950 --> 00:21:50,320
is uh so what are we in now this is

587
00:21:54,230 --> 00:21:52,960
yeah this is in tv so electro optical

588
00:21:57,830 --> 00:21:54,240

mode

589
00:21:59,590 --> 00:21:57,840
yeah yeah yeah so this tv narrow two

590
00:22:02,149 --> 00:21:59,600
times field of view so this is

591
00:22:03,270 --> 00:22:02,159
uh you know again the maximum zoom and

592
00:22:03,590 --> 00:22:03,280
you're saying this is you think this is

593
00:22:07,430 --> 00:22:03,600
a bit

594
00:22:10,230 --> 00:22:07,440
than the ir mode or you think

595
00:22:11,350 --> 00:22:10,240
yes so if you look uh i guess go to us

596
00:22:13,830 --> 00:22:11,360
just get a stable

597
00:22:16,549 --> 00:22:13,840
get go to a stable uh back a few frames

598
00:22:16,559 --> 00:22:24,149
yeah so look at that right here

599
00:22:30,470 --> 00:22:27,190
yes well again

600
00:22:33,029 --> 00:22:30,480
in sniper uh the tv

601
00:22:33,510 --> 00:22:33,039
sensor is actually more zoomed in than

602
00:22:35,990 --> 00:22:33,520
the

603
00:22:36,789 --> 00:22:36,000
uh ir sensor so your field of view and

604
00:22:40,070 --> 00:22:36,799
the tv

605
00:22:42,149 --> 00:22:40,080
and ir modes are different uh when i

606
00:22:43,830 --> 00:22:42,159
uh you know i've seen some data specs

607
00:22:47,350 --> 00:22:43,840
that say that it's one degree

608
00:22:48,149 --> 00:22:47,360
for both the uh tv electro optical mode

609
00:22:51,510 --> 00:22:48,159
here

610
00:22:54,710 --> 00:22:51,520
yep and for the same uh

611
00:22:55,430 --> 00:22:54,720
i'm sorry 0.7 for both in this but i

612
00:22:58,470 --> 00:22:55,440
believe

613
00:22:59,990 --> 00:22:58,480

just looking at this that the tv mode is

614
00:23:02,310 --> 00:23:00,000
more zoomed in

615
00:23:04,390 --> 00:23:02,320
right sort of as i'm gonna go narrower

616
00:23:05,750 --> 00:23:04,400
field of view

617
00:23:07,029 --> 00:23:05,760
you can check here by the tracking gate

618
00:23:09,590 --> 00:23:07,039
so if you look at the tracking gates

619
00:23:11,430 --> 00:23:09,600
they're around

620
00:23:14,149 --> 00:23:11,440
i'm just flipping here between excuse me

621
00:23:18,070 --> 00:23:14,159
between the two uh this is ir

622
00:23:19,510 --> 00:23:18,080
and this is tv and they seem

623
00:23:21,430 --> 00:23:19,520
kind of more or less the same i think

624
00:23:24,789 --> 00:23:21,440
narrow too

625
00:23:25,430 --> 00:23:24,799
on both of them there but uh so i'm not

626
00:23:27,270 --> 00:23:25,440
sure if the

627
00:23:28,870 --> 00:23:27,280
it is actually more zoomed in perhaps

628
00:23:30,950 --> 00:23:28,880
it's maybe

629
00:23:32,149 --> 00:23:30,960
get them closer together this is

630
00:23:33,350 --> 00:23:32,159
probably a more accurate one right at

631
00:23:35,750 --> 00:23:33,360
the end of here where you're

632
00:23:36,950 --> 00:23:35,760
a little bit closer to the object and if

633
00:23:38,710 --> 00:23:36,960
i go between that

634
00:23:41,990 --> 00:23:38,720
and that it does look a little smaller

635
00:23:43,669 --> 00:23:42,000
perhaps in ir but really not very much

636
00:23:45,190 --> 00:23:43,679
but uh because you expect it to be even

637
00:23:53,029 --> 00:23:45,200
bigger so perhaps you're you're right

638
00:23:59,350 --> 00:23:54,310

chris just disappeared and chris has

639
00:24:03,029 --> 00:24:01,990
can you hear me chris yes yeah i could

640
00:24:04,710 --> 00:24:03,039
hear you the whole time i'm sorry i

641
00:24:06,390 --> 00:24:04,720
don't know what uh

642
00:24:08,549 --> 00:24:06,400
i don't know this stream yard worked

643
00:24:09,990 --> 00:24:08,559
fine last week so yeah

644
00:24:11,669 --> 00:24:10,000
yeah you just dropped off for a second

645
00:24:13,350 --> 00:24:11,679
then i just had to add you back so i'm

646
00:24:14,950 --> 00:24:13,360
not sure what happened

647
00:24:16,549 --> 00:24:14,960
all right so what i was saying there was

648
00:24:16,870 --> 00:24:16,559
like i've got yeah i don't think it's

649
00:24:18,950 --> 00:24:16,880
too

650
00:24:20,470 --> 00:24:18,960
important to point really uh just that's

651
00:24:21,029 --> 00:24:20,480
the there is perhaps some difference

652
00:24:23,990 --> 00:24:21,039
between

653
00:24:24,870 --> 00:24:24,000
uh tv which is electro optical mode and

654
00:24:27,350 --> 00:24:24,880
the

655
00:24:28,390 --> 00:24:27,360
uh infrared mode in terms of size uh

656
00:24:30,710 --> 00:24:28,400
which might have led

657
00:24:32,390 --> 00:24:30,720
to you know some misunderstanding in

658
00:24:35,110 --> 00:24:32,400
terms of uh

659
00:24:35,830 --> 00:24:35,120
you know what we're actually looking at

660
00:24:41,110 --> 00:24:35,840
uh

661
00:24:42,390 --> 00:24:41,120
okay yeah yeah so i just said so

662
00:24:44,310 --> 00:24:42,400
basically i listened to

663
00:24:46,549 --> 00:24:44,320

todd and them i tracked i checked your

664
00:24:50,470 --> 00:24:46,559
math okay and based off

665
00:24:53,830 --> 00:24:50,480
uh the field of view for the ir of 0.7

666
00:24:57,990 --> 00:24:53,840
uh basically that last maneuver okay

667
00:25:01,430 --> 00:24:58,000
is 0.18 degrees is what i calculated

668
00:25:02,549 --> 00:25:01,440
that's how far it travels uh in 1.13

669
00:25:05,750 --> 00:25:02,559
seconds

670
00:25:06,470 --> 00:25:05,760
so which is basically the same tracking

671
00:25:10,470 --> 00:25:06,480
rate that

672
00:25:12,230 --> 00:25:10,480
you see as the as the angle is moving

673
00:25:14,230 --> 00:25:12,240
yes right yeah and that was that was i

674
00:25:16,470 --> 00:25:14,240
was saying uh

675
00:25:18,310 --> 00:25:16,480
and i think it kind of does more or less

676
00:25:22,070 --> 00:25:18,320
add up that it does kind of match

677
00:25:23,830 --> 00:25:22,080
the rate uh of of of the tracking so

678
00:25:25,029 --> 00:25:23,840
you know the hypothesis yeah simply for

679
00:25:26,070 --> 00:25:25,039
everybody is that we're following

680
00:25:27,750 --> 00:25:26,080
something

681
00:25:29,430 --> 00:25:27,760
uh and then we just stopped following it

682
00:25:31,990 --> 00:25:29,440
and then the thing itself

683
00:25:33,590 --> 00:25:32,000
uh just continues moving at the same

684
00:25:35,269 --> 00:25:33,600
relative rate it was before there's no

685
00:25:38,390 --> 00:25:35,279
actual acceleration

686
00:25:41,190 --> 00:25:38,400
is the bottom line well again

687
00:25:43,029 --> 00:25:41,200
so i mean i guess there's one point you

688
00:25:45,350 --> 00:25:43,039

know um

689
00:25:46,230 --> 00:25:45,360
that i have issue with is like on your

690
00:25:47,909 --> 00:25:46,240
uh the video

691
00:25:49,190 --> 00:25:47,919
you mentioned the no sudden moves video

692
00:25:50,390 --> 00:25:49,200
or i think it's the longer one i

693
00:25:50,950 --> 00:25:50,400
actually where you say at the end you

694
00:25:53,990 --> 00:25:50,960
know

695
00:25:56,630 --> 00:25:54,000
okay so so i i agree

696
00:25:57,269 --> 00:25:56,640
that we can't show definitively i

697
00:26:00,230 --> 00:25:57,279
believe

698
00:26:01,590 --> 00:26:00,240
um okay that that it that it moved

699
00:26:04,630 --> 00:26:01,600
quicker than was tracking

700
00:26:06,789 --> 00:26:04,640
just because uh as you can see it's

701
00:26:08,390 --> 00:26:06,799
it it's too close right the the angles

702
00:26:09,750 --> 00:26:08,400
that it's moving before

703
00:26:11,510 --> 00:26:09,760
that we get the brake lock and chad

704
00:26:12,630 --> 00:26:11,520
underwood said it you know it broke his

705
00:26:16,149 --> 00:26:12,640
lock

706
00:26:17,590 --> 00:26:16,159
um we get before those angles match too

707
00:26:19,669 --> 00:26:17,600
closely to the speed that it that it

708
00:26:21,430 --> 00:26:19,679
travels out of the frame

709
00:26:23,510 --> 00:26:21,440
it doesn't mean that it's that it didn't

710
00:26:26,630 --> 00:26:23,520
like accelerate

711
00:26:29,190 --> 00:26:26,640
crazily um but it's not

712
00:26:29,990 --> 00:26:29,200
proven or definitively shown in the

713
00:26:33,190 --> 00:26:30,000

video so i

714
00:26:34,710 --> 00:26:33,200
i i concur with that um but it but it

715
00:26:37,190 --> 00:26:34,720
doesn't mean that this is a

716
00:26:38,230 --> 00:26:37,200
you know ordinary looking craft at all

717
00:26:40,710 --> 00:26:38,240
sure you know

718
00:26:41,909 --> 00:26:40,720
um yeah for me actually it clears up a

719
00:26:43,750 --> 00:26:41,919
lot of

720
00:26:45,110 --> 00:26:43,760
it it actually helped me mick i i know

721
00:26:45,750 --> 00:26:45,120
it sound you know i wish i didn't make

722
00:26:47,510 --> 00:26:45,760
that video

723
00:26:50,070 --> 00:26:47,520
uh but i'm glad i'm glad we're finally

724
00:26:51,669 --> 00:26:50,080
talking um because i thought that we

725
00:26:53,350 --> 00:26:51,679
were traveling he was you know the the

726
00:26:55,750 --> 00:26:53,360
camera was traveling right behind him

727
00:26:58,549 --> 00:26:55,760
and then it does this crazy loop right

728
00:27:00,470 --> 00:26:58,559
right but but it you did you did clear

729
00:27:03,110 --> 00:27:00,480
it up in my brain you know it's

730
00:27:05,669 --> 00:27:03,120
it is moving i think it's just this

731
00:27:07,029 --> 00:27:05,679
vanilla engagement

732
00:27:08,950 --> 00:27:07,039
it's just going left to right and

733
00:27:09,669 --> 00:27:08,960
they're slowly getting getting closer to

734
00:27:12,070 --> 00:27:09,679
this to this

735
00:27:13,269 --> 00:27:12,080
object so i i believe we we're getting a

736
00:27:16,470 --> 00:27:13,279
clear

737
00:27:18,149 --> 00:27:16,480
a good visual uh look at this thing you

738
00:27:20,549 --> 00:27:18,159

know we're getting and i thought before

739
00:27:22,470 --> 00:27:20,559
we were behind it but now when you go

740
00:27:24,149 --> 00:27:22,480
back to that that tv mode that we were

741
00:27:27,909 --> 00:27:24,159
talking about

742
00:27:31,190 --> 00:27:27,919
um you know i think this is very

743
00:27:34,870 --> 00:27:31,200
clear actually you know for a tv

744
00:27:37,029 --> 00:27:34,880
picture yeah well it's not like uh

745
00:27:38,950 --> 00:27:37,039
it's not the most well i mean i i get i

746
00:27:41,269 --> 00:27:38,960
can understand like

747
00:27:42,230 --> 00:27:41,279
to you guys it looks you know just looks

748
00:27:46,230 --> 00:27:42,240
like a black

749
00:27:48,230 --> 00:27:46,240
blob but it'd be like um

750
00:27:49,830 --> 00:27:48,240
you know you go outside you know you

751
00:27:51,590 --> 00:27:49,840
just track this stuff all the time like

752
00:27:52,389 --> 00:27:51,600
i've i've seen so many pla you know i've

753
00:27:54,310 --> 00:27:52,399
locked up

754
00:27:55,830 --> 00:27:54,320
airplane every day going to and from the

755
00:27:57,830 --> 00:27:55,840
airspace

756
00:27:59,110 --> 00:27:57,840
we lock up airliners and shoot them okay

757
00:28:00,870 --> 00:27:59,120
i mean for practice okay we're

758
00:28:03,110 --> 00:28:00,880
but yes we are practice shooting you

759
00:28:04,470 --> 00:28:03,120
know we're i'm just practicing our craft

760
00:28:06,389 --> 00:28:04,480
so

761
00:28:08,070 --> 00:28:06,399
looking here unless this thing it

762
00:28:09,990 --> 00:28:08,080
doesn't even make sense it would be

763
00:28:11,510 --> 00:28:10,000

it would have to be close and completely

764
00:28:12,789 --> 00:28:11,520
out of focus i mean that's really the

765
00:28:14,870 --> 00:28:12,799
only way

766
00:28:16,070 --> 00:28:14,880
uh and even then you would see like some

767
00:28:19,350 --> 00:28:16,080
breakout of like you know

768
00:28:22,389 --> 00:28:19,360
a tail or an ir for sure

769
00:28:23,830 --> 00:28:22,399
you would see some heat uh so this thing

770
00:28:26,950 --> 00:28:23,840
here

771
00:28:28,870 --> 00:28:26,960
in tv mode so this is in

772
00:28:30,389 --> 00:28:28,880
uh this is just i'm sorry yes yeah

773
00:28:31,510 --> 00:28:30,399
you're right not in not in the higher

774
00:28:33,750 --> 00:28:31,520
when we go to the ir

775
00:28:34,549 --> 00:28:33,760
yeah right but this is this is you know

776
00:28:36,310 --> 00:28:34,559
it's black

777
00:28:38,149 --> 00:28:36,320
so that kind of implies it's going to

778
00:28:40,230 --> 00:28:38,159
backlit uh the sun

779
00:28:41,669 --> 00:28:40,240
is behind it you know if if we were

780
00:28:44,789 --> 00:28:41,679
looking at or unless

781
00:28:47,510 --> 00:28:44,799
you know we're talking about either

782
00:28:48,950 --> 00:28:47,520
a white tic-tac-shaped object or a plane

783
00:28:49,990 --> 00:28:48,960
and planes are usually fairly light in

784
00:28:52,789 --> 00:28:50,000
color

785
00:28:53,590 --> 00:28:52,799
um here does this does it make sense as

786
00:28:56,549 --> 00:28:53,600
a black

787
00:28:57,269 --> 00:28:56,559
object yeah i mean if you look at the

788
00:28:59,669 --> 00:28:57,279

planes

789
00:29:00,789 --> 00:28:59,679
um if you look at it at an airliner rain

790
00:29:02,549 --> 00:29:00,799
i mean that would be the best thing you

791
00:29:04,389 --> 00:29:02,559
know if your argument is this is an

792
00:29:06,549 --> 00:29:04,399
airliner at range

793
00:29:07,430 --> 00:29:06,559
um which yeah it could it could

794
00:29:10,310 --> 00:29:07,440
technically be

795
00:29:11,909 --> 00:29:10,320
but yeah i think i'm moving more towards

796
00:29:12,230 --> 00:29:11,919
it being a smaller plane that's closer

797
00:29:14,789 --> 00:29:12,240
up

798
00:29:15,750 --> 00:29:14,799
uh i'm not really sure it's just it's

799
00:29:17,190 --> 00:29:15,760
kind of difficult to see and

800
00:29:18,789 --> 00:29:17,200
i think you know it's one of these

801
00:29:20,470 --> 00:29:18,799
things i did a lot of work on it

802
00:29:22,070 --> 00:29:20,480
a few years ago and i haven't done much

803
00:29:23,669 --> 00:29:22,080
work on it in recent times and other

804
00:29:24,070 --> 00:29:23,679
people have pointed out various things

805
00:29:25,909 --> 00:29:24,080
like

806
00:29:27,909 --> 00:29:25,919
you've pointed out various things and

807
00:29:29,990 --> 00:29:27,919
i'm not entirely sure

808
00:29:32,070 --> 00:29:30,000
uh i never wasn't really sure to start

809
00:29:34,549 --> 00:29:32,080
off with but i'm kind of drifting more

810
00:29:37,110 --> 00:29:34,559
towards it being a smaller object that

811
00:29:39,510 --> 00:29:37,120
is closer up you know what i'd like to

812
00:29:41,110 --> 00:29:39,520
do if i could is is going to go

813
00:29:42,870 --> 00:29:41,120

through the video from the start because

814
00:29:45,830 --> 00:29:42,880
i think there's some interesting things

815
00:29:47,430 --> 00:29:45,840
earlier on in the video that might help

816
00:29:47,750 --> 00:29:47,440
if we kind of discuss it together and

817
00:29:49,750 --> 00:29:47,760
like

818
00:29:51,510 --> 00:29:49,760
talk about what we're actually seeing

819
00:29:54,470 --> 00:29:51,520
yeah uh

820
00:29:55,590 --> 00:29:54,480
so this is this is like zoomed uh zoomed

821
00:29:57,510 --> 00:29:55,600
in all the way

822
00:29:59,510 --> 00:29:57,520
and this is right at the start let's see

823
00:30:01,430 --> 00:29:59,520
we're in narrow

824
00:30:03,510 --> 00:30:01,440
just one time zoom so it's about half

825
00:30:06,630 --> 00:30:03,520
the size it is for most of the

826
00:30:07,350 --> 00:30:06,640
a lot of the video uh and right at the

827
00:30:09,430 --> 00:30:07,360
start in

828
00:30:12,230 --> 00:30:09,440
in this video we're in white hot so this

829
00:30:14,950 --> 00:30:12,240
is like some some kind of heat source

830
00:30:15,990 --> 00:30:14,960
the the object appears as this kind of

831
00:30:18,549 --> 00:30:16,000
round

832
00:30:20,149 --> 00:30:18,559
blurry type object and we move a little

833
00:30:20,549 --> 00:30:20,159
bit further on and he changes to two

834
00:30:23,750 --> 00:30:20,559
times

835
00:30:25,190 --> 00:30:23,760
zoom we get a much more detailed picture

836
00:30:29,350 --> 00:30:25,200
i wish you would

837
00:30:34,230 --> 00:30:29,360
be in this a lot more but you know here

838
00:30:38,230 --> 00:30:37,750

nothing i've seen but i mean to me it

839
00:30:41,909 --> 00:30:38,240
looks

840
00:30:42,870 --> 00:30:41,919
like uh an infrared heat source like and

841
00:30:45,510 --> 00:30:42,880
glare

842
00:30:47,590 --> 00:30:45,520
like we see these spikes going up and

843
00:30:48,870 --> 00:30:47,600
down and kind of at 45 degrees and then

844
00:30:51,669 --> 00:30:48,880
this kind of

845
00:30:53,750 --> 00:30:51,679
horizon yeah and that's i think honestly

846
00:30:56,070 --> 00:30:53,760
that's i think also why i got tripped up

847
00:30:59,590 --> 00:30:56,080
thinking it was a rear aspect

848
00:31:02,470 --> 00:30:59,600
engagement yeah um because it does look

849
00:31:05,830 --> 00:31:04,389
and we're in ir yeah so it looks like an

850
00:31:07,669 --> 00:31:05,840
engine but

851
00:31:09,269 --> 00:31:07,679
it doesn't look you know an engine has

852
00:31:11,269 --> 00:31:09,279
more defined characteristic

853
00:31:13,830 --> 00:31:11,279
you know and like on your i think

854
00:31:15,750 --> 00:31:13,840
flanker when you showed f-18s behind

855
00:31:18,230 --> 00:31:15,760
you know it'll have a more defined

856
00:31:20,149 --> 00:31:18,240
circle exactly where the heat is

857
00:31:21,750 --> 00:31:20,159
um and you would see you would see

858
00:31:24,630 --> 00:31:21,760
something you know this

859
00:31:25,909 --> 00:31:24,640
you would see you would see some sort of

860
00:31:28,389 --> 00:31:25,919
shape that's

861
00:31:28,950 --> 00:31:28,399
yeah i don't know it's just crazy but

862
00:31:30,950 --> 00:31:28,960
you wouldn't

863
00:31:32,070 --> 00:31:30,960

this this doesn't seem like this is the

864
00:31:34,310 --> 00:31:32,080
actual shape

865
00:31:35,830 --> 00:31:34,320
of the object though i mean this i think

866
00:31:38,389 --> 00:31:35,840
is fairly clearly it's a

867
00:31:39,269 --> 00:31:38,399
it's a glare it's like you know it's the

868
00:31:42,310 --> 00:31:39,279
shape around

869
00:31:45,269 --> 00:31:42,320
uh the object

870
00:31:47,669 --> 00:31:45,279
uh the the heat source it's not actually

871
00:31:49,669 --> 00:31:47,679
a star-shaped object that turns into a

872
00:31:51,990 --> 00:31:49,679
tic-tac-shaped object

873
00:31:53,909 --> 00:31:52,000
i don't i don't think it's a star-shaped

874
00:31:57,029 --> 00:31:53,919
object i mean i think we're looking

875
00:31:57,750 --> 00:31:57,039
yeah i i don't know initially i thought

876
00:32:00,070 --> 00:31:57,760
we were looking

877
00:32:00,870 --> 00:32:00,080
like from the back of of an engine or

878
00:32:03,669 --> 00:32:00,880
something or

879
00:32:05,110 --> 00:32:03,679
that was kind of the image i got or or

880
00:32:08,070 --> 00:32:05,120
we're looking like

881
00:32:09,269 --> 00:32:08,080
uh if it could be like a cylinder and

882
00:32:11,430 --> 00:32:09,279
then you're getting some

883
00:32:12,789 --> 00:32:11,440
some weird uh heat effects around the

884
00:32:14,950 --> 00:32:12,799
size

885
00:32:17,029 --> 00:32:14,960
i don't know it's a crazy ir image i

886
00:32:19,669 --> 00:32:17,039
don't i honestly don't know

887
00:32:22,470 --> 00:32:19,679
what could what could produce that i

888
00:32:25,830 --> 00:32:22,480

don't know and i'm wondering

889
00:32:27,110 --> 00:32:25,840
my kind of i guess my working hypothesis

890
00:32:29,350 --> 00:32:27,120
right now is that

891
00:32:30,950 --> 00:32:29,360
initially the plane is more tail on what

892
00:32:31,669 --> 00:32:30,960
kind of tail aspect and perhaps to

893
00:32:33,909 --> 00:32:31,679
angled a bit

894
00:32:35,269 --> 00:32:33,919
to the left and then it becomes more

895
00:32:37,190 --> 00:32:35,279
angled to the left

896
00:32:38,950 --> 00:32:37,200
as we go through the video so if you

897
00:32:41,350 --> 00:32:38,960
look at it at this this point you know

898
00:32:43,029 --> 00:32:41,360
it's obviously it's very

899
00:32:44,789 --> 00:32:43,039
bright glare if this is in fact the

900
00:32:47,669 --> 00:32:44,799
glare of infrared and then

901
00:32:49,269 --> 00:32:47,679
he switches to tv mode for a while so we

902
00:32:50,230 --> 00:32:49,279
don't get to see the transition really

903
00:32:51,669 --> 00:32:50,240
we get to see

904
00:32:53,830 --> 00:32:51,679
this we'll come back to that in a second

905
00:32:55,190 --> 00:32:53,840
but when it goes back to ir

906
00:32:57,269 --> 00:32:55,200
now it's still kind of like a bit

907
00:32:59,190 --> 00:32:57,279
star-shaped at this point

908
00:33:00,470 --> 00:32:59,200
uh but then it kind of almost almost

909
00:33:01,269 --> 00:33:00,480
quickly it's almost like it's adjusting

910
00:33:04,789 --> 00:33:01,279
the exposure

911
00:33:07,830 --> 00:33:04,799
it becomes a bit more elongated

912
00:33:08,630 --> 00:33:07,840
uh at the start and now i think you can

913
00:33:11,350 --> 00:33:08,640

kind of see that

914
00:33:13,750 --> 00:33:11,360
on the right hand side the glare has

915
00:33:15,909 --> 00:33:13,760
kind of shifted a bit more to the right

916
00:33:17,029 --> 00:33:15,919
and then we've got this kind of a bit of

917
00:33:20,230 --> 00:33:17,039
a protrusion

918
00:33:21,750 --> 00:33:20,240
on this side almost as if it is it has

919
00:33:24,149 --> 00:33:21,760
shifted over

920
00:33:24,789 --> 00:33:24,159
so it's now kind of facing a bit more to

921
00:33:27,590 --> 00:33:24,799
the uh

922
00:33:28,630 --> 00:33:27,600
the left and the engines you know in my

923
00:33:29,990 --> 00:33:28,640
my theory are now

924
00:33:32,789 --> 00:33:30,000
a bit on the right and you can kind of

925
00:33:34,070 --> 00:33:32,799
see that here is the bright area here

926
00:33:36,070 --> 00:33:34,080
and a less bright

927
00:33:37,669 --> 00:33:36,080
area over here which might be the actual

928
00:33:40,549 --> 00:33:37,679
plane or on your

929
00:33:41,590 --> 00:33:40,559
craft uh itself and you keep going

930
00:33:43,430 --> 00:33:41,600
through that and that

931
00:33:45,029 --> 00:33:43,440
kind of becomes a bit more apparent as

932
00:33:47,509 --> 00:33:45,039
you get further on

933
00:33:49,029 --> 00:33:47,519
is that the right side is bright and

934
00:33:51,350 --> 00:33:49,039
then later

935
00:33:53,269 --> 00:33:51,360
right towards the end right here look at

936
00:33:58,149 --> 00:33:53,279
the

937
00:34:01,750 --> 00:33:58,159
sticking out on this side

938
00:34:03,509 --> 00:34:01,760

under my theory i don't know i mean it

939
00:34:05,509 --> 00:34:03,519
there would have to be some like serious

940
00:34:08,790 --> 00:34:05,519
malfunctions you know if you just go

941
00:34:10,230 --> 00:34:08,800
go and look at uh planes

942
00:34:11,909 --> 00:34:10,240
from the side you know and it just

943
00:34:13,669 --> 00:34:11,919
doesn't it looks

944
00:34:15,510 --> 00:34:13,679
it looks nothing like this i mean i

945
00:34:15,909 --> 00:34:15,520
don't think it's it sounds out of focus

946
00:34:19,190 --> 00:34:15,919
though

947
00:34:21,109 --> 00:34:19,200
i think it's just out of focus but

948
00:34:22,310 --> 00:34:21,119
but even if it's out of focus i think

949
00:34:26,629 --> 00:34:22,320
you would have a

950
00:34:29,430 --> 00:34:26,639
blurrier

951
00:34:30,869 --> 00:34:29,440
circle or something i mean it's super

952
00:34:32,710 --> 00:34:30,879
low resolution but you know it doesn't

953
00:34:34,950 --> 00:34:32,720
look like a tic tac does it i mean it

954
00:34:37,109 --> 00:34:34,960
looks like uh you know this is the heat

955
00:34:40,389 --> 00:34:37,119
signature it's not the shape

956
00:34:42,710 --> 00:34:40,399
yeah i think your ir is weird um

957
00:34:44,389 --> 00:34:42,720
i mean my own my own thoughts obviously

958
00:34:47,750 --> 00:34:44,399
uh

959
00:34:48,950 --> 00:34:47,760
is that you know lieutenant commander

960
00:34:51,349 --> 00:34:48,960
slate

961
00:34:53,109 --> 00:34:51,359
he also he mentioned he was in the so

962
00:34:54,550 --> 00:34:53,119
the nimitz okay with the tic tac he was

963
00:34:57,510 --> 00:34:54,560

flying above

964
00:34:59,270 --> 00:34:57,520
actually uh with with uh uh lieutenant

965
00:35:01,190 --> 00:34:59,280
dietrich i believe

966
00:35:02,950 --> 00:35:01,200
and so he saw it as well he saw the tic

967
00:35:05,670 --> 00:35:02,960
tac from above and and

968
00:35:06,790 --> 00:35:05,680
um or he's you know says he saw it you

969
00:35:08,870 --> 00:35:06,800
know i believe him but

970
00:35:09,910 --> 00:35:08,880
uh so he says he sees this thing flying

971
00:35:12,150 --> 00:35:09,920
around uh

972
00:35:13,349 --> 00:35:12,160
and he said it had defined edges but any

973
00:35:15,349 --> 00:35:13,359
time it was uh

974
00:35:17,510 --> 00:35:15,359
when he looked at it it was it had like

975
00:35:19,910 --> 00:35:17,520
wavy uh like heat lines on it

976
00:35:21,990 --> 00:35:19,920
like it was kind of fuzzy uh and he said

977
00:35:24,069 --> 00:35:22,000
that was like just like the tarmac

978
00:35:25,430 --> 00:35:24,079
when you get uh these these weed weird

979
00:35:27,270 --> 00:35:25,440
heart effects

980
00:35:29,400 --> 00:35:27,280
um and the same thing was in the

981
00:35:33,030 --> 00:35:29,410
aguadilla i did the agudia

982
00:35:39,109 --> 00:35:36,150
you argue it's a chinese lantern um

983
00:35:40,150 --> 00:35:39,119
from my argument so my argument i do see

984
00:35:43,589 --> 00:35:40,160
you do see uh

985
00:35:45,030 --> 00:35:43,599
kind of weird ir effects uh as well

986
00:35:46,470 --> 00:35:45,040
yeah i'm not i'm not sure about i think

987
00:35:48,069 --> 00:35:46,480
that's more video but we can maybe talk

988
00:35:49,670 --> 00:35:48,079

about aguadilla in a second but like

989
00:35:53,030 --> 00:35:49,680
commander slay

990
00:35:54,790 --> 00:35:53,040
uh dietrich's baxteta he was the senior

991
00:35:55,670 --> 00:35:54,800
pilot or the senior officer in that

992
00:35:58,310 --> 00:35:55,680
plane

993
00:35:59,750 --> 00:35:58,320
uh he he he they were up high you know

994
00:36:01,589 --> 00:35:59,760
they were doing top cover

995
00:36:03,430 --> 00:36:01,599
and he says he saw this heat haze around

996
00:36:04,790 --> 00:36:03,440
the object but nobody else saw that i

997
00:36:06,310 --> 00:36:04,800
mean commander fraver

998
00:36:07,750 --> 00:36:06,320
doesn't mention that and he got like you

999
00:36:09,430 --> 00:36:07,760
know right up and closer with it so it

1000
00:36:11,510 --> 00:36:09,440
seems a bit

1001
00:36:12,950 --> 00:36:11,520
how would he have seen that it's it's a

1002
00:36:16,310 --> 00:36:12,960
bit incongruous

1003
00:36:18,710 --> 00:36:16,320
he's not so far away though um

1004
00:36:19,750 --> 00:36:18,720
but yeah it is interesting why didn't uh

1005
00:36:22,870 --> 00:36:19,760
other people notice it

1006
00:36:24,390 --> 00:36:22,880
you know yeah yeah maybe with the angle

1007
00:36:25,990 --> 00:36:24,400
and the background and something like

1008
00:36:28,550 --> 00:36:26,000
that but you know obviously it's

1009
00:36:30,470 --> 00:36:28,560
it's possible so he he's overhead and

1010
00:36:33,190 --> 00:36:30,480
and i believe

1011
00:36:33,829 --> 00:36:33,200
the tic tac climbed up to fravor's

1012
00:36:37,510 --> 00:36:33,839
altitude

1013
00:36:39,109 --> 00:36:37,520

close to 13 000 so he's really about

1014
00:36:41,349 --> 00:36:39,119
two miles away from this you know he

1015
00:36:44,150 --> 00:36:41,359
could be as close as two miles

1016
00:36:46,790 --> 00:36:44,160
or less just if he's at his level

1017
00:36:50,790 --> 00:36:50,310
so from two miles away yeah i mean

1018
00:36:52,390 --> 00:36:50,800
that's

1019
00:36:53,910 --> 00:36:52,400
it's still kind of far you could you

1020
00:36:54,950 --> 00:36:53,920
could make out detail i think some

1021
00:36:56,950 --> 00:36:54,960
detail yeah

1022
00:36:58,790 --> 00:36:56,960
but this is very irregular as well the

1023
00:37:01,190 --> 00:36:58,800
the heat signature around this

1024
00:37:02,230 --> 00:37:01,200
uh this thing uh but yeah there's a

1025
00:37:03,750 --> 00:37:02,240
let's see there's a couple of other

1026
00:37:07,030 --> 00:37:03,760
things i wanted to mention this

1027
00:37:08,310 --> 00:37:07,040
this this might uh may kind of deep

1028
00:37:09,910 --> 00:37:08,320
diving a little bit in some of my

1029
00:37:12,950 --> 00:37:09,920
theories but

1030
00:37:13,510 --> 00:37:12,960
what one thing that fraver kind of

1031
00:37:17,510 --> 00:37:13,520
disagree

1032
00:37:19,349 --> 00:37:17,520
with me on was the the gimbal role

1033
00:37:22,470 --> 00:37:19,359
now this the gimbal role we talk about

1034
00:37:24,710 --> 00:37:22,480
in the context of the gimbal video

1035
00:37:25,910 --> 00:37:24,720
and this is the hypothesis that the the

1036
00:37:27,589 --> 00:37:25,920
glare in the you know

1037
00:37:29,510 --> 00:37:27,599
the object in the gimbal video is in

1038
00:37:29,829 --> 00:37:29,520

fact glare and that it's rotating but

1039
00:37:30,870 --> 00:37:29,839
yeah

1040
00:37:32,550 --> 00:37:30,880
i don't really want to talk about gimbal

1041
00:37:34,230 --> 00:37:32,560
i want to talk about this and in the

1042
00:37:34,950 --> 00:37:34,240
context of this video i think we're also

1043
00:37:36,950 --> 00:37:34,960
seeing these

1044
00:37:39,030 --> 00:37:36,960
these gimbal rolls where did i put my

1045
00:37:41,589 --> 00:37:39,040
little camera

1046
00:37:42,870 --> 00:37:41,599
so yeah the targeting part is uh it's

1047
00:37:44,630 --> 00:37:42,880
kind of like a pan tilt

1048
00:37:46,310 --> 00:37:44,640
zoom camera like this one and it's

1049
00:37:49,510 --> 00:37:46,320
mounted sideways instead of

1050
00:37:49,990 --> 00:37:49,520
up and down and so when it's tracking

1051
00:37:53,030 --> 00:37:50,000
it's

1052
00:37:55,750 --> 00:37:53,040
it goes from left to right like this

1053
00:37:57,190 --> 00:37:55,760
and when it gets to zero degrees i

1054
00:37:59,510 --> 00:37:57,200
believe it has to do a

1055
00:38:01,030 --> 00:37:59,520
gimbal roll correction to get to the

1056
00:38:03,030 --> 00:38:01,040
other side and so you can continue

1057
00:38:05,430 --> 00:38:03,040
tracking and i have a variety of videos

1058
00:38:07,270 --> 00:38:05,440
kind of trying to explain that

1059
00:38:08,870 --> 00:38:07,280
uh and fravo was saying that you know

1060
00:38:10,390 --> 00:38:08,880
that's something that doesn't happen

1061
00:38:11,510 --> 00:38:10,400
like the only time that the camera

1062
00:38:12,870 --> 00:38:11,520
rotates is when you're tracking

1063
00:38:15,190 --> 00:38:12,880

something from front to back and you

1064
00:38:17,990 --> 00:38:15,200
know you it has to go all the way

1065
00:38:19,829 --> 00:38:18,000
back and he says that the camera will

1066
00:38:21,829 --> 00:38:19,839
flip over at that point

1067
00:38:23,190 --> 00:38:21,839
and i i disagree with him on that now of

1068
00:38:25,670 --> 00:38:23,200
course he's

1069
00:38:26,310 --> 00:38:25,680
super uh uh squad commander squadron

1070
00:38:29,750 --> 00:38:26,320
commander

1071
00:38:31,109 --> 00:38:29,760
uh fraver who who uses these cameras and

1072
00:38:33,750 --> 00:38:31,119
i don't

1073
00:38:35,990 --> 00:38:33,760
but my my thought there is that it was

1074
00:38:38,870 --> 00:38:36,000
kind of twofold my objection was twofold

1075
00:38:39,910 --> 00:38:38,880
one was that uh there's no reason for

1076
00:38:41,670 --> 00:38:39,920
the camera to

1077
00:38:43,349 --> 00:38:41,680
flip over when it's going from front to

1078
00:38:43,910 --> 00:38:43,359
back but there is one is going from side

1079
00:38:46,630 --> 00:38:43,920
to side

1080
00:38:47,349 --> 00:38:46,640
physically now when you're in the plane

1081
00:38:49,589 --> 00:38:47,359
and

1082
00:38:51,270 --> 00:38:49,599
you obviously have actually done this

1083
00:38:53,670 --> 00:38:51,280
you're tracking something that's

1084
00:38:55,109 --> 00:38:53,680
in front of you and it's moving so it's

1085
00:38:57,030 --> 00:38:55,119
behind you

1086
00:38:58,230 --> 00:38:57,040
the camera will kind of go down down

1087
00:39:01,349 --> 00:38:58,240
down track it

1088
00:39:03,670 --> 00:39:01,359

down and if he kept doing that the

1089
00:39:05,190 --> 00:39:03,680
picture would be upside down

1090
00:39:07,190 --> 00:39:05,200
so if you're tracking something that's

1091
00:39:08,870 --> 00:39:07,200
you know below you that goes from in

1092
00:39:09,829 --> 00:39:08,880
front of you to behind you you can't

1093
00:39:11,589 --> 00:39:09,839
just simply

1094
00:39:13,190 --> 00:39:11,599
point the camera at it it would be like

1095
00:39:15,430 --> 00:39:13,200
say something's flying overhead of you

1096
00:39:17,589 --> 00:39:15,440
you start looking at up at it at some

1097
00:39:20,790 --> 00:39:17,599
point you have to turn around

1098
00:39:22,470 --> 00:39:20,800
and start looking the other way uh are

1099
00:39:25,109 --> 00:39:22,480
you following that

1100
00:39:26,230 --> 00:39:25,119
yes yeah no it's it's a normal uh ever

1101
00:39:28,470 --> 00:39:26,240
so when you

1102
00:39:30,230 --> 00:39:28,480
so you're attacking a target right if

1103
00:39:31,910 --> 00:39:30,240
you're with a laser guided bomb right

1104
00:39:33,750 --> 00:39:31,920
you release the weapon

1105
00:39:35,270 --> 00:39:33,760
uh and then you're flying uh towards the

1106
00:39:38,310 --> 00:39:35,280
target you you check

1107
00:39:39,349 --> 00:39:38,320
um and you have to laze the target right

1108
00:39:43,190 --> 00:39:39,359
the whole time because the

1109
00:39:45,109 --> 00:39:43,200
the bomb is going in following the laser

1110
00:39:46,870 --> 00:39:45,119
uh if you just continue straight and you

1111
00:39:48,390 --> 00:39:46,880
just fly right over the target right

1112
00:39:50,150 --> 00:39:48,400
physic you know it'll tell you the bombs

1113
00:39:52,950 --> 00:39:50,160

gonna hit about the same time that you

1114
00:39:55,030 --> 00:39:52,960
are flying over the target so yes that

1115
00:39:56,790 --> 00:39:55,040
is where i've seen the gimbal we that we

1116
00:39:58,230 --> 00:39:56,800
we know about it we train it we turn

1117
00:40:00,870 --> 00:39:58,240
around it is if you fly right over the

1118
00:40:02,950 --> 00:40:00,880
target the whole targeting pod will spin

1119
00:40:05,270 --> 00:40:02,960
and it makes it very difficult for for

1120
00:40:05,910 --> 00:40:05,280
you and the pod to stay on the same

1121
00:40:07,990 --> 00:40:05,920
target

1122
00:40:10,069 --> 00:40:08,000
if that makes sense what i'm wondering

1123
00:40:12,150 --> 00:40:10,079
there though is is the targeting part

1124
00:40:15,109 --> 00:40:12,160
actually spinning or is it just

1125
00:40:17,430 --> 00:40:15,119
the the image is being corrected so it's

1126
00:40:19,670 --> 00:40:17,440
the right way up

1127
00:40:21,190 --> 00:40:19,680
uh because if something is like yeah

1128
00:40:22,069 --> 00:40:21,200
well something's in front of the plane

1129
00:40:24,790 --> 00:40:22,079
over here

1130
00:40:26,230 --> 00:40:24,800
we're pointing at it and it's moving

1131
00:40:28,630 --> 00:40:26,240
this way you know obviously the plane is

1132
00:40:31,670 --> 00:40:28,640
moving but you see it's moving this way

1133
00:40:32,870 --> 00:40:31,680
uh this will continue rotating down

1134
00:40:36,390 --> 00:40:32,880
and all it's going to do is kind of

1135
00:40:37,670 --> 00:40:36,400
continue rotating back in this direction

1136
00:40:40,150 --> 00:40:37,680
so it's just following it there's no

1137
00:40:42,069 --> 00:40:40,160
reason for the the pod itself

1138
00:40:44,710 --> 00:40:42,079

to actually spin because you know we can

1139
00:40:47,270 --> 00:40:44,720
just we can just do this

1140
00:40:48,950 --> 00:40:47,280
but at this point if it uh simply

1141
00:40:49,990 --> 00:40:48,960
continue then the picture would be

1142
00:40:51,349 --> 00:40:50,000
upside down

1143
00:40:53,030 --> 00:40:51,359
that you're getting from the video if we

1144
00:40:56,550 --> 00:40:53,040
just see if we're just taking the raw

1145
00:40:58,550 --> 00:40:56,560
image coming from that so my

1146
00:40:59,990 --> 00:40:58,560
uh my thought here is that if in the

1147
00:41:01,670 --> 00:41:00,000
situation you described

1148
00:41:03,670 --> 00:41:01,680
from your perspective what you see is

1149
00:41:05,190 --> 00:41:03,680
you see an upright picture

1150
00:41:06,550 --> 00:41:05,200
uh and then you see like you know

1151
00:41:07,829 --> 00:41:06,560
looking straight down picture it doesn't

1152
00:41:09,270 --> 00:41:07,839
really matter which way it is

1153
00:41:12,069 --> 00:41:09,280
but once it's gone past you and it's

1154
00:41:12,710 --> 00:41:12,079
behind you the picture would be upside

1155
00:41:15,589 --> 00:41:12,720
down

1156
00:41:17,430 --> 00:41:15,599
so something inside the the system like

1157
00:41:20,309 --> 00:41:17,440
the derotation mechanism

1158
00:41:21,990 --> 00:41:20,319
flips it 180 degrees so it's now the

1159
00:41:23,510 --> 00:41:22,000
right way up so the horizon is up

1160
00:41:25,829 --> 00:41:23,520
even though the the part is looking

1161
00:41:26,390 --> 00:41:25,839
backwards but the pot itself hasn't

1162
00:41:30,069 --> 00:41:26,400
actually

1163
00:41:31,109 --> 00:41:30,079

done a rotation so you're saying you're

1164
00:41:35,030 --> 00:41:31,119
asking is

1165
00:41:37,349 --> 00:41:35,040
the do i think the pod uh doesn't rotate

1166
00:41:39,270 --> 00:41:37,359
it's it's actually just the s uh

1167
00:41:42,150 --> 00:41:39,280
software that rotates the image

1168
00:41:43,270 --> 00:41:42,160
is that right seriously yeah yeah um i i

1169
00:41:45,430 --> 00:41:43,280
think it's

1170
00:41:46,630 --> 00:41:45,440
i don't know i would have to confirm i i

1171
00:41:49,750 --> 00:41:46,640
believe it's the

1172
00:41:52,550 --> 00:41:49,760
uh the scent the actual pod rotates

1173
00:41:54,390 --> 00:41:52,560
um because it's difficult for even the

1174
00:41:57,510 --> 00:41:54,400
the pod to track it i think

1175
00:41:58,870 --> 00:41:57,520
uh so it is my impression like how would

1176
00:41:59,670 --> 00:41:58,880
that work though i mean if you think

1177
00:42:02,230 --> 00:41:59,680
about this

1178
00:42:04,390 --> 00:42:02,240
here that the system what's rotating all

1179
00:42:06,790 --> 00:42:04,400
it can do is this

1180
00:42:08,230 --> 00:42:06,800
uh or up down and going from front to

1181
00:42:09,910 --> 00:42:08,240
back all it's going to do is the

1182
00:42:12,390 --> 00:42:09,920
this kind of up down rotating the ball

1183
00:42:14,550 --> 00:42:12,400
thing so it's pointing backwards

1184
00:42:16,390 --> 00:42:14,560
there's no reason for it so rotate

1185
00:42:20,630 --> 00:42:16,400
around and be punching you know

1186
00:42:22,950 --> 00:42:20,640
up here well i mean i just i mean

1187
00:42:24,630 --> 00:42:22,960
yeah i guess that's what my impression

1188
00:42:26,790 --> 00:42:24,640

is you know because i believe it's

1189
00:42:27,990 --> 00:42:26,800
it's like two it you know it can it can

1190
00:42:29,670 --> 00:42:28,000
only go up and down

1191
00:42:31,910 --> 00:42:29,680
you know it can it can spin let's see it

1192
00:42:32,309 --> 00:42:31,920
can spin this way and it can go up and

1193
00:42:35,109 --> 00:42:32,319
down

1194
00:42:36,150 --> 00:42:35,119
but it cannot go left and right right

1195
00:42:37,670 --> 00:42:36,160
yeah but if you're just playing over

1196
00:42:39,510 --> 00:42:37,680
something it's all it's doing is going

1197
00:42:41,829 --> 00:42:39,520
underneath you

1198
00:42:44,150 --> 00:42:41,839
there's no reason you can't listen

1199
00:42:45,510 --> 00:42:44,160
there's no actual rotation possible

1200
00:42:47,910 --> 00:42:45,520
at that point but but from your

1201
00:42:49,589 --> 00:42:47,920
perspective um

1202
00:42:51,990 --> 00:42:49,599
looking at the camera it would rotate

1203
00:42:54,710 --> 00:42:52,000
180 degrees to keep the horizon

1204
00:42:56,150 --> 00:42:54,720
up or in the right uh well this usually

1205
00:42:57,990 --> 00:42:56,160
it's all we're just looking down

1206
00:42:59,270 --> 00:42:58,000
you know essentially but yes yeah you're

1207
00:43:00,790 --> 00:42:59,280
right yes yeah

1208
00:43:03,190 --> 00:43:00,800
either way the image wrote the image

1209
00:43:04,790 --> 00:43:03,200
rotates for sure uh i know it's an issue

1210
00:43:06,870 --> 00:43:04,800
because we train around it and

1211
00:43:07,829 --> 00:43:06,880
my understanding is it's a mechanical

1212
00:43:09,829 --> 00:43:07,839
issue

1213
00:43:11,030 --> 00:43:09,839

in the pod because if it was just

1214
00:43:13,109 --> 00:43:11,040
software

1215
00:43:14,470 --> 00:43:13,119
uh this is attacked you know i would

1216
00:43:16,309 --> 00:43:14,480
want to fly right over the target

1217
00:43:19,030 --> 00:43:16,319
because i get closer i get my lasers

1218
00:43:19,990 --> 00:43:19,040
even uh you know to the smaller i get

1219
00:43:21,990 --> 00:43:20,000
more accuracy

1220
00:43:24,150 --> 00:43:22,000
um i would want to fly over this for

1221
00:43:26,390 --> 00:43:24,160
sure so if it was just a software

1222
00:43:28,309 --> 00:43:26,400
change that they could just say hey flip

1223
00:43:30,230 --> 00:43:28,319
it um

1224
00:43:32,390 --> 00:43:30,240
it would have been um implemented

1225
00:43:34,230 --> 00:43:32,400
differently so i believe it's the

1226
00:43:35,349 --> 00:43:34,240
mechanical um that would be good to

1227
00:43:37,030 --> 00:43:35,359
resolve anyway i already want to just

1228
00:43:37,510 --> 00:43:37,040
kind of raise the issue with you so that

1229
00:43:39,750 --> 00:43:37,520
you know

1230
00:43:41,349 --> 00:43:39,760
we both have it like out there as a

1231
00:43:42,069 --> 00:43:41,359
point of discussion and perhaps we can

1232
00:43:44,630 --> 00:43:42,079
figure out

1233
00:43:45,109 --> 00:43:44,640
uh some way of resolving this later and

1234
00:43:46,550 --> 00:43:45,119
that's okay

1235
00:43:48,069 --> 00:43:46,560
probably the best way to go with this

1236
00:43:48,630 --> 00:43:48,079
type of thing because i don't think

1237
00:43:50,550 --> 00:43:48,640
we're

1238
00:43:51,750 --> 00:43:50,560

going to be able to fully resolve these

1239
00:43:53,750 --> 00:43:51,760
these issues but

1240
00:43:55,030 --> 00:43:53,760
no i think it's more to talk on basic

1241
00:43:57,829 --> 00:43:55,040
arguments and then

1242
00:43:58,470 --> 00:43:57,839
we can but let me have a question though

1243
00:44:00,069 --> 00:43:58,480
oh

1244
00:44:02,069 --> 00:44:00,079
one question though so when you have

1245
00:44:03,750 --> 00:44:02,079
that picture i guess is

1246
00:44:05,670 --> 00:44:03,760
so what do you think it is i guess if

1247
00:44:09,109 --> 00:44:05,680
it's a small aircraft

1248
00:44:10,790 --> 00:44:09,119
right um nearby you know uh and i and i

1249
00:44:11,750 --> 00:44:10,800
want to say what's what's also very

1250
00:44:13,670 --> 00:44:11,760
weird

1251
00:44:15,190 --> 00:44:13,680
is so after this lock like it doesn't

1252
00:44:19,030 --> 00:44:15,200
show the acceleration

1253
00:44:19,670 --> 00:44:19,040
that we see um but after this lock you

1254
00:44:22,470 --> 00:44:19,680
have

1255
00:44:23,030 --> 00:44:22,480
chad underwood i seems like a very

1256
00:44:26,550 --> 00:44:23,040
capable

1257
00:44:27,190 --> 00:44:26,560
fighter pilot who just cannot reacquire

1258
00:44:30,550 --> 00:44:27,200
this thing

1259
00:44:31,670 --> 00:44:30,560
you know i mean if he's what i would do

1260
00:44:33,750 --> 00:44:31,680
immediately you know i'm sure

1261
00:44:35,190 --> 00:44:33,760
i'm 100 sure what you're going to see in

1262
00:44:35,990 --> 00:44:35,200
the next as soon as this thing goes out

1263
00:44:38,390 --> 00:44:36,000

of the frame

1264
00:44:40,309 --> 00:44:38,400
is he's going to switch back to a wide

1265
00:44:43,910 --> 00:44:40,319
field of view

1266
00:44:44,150 --> 00:44:43,920
image 100 you think no you i would i

1267
00:44:45,910 --> 00:44:44,160
would

1268
00:44:47,190 --> 00:44:45,920
i'd agree with you there but i yeah i

1269
00:44:51,430 --> 00:44:47,200
suspect he didn't

1270
00:44:54,630 --> 00:44:53,670
doing that and at this point you know

1271
00:44:56,470 --> 00:44:54,640
it's it's

1272
00:44:59,190 --> 00:44:56,480
it's lost the lock is going off to the

1273
00:45:01,109 --> 00:44:59,200
side and he switches to two time resume

1274
00:45:02,309 --> 00:45:01,119
so that's the wrong thing to do at this

1275
00:45:03,430 --> 00:45:02,319
point obviously it's kind of like you

1276
00:45:05,349 --> 00:45:03,440
know fraction of a second

1277
00:45:06,710 --> 00:45:05,359
decision type thing but you know

1278
00:45:08,150 --> 00:45:06,720
obviously i know at this point it's

1279
00:45:10,390 --> 00:45:08,160
really going off the side

1280
00:45:11,430 --> 00:45:10,400
uh yes that's what i'm talking about you

1281
00:45:14,550 --> 00:45:11,440
should go to

1282
00:45:16,150 --> 00:45:14,560
the medium 100 so that's what we you

1283
00:45:17,030 --> 00:45:16,160
know we're trained like we train all

1284
00:45:19,270 --> 00:45:17,040
through training

1285
00:45:20,790 --> 00:45:19,280
you know anytime there's any sort of you

1286
00:45:22,069 --> 00:45:20,800
know whatever you're gonna

1287
00:45:23,750 --> 00:45:22,079
you're gonna get information he talks

1288
00:45:25,750 --> 00:45:23,760

about he's trying to get information as

1289
00:45:28,870 --> 00:45:25,760
soon as this thing goes outside of the

1290
00:45:29,510 --> 00:45:28,880
field of view of the uh of the of the ad

1291
00:45:31,270 --> 00:45:29,520
flare

1292
00:45:32,870 --> 00:45:31,280
i guarantee you he went to wide field of

1293
00:45:33,990 --> 00:45:32,880
view which is going to go way back out

1294
00:45:35,510 --> 00:45:34,000
wide

1295
00:45:37,589 --> 00:45:35,520
and then he started looking immediately

1296
00:45:38,950 --> 00:45:37,599
into his into his radar to try and pick

1297
00:45:41,030 --> 00:45:38,960
this thing up so as soon as you go to

1298
00:45:43,270 --> 00:45:41,040
wide field of view now

1299
00:45:45,030 --> 00:45:43,280
this thing should be in it okay he

1300
00:45:45,430 --> 00:45:45,040
should see it right away and then be

1301
00:45:48,150 --> 00:45:45,440
able to

1302
00:45:49,589 --> 00:45:48,160
quickly just slew to the left like

1303
00:45:52,790 --> 00:45:49,599
there's no reason this should be

1304
00:45:55,270 --> 00:45:52,800
this so it's to me it's it is just very

1305
00:45:56,309 --> 00:45:55,280
very strange that you know he's flying

1306
00:45:58,829 --> 00:45:56,319
an f-18

1307
00:45:59,990 --> 00:45:58,839
there's nothing faster than us or an

1308
00:46:02,390 --> 00:46:00,000
f-18

1309
00:46:03,270 --> 00:46:02,400
out there you know he has all his radar

1310
00:46:05,990 --> 00:46:03,280
it's clear

1311
00:46:07,750 --> 00:46:06,000
day um there's no you know there's

1312
00:46:11,190 --> 00:46:07,760
there's no other planes out there that

1313
00:46:15,910 --> 00:46:11,200

that that i'm aware of anyway um

1314
00:46:20,309 --> 00:46:18,069
yeah i i actually think that he didn't

1315
00:46:21,190 --> 00:46:20,319
uh he didn't go to wide field of view i

1316
00:46:23,829 --> 00:46:21,200
think he

1317
00:46:25,510 --> 00:46:23,839
uh was distracted for some reason uh you

1318
00:46:26,710 --> 00:46:25,520
know doing doing whatever he was doing

1319
00:46:29,750 --> 00:46:26,720
in the back seat

1320
00:46:30,550 --> 00:46:29,760
and for a few seconds he just simply did

1321
00:46:32,870 --> 00:46:30,560
not

1322
00:46:33,910 --> 00:46:32,880
uh keep his eye on it and he went off

1323
00:46:36,309 --> 00:46:33,920
the side

1324
00:46:37,910 --> 00:46:36,319
there is i don't know if you read the

1325
00:46:39,430 --> 00:46:37,920
document that's referred to as the

1326
00:46:42,069 --> 00:46:39,440
executive report

1327
00:46:43,430 --> 00:46:42,079
this is something that was created by by

1328
00:46:45,349 --> 00:46:43,440
atip

1329
00:46:46,550 --> 00:46:45,359
a while ago by interviewing the people

1330
00:46:48,710 --> 00:46:46,560
at the time

1331
00:46:50,230 --> 00:46:48,720
and one of the people the interview is

1332
00:46:51,910 --> 00:46:50,240
chad underwood

1333
00:46:54,069 --> 00:46:51,920
it seems like that from from the

1334
00:46:57,109 --> 00:46:54,079
document his name is retracted

1335
00:47:00,550 --> 00:46:57,119
and it says that he made no attempt

1336
00:47:04,710 --> 00:47:00,560
to slew the camera and he lost

1337
00:47:06,470 --> 00:47:04,720
um visual awareness yeah i mean

1338
00:47:08,150 --> 00:47:06,480

yeah i can't believe that yeah and that

1339
00:47:09,910 --> 00:47:08,160
that was a quote from from well not

1340
00:47:11,510 --> 00:47:09,920
quote but it was like basically based on

1341
00:47:11,990 --> 00:47:11,520
interviews with him and that's what he

1342
00:47:15,430 --> 00:47:12,000
said

1343
00:47:18,710 --> 00:47:15,440
and in later discussions he talks about

1344
00:47:20,470 --> 00:47:18,720
moving the plane around to to try to

1345
00:47:24,069 --> 00:47:20,480
find this object which seems a bit

1346
00:47:25,030 --> 00:47:24,079
yeah well unless you can't see anything

1347
00:47:26,790 --> 00:47:25,040
in front of you

1348
00:47:28,390 --> 00:47:26,800
you know if you see something go in a

1349
00:47:29,510 --> 00:47:28,400
room you know and then you go in there

1350
00:47:30,790 --> 00:47:29,520
and it's not there

1351
00:47:32,630 --> 00:47:30,800
you know you're going to start looking

1352
00:47:34,549 --> 00:47:32,640
right other places um

1353
00:47:36,150 --> 00:47:34,559
yeah like yeah when i listen to this

1354
00:47:40,390 --> 00:47:36,160
i've only listened to his

1355
00:47:42,230 --> 00:47:40,400
uh with jeremy corbell

1356
00:47:43,829 --> 00:47:42,240
and and in that he shows that he just

1357
00:47:45,190 --> 00:47:43,839
could not find this thing again and he

1358
00:47:46,630 --> 00:47:45,200
tried like really hard

1359
00:47:49,430 --> 00:47:46,640
and that's what actually freaked him out

1360
00:47:51,589 --> 00:47:49,440
is he it's like it disappeared

1361
00:47:53,190 --> 00:47:51,599
uh because he just couldn't find it so i

1362
00:47:54,710 --> 00:47:53,200
mean imagine there's any other pla any

1363
00:47:56,549 --> 00:47:54,720

plane out there

1364
00:47:58,630 --> 00:47:56,559
sure um you have your you have the

1365
00:48:02,630 --> 00:47:58,640
princeton radar you have

1366
00:48:06,790 --> 00:48:02,640
uh the f-18 radar um you know he's

1367
00:48:09,910 --> 00:48:06,800
unless it's some you know stealth secret

1368
00:48:11,190 --> 00:48:09,920
thing i mean i just it doesn't make any

1369
00:48:11,990 --> 00:48:11,200
sense to me he would be able to track

1370
00:48:13,990 --> 00:48:12,000
this now i mean

1371
00:48:15,750 --> 00:48:14,000
you're right no i i i don't understand

1372
00:48:18,069 --> 00:48:15,760
exactly what's happened here but

1373
00:48:20,870 --> 00:48:18,079
you know i i guess my my feeling is that

1374
00:48:21,109 --> 00:48:20,880
um and this is very unpopular opinion is

1375
00:48:43,109 --> 00:48:21,119
i

1376
00:48:45,750 --> 00:48:43,119
people have asked me before

1377
00:48:46,829 --> 00:48:45,760
first i never i've never seen any uaps

1378
00:48:49,430 --> 00:48:46,839
or anything

1379
00:48:51,270 --> 00:48:49,440
um but people ask me like what would you

1380
00:48:54,150 --> 00:48:51,280
think you know if you

1381
00:48:54,630 --> 00:48:54,160
saw one of these things and i i think i

1382
00:48:57,829 --> 00:48:54,640
would do

1383
00:49:00,309 --> 00:48:57,839
exactly what chad underwood did is like

1384
00:49:01,829 --> 00:49:00,319
do everything i can to get this thing on

1385
00:49:04,069 --> 00:49:01,839
all types of video

1386
00:49:05,349 --> 00:49:04,079
you know on i'm sure his radar was was

1387
00:49:05,910 --> 00:49:05,359
you know videoed i'm sure that's

1388
00:49:07,589 --> 00:49:05,920

somewhere

1389
00:49:09,589 --> 00:49:07,599
okay i would love to see that as well if

1390
00:49:12,710 --> 00:49:09,599
we could see his radar maybe

1391
00:49:13,750 --> 00:49:12,720
um and and and this and i'm sure a

1392
00:49:16,069 --> 00:49:13,760
hundred percent you know

1393
00:49:17,510 --> 00:49:16,079
it's like a mission you know he like he

1394
00:49:19,349 --> 00:49:17,520
says in the interview he's

1395
00:49:20,790 --> 00:49:19,359
he's dropped bombs he's been in combat

1396
00:49:22,710 --> 00:49:20,800
um

1397
00:49:24,470 --> 00:49:22,720
you know in this case he's vectored onto

1398
00:49:26,390 --> 00:49:24,480
this his commander tells him to go video

1399
00:49:30,230 --> 00:49:26,400
this thing it's weird

1400
00:49:32,309 --> 00:49:30,240
um no 100 he went to wide field of view

1401
00:49:34,150 --> 00:49:32,319
immediately after this he went to wide i

1402
00:49:35,670 --> 00:49:34,160
can i'm sure he went to wide field of

1403
00:49:36,309 --> 00:49:35,680
view and then he slewed where it was

1404
00:49:39,829 --> 00:49:36,319
going

1405
00:49:41,589 --> 00:49:39,839
there's and there's nothing there i

1406
00:49:44,069 --> 00:49:41,599
think that is

1407
00:49:44,710 --> 00:49:44,079
uh it's very weird it's kind of like i

1408
00:49:46,630 --> 00:49:44,720
know it's like

1409
00:49:48,390 --> 00:49:46,640
yeah i don't know it's a bit we don't

1410
00:49:49,990 --> 00:49:48,400
have direct evidence of that but

1411
00:49:51,670 --> 00:49:50,000
you know it's obvious i agree yeah we

1412
00:49:53,190 --> 00:49:51,680
think something happened

1413
00:49:54,790 --> 00:49:53,200

but we can't really sure that that

1414
00:49:56,790 --> 00:49:54,800
happened and i

1415
00:49:58,710 --> 00:49:56,800
and i agree i mean that's why i i think

1416
00:50:00,870 --> 00:49:58,720
it's worthwhile i think what you're

1417
00:50:02,390 --> 00:50:00,880
the points you bring up are worthwhile

1418
00:50:04,950 --> 00:50:02,400
and and did help me

1419
00:50:06,390 --> 00:50:04,960
um but you but you do have to remember

1420
00:50:09,190 --> 00:50:06,400
it's it's in a much bigger

1421
00:50:11,109 --> 00:50:09,200
context you know i mean this is also

1422
00:50:12,390 --> 00:50:11,119
this engagement is being followed by

1423
00:50:13,589 --> 00:50:12,400
you know the princeton radar for

1424
00:50:14,549 --> 00:50:13,599
instance it's been a fall on

1425
00:50:17,670 --> 00:50:14,559
communication

1426
00:50:20,630 --> 00:50:17,680
um and i and

1427
00:50:21,349 --> 00:50:20,640
it just doesn't it so i guess my point

1428
00:50:26,309 --> 00:50:21,359
is

1429
00:50:27,589 --> 00:50:26,319
right which does cause have some

1430
00:50:29,990 --> 00:50:27,599
repercussions apparently

1431
00:50:31,349 --> 00:50:30,000
i didn't really just on my my opinion

1432
00:50:33,670 --> 00:50:31,359
but um

1433
00:50:34,870 --> 00:50:33,680
so if i say this is wrong but at the end

1434
00:50:37,990 --> 00:50:34,880
of your other videos you say

1435
00:50:38,390 --> 00:50:38,000
this this means it's not it's not a uap

1436
00:50:40,309 --> 00:50:38,400
you know

1437
00:50:41,589 --> 00:50:40,319
i just want to emphasize that that's not

1438
00:50:43,430 --> 00:50:41,599

the case and i think

1439
00:50:45,990 --> 00:50:43,440
mick that's why people do get kind of

1440
00:50:48,150 --> 00:50:46,000
yeah first frustrated with your delivery

1441
00:50:49,030 --> 00:50:48,160
style is um you know then you say

1442
00:50:53,190 --> 00:50:49,040
because this is

1443
00:50:55,109 --> 00:50:53,200
this is wrong then it just didn't happen

1444
00:50:56,309 --> 00:50:55,119
and i i don't agree i think we need to

1445
00:50:58,230 --> 00:50:56,319
move forward

1446
00:50:59,589 --> 00:50:58,240
i know i know you're saying like and uh

1447
00:51:01,589 --> 00:50:59,599
i kind of agree i i don't

1448
00:51:02,950 --> 00:51:01,599
think i've figured out what this actual

1449
00:51:06,549 --> 00:51:02,960
object actually is

1450
00:51:07,510 --> 00:51:06,559
i think i've i've demonstrated i think

1451
00:51:10,390 --> 00:51:07,520
that it's

1452
00:51:11,349 --> 00:51:10,400
probably not making certain moves in the

1453
00:51:13,030 --> 00:51:11,359
video

1454
00:51:15,030 --> 00:51:13,040
you know maybe after he goes off screen

1455
00:51:17,750 --> 00:51:15,040
i think you are right man

1456
00:51:20,150 --> 00:51:17,760
and i agree uh you know there's a lot of

1457
00:51:21,589 --> 00:51:20,160
technical analysis out there saying that

1458
00:51:23,510 --> 00:51:21,599
that you're that you're you know you're

1459
00:51:26,630 --> 00:51:23,520
wrong and all this stuff you know

1460
00:51:28,309 --> 00:51:26,640
uh the scu uh they agree

1461
00:51:31,030 --> 00:51:28,319
with your initial assessment they think

1462
00:51:32,870 --> 00:51:31,040
that it does zoom off rapidly

1463
00:51:34,309 --> 00:51:32,880

and you know but this is what you know

1464
00:51:36,069 --> 00:51:34,319
it can't happen right if

1465
00:51:37,589 --> 00:51:36,079
people are actually are using the same

1466
00:51:40,150 --> 00:51:37,599
sources

1467
00:51:41,109 --> 00:51:40,160
then you can you can kind of you can you

1468
00:51:43,910 --> 00:51:41,119
can

1469
00:51:45,829 --> 00:51:43,920
different areas and all of a sudden it

1470
00:51:48,950 --> 00:51:45,839
like becomes more true

1471
00:51:49,990 --> 00:51:48,960
uh in your brain um and so i've actually

1472
00:51:53,589 --> 00:51:50,000
tried to not

1473
00:51:56,150 --> 00:51:53,599
read other people's uh other people's uh

1474
00:51:56,710 --> 00:51:56,160
uh i guess analysis because i didn't

1475
00:51:59,750 --> 00:51:56,720
want to

1476
00:52:02,230 --> 00:51:59,760
uh you know skew my results um

1477
00:52:03,430 --> 00:52:02,240
which backfired uh with your the bouquet

1478
00:52:05,270 --> 00:52:03,440
i also thought was

1479
00:52:06,950 --> 00:52:05,280
oh yeah it was a reasonable but it's a

1480
00:52:07,670 --> 00:52:06,960
reason again it's it's a reasonable

1481
00:52:11,109 --> 00:52:07,680
assumption

1482
00:52:11,750 --> 00:52:11,119
um but it doesn't it doesn't make it not

1483
00:52:13,349 --> 00:52:11,760
a uap

1484
00:52:15,430 --> 00:52:13,359
you know it just let's talk about the

1485
00:52:19,430 --> 00:52:15,440
bokeh in a second because i want to just

1486
00:52:21,589 --> 00:52:19,440
get one one last thing um

1487
00:52:22,710 --> 00:52:21,599
on this video now this is the gimbal

1488
00:52:23,670 --> 00:52:22,720

stuff and this is something i haven't

1489
00:52:25,349 --> 00:52:23,680
really discussed

1490
00:52:27,030 --> 00:52:25,359
publicly before my this little

1491
00:52:27,910 --> 00:52:27,040
interesting hypothesis i'm gonna throw

1492
00:52:31,349 --> 00:52:27,920
at you

1493
00:52:35,910 --> 00:52:31,359
so you can mull it over um

1494
00:52:37,990 --> 00:52:35,920
the i think that we see in this video

1495
00:52:38,950 --> 00:52:38,000
the same effects that we're seeing in

1496
00:52:41,430 --> 00:52:38,960
the gimbal video

1497
00:52:42,069 --> 00:52:41,440
i think we see a gimbal roll and i think

1498
00:52:45,670 --> 00:52:42,079
we see

1499
00:52:48,069 --> 00:52:45,680
a rotation of an infrared glare uh

1500
00:52:49,430 --> 00:52:48,079
i think also they're very difficult to

1501
00:52:50,870 --> 00:52:49,440
see and the gimbal rule is very easy to

1502
00:52:52,870 --> 00:52:50,880
see but the rotation of the glare

1503
00:52:54,390 --> 00:52:52,880
less so now that's the reason i kind of

1504
00:52:55,910 --> 00:52:54,400
brought up the whole you know the camera

1505
00:52:57,990 --> 00:52:55,920
flipping only when it moves from

1506
00:52:59,750 --> 00:52:58,000
front to back and not left to right

1507
00:53:00,630 --> 00:52:59,760
which is you know what what fraver was

1508
00:53:02,630 --> 00:53:00,640
saying

1509
00:53:04,230 --> 00:53:02,640
uh i think it's kind of the opposite it

1510
00:53:05,829 --> 00:53:04,240
doesn't actually physically rotate front

1511
00:53:07,109 --> 00:53:05,839
to back but it does left to right and

1512
00:53:09,430 --> 00:53:07,119
i'm going to kind of

1513
00:53:10,390 --> 00:53:09,440

demonstrate that here real quick let me

1514
00:53:13,670 --> 00:53:10,400
just zoom out

1515
00:53:14,950 --> 00:53:13,680
find the right position it is a 49

1516
00:53:17,990 --> 00:53:14,960
seconds

1517
00:53:20,870 --> 00:53:18,000
into the video uh where is my

1518
00:53:21,349 --> 00:53:20,880
counter 49 seconds right here all right

1519
00:53:23,910 --> 00:53:21,359
so

1520
00:53:25,109 --> 00:53:23,920
here we are in infrared mode and i'm

1521
00:53:27,589 --> 00:53:25,119
just going to let it play from this

1522
00:53:31,750 --> 00:53:27,599
point and i think what you will see

1523
00:53:33,990 --> 00:53:31,760
is that the entire sky rotates

1524
00:53:36,630 --> 00:53:34,000
there we go you saw that just kind of

1525
00:53:39,430 --> 00:53:36,640
yes everything's rotating

1526
00:53:40,710 --> 00:53:39,440
now i think that is a gimbal roll i

1527
00:53:42,470 --> 00:53:40,720
think that is the camera

1528
00:53:43,829 --> 00:53:42,480
doing a gimbal correction as it moves

1529
00:53:45,589 --> 00:53:43,839
from left to right so it's at two

1530
00:53:47,990 --> 00:53:45,599
degrees left here

1531
00:53:50,470 --> 00:53:48,000
uh like i was talking about before it if

1532
00:53:53,109 --> 00:53:50,480
it's tracking left to right it has to do

1533
00:53:55,270 --> 00:53:53,119
a a big correction at some point so we

1534
00:53:57,990 --> 00:53:55,280
can start tracking on the other side

1535
00:53:58,950 --> 00:53:58,000
whilst pointing uh see it's pointing up

1536
00:54:01,910 --> 00:53:58,960
in this point

1537
00:54:02,790 --> 00:54:01,920
five degrees uh and so it does that and

1538
00:54:04,870 --> 00:54:02,800

it actually

1539
00:54:07,109 --> 00:54:04,880
loses the lock there reacquires and then

1540
00:54:11,349 --> 00:54:07,119
later on it does another little one

1541
00:54:15,430 --> 00:54:11,359
right there there's another little roll

1542
00:54:17,430 --> 00:54:15,440
uh yeah okay but i guess my question is

1543
00:54:21,510 --> 00:54:17,440
looks like

1544
00:54:22,630 --> 00:54:21,520
does when we're looking down you know at

1545
00:54:25,670 --> 00:54:22,640
the target it that's

1546
00:54:28,470 --> 00:54:25,680
it does like this quick spin

1547
00:54:30,710 --> 00:54:28,480
yes but why doesn't the glare rotate

1548
00:54:32,470 --> 00:54:30,720
then mick why isn't the glare rotating

1549
00:54:34,710 --> 00:54:32,480
like this

1550
00:54:36,470 --> 00:54:34,720
that's what i'm getting okay so like i

1551
00:54:38,309 --> 00:54:36,480
was discussing earlier

1552
00:54:40,069 --> 00:54:38,319
uh i think you know let's zoom in a

1553
00:54:42,150 --> 00:54:40,079
little bit here

1554
00:54:45,190 --> 00:54:42,160
uh i think at this point in the video

1555
00:54:47,349 --> 00:54:45,200
the glare is kind of right here

1556
00:54:48,549 --> 00:54:47,359
i think it's just on the right side and

1557
00:54:51,270 --> 00:54:48,559
this is actually

1558
00:54:52,630 --> 00:54:51,280
um the object itself the plane now right

1559
00:54:54,870 --> 00:54:52,640
at the start of the video

1560
00:54:56,230 --> 00:54:54,880
this is all glare i think this is all

1561
00:54:57,750 --> 00:54:56,240
glare because we're a bit more tail

1562
00:54:58,549 --> 00:54:57,760
aspect a bit more like looking up the

1563
00:55:00,630 --> 00:54:58,559

pipes

1564
00:55:02,710 --> 00:55:00,640
of the engines and we're seeing this

1565
00:55:05,750 --> 00:55:02,720
very bright glare and when we get to

1566
00:55:07,270 --> 00:55:05,760
uh this rotation here uh i think what

1567
00:55:09,990 --> 00:55:07,280
we're seeing is

1568
00:55:11,349 --> 00:55:10,000
a shape that has a glare and i think

1569
00:55:13,030 --> 00:55:11,359
it's kind of got an angle a bit like

1570
00:55:16,390 --> 00:55:13,040
that kind of like 45 degrees

1571
00:55:18,950 --> 00:55:16,400
up to the left uh and then a bit of the

1572
00:55:21,990 --> 00:55:18,960
plane sticking out from behind the glare

1573
00:55:23,109 --> 00:55:22,000
and that when you look at what this

1574
00:55:25,990 --> 00:55:23,119
started out as

1575
00:55:28,630 --> 00:55:26,000
the shape of the glare is kind of more

1576
00:55:31,109 --> 00:55:28,640
horizontal at this point

1577
00:55:33,190 --> 00:55:31,119
it's this shape right here when we go

1578
00:55:35,430 --> 00:55:33,200
forward a little bit

1579
00:55:37,829 --> 00:55:35,440
the glare now is at 45 degrees because

1580
00:55:41,270 --> 00:55:37,839
the camera is rotated

1581
00:55:42,950 --> 00:55:41,280
you're seeing what i'm seeing i see it

1582
00:55:44,309 --> 00:55:42,960
so it's kind of like almost like this at

1583
00:55:48,230 --> 00:55:44,319
this point so it's like

1584
00:55:49,430 --> 00:55:48,240
this line i see the

1585
00:55:51,589 --> 00:55:49,440
you're saying there's a small little

1586
00:55:55,510 --> 00:55:51,599
craft and then you can see

1587
00:55:57,750 --> 00:55:55,520
this uh heat clear i don't know

1588
00:55:59,030 --> 00:55:57,760

yeah yeah a heat glare it's just it's

1589
00:56:01,990 --> 00:55:59,040
essentially the same as

1590
00:56:03,750 --> 00:56:02,000
as glare in the visual spectrum but it's

1591
00:56:06,230 --> 00:56:03,760
in the infrared spectrum

1592
00:56:07,910 --> 00:56:06,240
uh you know optics are a bit different

1593
00:56:09,349 --> 00:56:07,920
but we still get the same phenomena of

1594
00:56:10,549 --> 00:56:09,359
glare and this is we see this in other

1595
00:56:13,030 --> 00:56:10,559
videos but i think

1596
00:56:14,470 --> 00:56:13,040
we're actually seeing that glare rotate

1597
00:56:16,150 --> 00:56:14,480
it does appear to be something there

1598
00:56:19,109 --> 00:56:16,160
that's at a certain angle

1599
00:56:19,910 --> 00:56:19,119
uh before and then when it rotates it's

1600
00:56:23,190 --> 00:56:19,920
now

1601
00:56:24,309 --> 00:56:23,200
horizontal i think the the amount of

1602
00:56:26,230 --> 00:56:24,319
rotation there is about

1603
00:56:28,470 --> 00:56:26,240
180 degrees so it's hard to see but

1604
00:56:29,829 --> 00:56:28,480
during halfway through the rotation you

1605
00:56:32,870 --> 00:56:29,839
see the glare is at

1606
00:56:34,069 --> 00:56:32,880
this angle here now almost like 90

1607
00:56:37,510 --> 00:56:34,079
degrees to

1608
00:56:43,510 --> 00:56:41,670
yeah i mean i think it's similar to the

1609
00:56:45,270 --> 00:56:43,520
i actually do kind of see what you're

1610
00:56:46,950 --> 00:56:45,280
talking about um

1611
00:56:48,789 --> 00:56:46,960
and let me again i haven't we're gonna

1612
00:56:52,549 --> 00:56:48,799
we can talk about it later uh

1613
00:56:54,150 --> 00:56:52,559

my initial thoughts is that um it's

1614
00:56:55,589 --> 00:56:54,160
it's similar to some of many of these

1615
00:56:59,430 --> 00:56:55,599
things are similar

1616
00:57:00,470 --> 00:56:59,440
uh like like bouquet it is a factor you

1617
00:57:02,630 --> 00:57:00,480
know bouquet is

1618
00:57:05,349 --> 00:57:02,640
is a factor we do deal with it you know

1619
00:57:06,789 --> 00:57:05,359
glare is a factor we do deal with it

1620
00:57:08,549 --> 00:57:06,799
but not on the scales that you're

1621
00:57:10,549 --> 00:57:08,559
talking about you know if if

1622
00:57:12,309 --> 00:57:10,559
if this was a normal little plane and

1623
00:57:15,430 --> 00:57:12,319
that was your uh

1624
00:57:15,829 --> 00:57:15,440
ir you know you know uh engine shooting

1625
00:57:21,109 --> 00:57:15,839
out

1626
00:57:23,430 --> 00:57:21,119
we would never be able to identify

1627
00:57:28,950 --> 00:57:23,440
little planes you know based off

1628
00:57:32,150 --> 00:57:30,789
the further away this thing is okay you

1629
00:57:34,069 --> 00:57:32,160
have to remember

1630
00:57:35,910 --> 00:57:34,079
now that same field of view argument

1631
00:57:36,230 --> 00:57:35,920
that you that you've used successfully

1632
00:57:40,150 --> 00:57:36,240
right

1633
00:57:43,190 --> 00:57:40,160
argument now is going to mean that when

1634
00:57:44,950 --> 00:57:43,200
it moves off the screen at some point

1635
00:57:46,710 --> 00:57:44,960
you know at some point in range it's

1636
00:57:49,990 --> 00:57:46,720
going to be you know

1637
00:57:52,069 --> 00:57:50,000
ridiculous air speeds so it will be yeah

1638
00:57:53,030 --> 00:57:52,079

absolutely dynamic manipulation that's

1639
00:57:54,630 --> 00:57:53,040
why yeah

1640
00:57:56,710 --> 00:57:54,640
that's why okay yeah i asked if you

1641
00:57:58,230 --> 00:57:56,720
think it's a far away plane because

1642
00:57:59,670 --> 00:57:58,240
uh you would be in trouble if you said

1643
00:58:02,230 --> 00:57:59,680
it's a faraway plane because your field

1644
00:58:04,710 --> 00:58:02,240
of view argument you made successfully

1645
00:58:06,549 --> 00:58:04,720
um shows that that if it's flying at

1646
00:58:08,710 --> 00:58:06,559
roughly fighter speeds

1647
00:58:09,829 --> 00:58:08,720
um then this thing is not is not so far

1648
00:58:13,510 --> 00:58:09,839
away

1649
00:58:14,470 --> 00:58:13,520
and yeah i think more work needs to be

1650
00:58:15,910 --> 00:58:14,480
done there and i think

1651
00:58:17,750 --> 00:58:15,920
the stuff i've done so far is a little

1652
00:58:19,109 --> 00:58:17,760
bit simplistic and it doesn't take into

1653
00:58:21,349 --> 00:58:19,119
account the

1654
00:58:22,710 --> 00:58:21,359
uh the rate of change of the heading

1655
00:58:24,390 --> 00:58:22,720
indicator because it doesn't change in a

1656
00:58:25,990 --> 00:58:24,400
linear manner uh

1657
00:58:28,870 --> 00:58:26,000
it actually starts moving slower and

1658
00:58:31,030 --> 00:58:28,880
then it moves faster later on

1659
00:58:31,990 --> 00:58:31,040
i'm sorry you said before that you think

1660
00:58:35,510 --> 00:58:32,000
um

1661
00:58:37,510 --> 00:58:35,520
it was on martin lewis's ufo podcast

1662
00:58:39,750 --> 00:58:37,520
i'm sorry mark martin willis uh ufo

1663
00:58:41,750 --> 00:58:39,760

podcast um and he said that uh

1664
00:58:43,349 --> 00:58:41,760
kevin day you know you ended up agreeing

1665
00:58:46,390 --> 00:58:43,359
with kevin day that it that it

1666
00:58:47,510 --> 00:58:46,400
it couldn't be an f-18 uh but later on

1667
00:58:48,789 --> 00:58:47,520
you kind of retracted it

1668
00:58:50,230 --> 00:58:48,799
i don't know what do you think to agree

1669
00:58:51,910 --> 00:58:50,240
with him i think i what i would have

1670
00:58:55,190 --> 00:58:51,920
agreed with is some of the arguments

1671
00:58:56,309 --> 00:58:55,200
as the uh um you know if this was

1672
00:58:58,710 --> 00:58:56,319
something that was

1673
00:59:00,470 --> 00:58:58,720
on the same thing that was on

1674
00:59:04,390 --> 00:59:00,480
underwood's radar

1675
00:59:07,030 --> 00:59:04,400
uh and then on the flip is the same

1676
00:59:08,230 --> 00:59:07,040
thing then if it was an f-18 especially

1677
00:59:10,549 --> 00:59:08,240
a friendly one uh

1678
00:59:13,910 --> 00:59:10,559
well it'll be friendly then yeah he

1679
00:59:15,750 --> 00:59:13,920
would have got an ident on it

1680
00:59:18,390 --> 00:59:15,760
yeah if yeah if its transponder was

1681
00:59:20,230 --> 00:59:18,400
working and and everything

1682
00:59:22,150 --> 00:59:20,240
yeah so that's what i agreed with but i

1683
00:59:23,670 --> 00:59:22,160
i what i disagree was that that's what's

1684
00:59:24,069 --> 00:59:23,680
actually happened i mean i think that

1685
00:59:26,870 --> 00:59:24,079
hit

1686
00:59:28,150 --> 00:59:26,880
i feel that he picked up something that

1687
00:59:30,150 --> 00:59:28,160
he didn't realize

1688
00:59:32,309 --> 00:59:30,160

what he was looking at so he didn't have

1689
00:59:32,870 --> 00:59:32,319
in his mind the exact correlation

1690
00:59:34,470 --> 00:59:32,880
between

1691
00:59:36,309 --> 00:59:34,480
this is the flare system and this is the

1692
00:59:37,910 --> 00:59:36,319
radar i'm looking at this object on the

1693
00:59:39,990 --> 00:59:37,920
radar and here it is on the flare

1694
00:59:41,190 --> 00:59:40,000
i don't think he had that that direct

1695
00:59:42,870 --> 00:59:41,200
correct connection

1696
00:59:44,549 --> 00:59:42,880
but you know that's obviously something

1697
00:59:47,750 --> 00:59:44,559
that's to a degree lost

1698
00:59:50,870 --> 00:59:47,760
lost in in time because we don't have

1699
00:59:53,109 --> 00:59:50,880
those tapes and memory isn't perfect but

1700
00:59:54,710 --> 00:59:53,119
uh yeah that's going to be theory yeah

1701
00:59:56,390 --> 00:59:54,720
yeah but from what i'm looking at that

1702
01:00:00,580 --> 00:59:56,400
looks like no plane i've ever

1703
01:00:09,829 --> 01:00:00,590
i've ever seen from well from the

1704
01:00:13,030 --> 01:00:11,589
i mean you keep talking about this the

1705
01:00:15,349 --> 01:00:13,040
glare mick but i mean

1706
01:00:17,349 --> 01:00:15,359
this is just not an issue man these pods

1707
01:00:19,109 --> 01:00:17,359
are better than

1708
01:00:21,349 --> 01:00:19,119
i don't know you're that little flair

1709
01:00:24,470 --> 01:00:21,359
thing you're holding i promise like

1710
01:00:24,950 --> 01:00:24,480
yeah like you know this one here you can

1711
01:00:27,430 --> 01:00:24,960
see the

1712
01:00:29,510 --> 01:00:27,440
uh the engines kind of flaring up here

1713
01:00:31,109 --> 01:00:29,520

this is this is yeah

1714
01:00:32,870 --> 01:00:31,119
and that's what it looks like from like

1715
01:00:35,510 --> 01:00:32,880
you know a mile away

1716
01:00:36,950 --> 01:00:35,520
you know and yeah and that's not what it

1717
01:00:40,710 --> 01:00:36,960
looks like actually right there

1718
01:00:42,549 --> 01:00:40,720
yeah and this was supposedly a

1719
01:00:43,750 --> 01:00:42,559
it says mid tech i don't know what that

1720
01:00:47,109 --> 01:00:43,760
actually means

1721
01:00:50,230 --> 01:00:47,119
um yeah i mean the wide band

1722
01:00:52,069 --> 01:00:50,240
irs you know look at um

1723
01:00:53,430 --> 01:00:52,079
you know like mbgs right i mean they

1724
01:00:56,150 --> 01:00:53,440
look in the ir spectrum

1725
01:00:58,789 --> 01:00:56,160
but during the day you turn them on and

1726
01:01:01,190 --> 01:00:58,799
you know you can't see anything

1727
01:01:02,549 --> 01:01:01,200
so it does matter where you're where

1728
01:01:05,190 --> 01:01:02,559
your

1729
01:01:07,829 --> 01:01:05,200
sensor is and at players believe it's

1730
01:01:09,109 --> 01:01:07,839
medium wave so it's going to be

1731
01:01:10,950 --> 01:01:09,119
it's going to be very different from

1732
01:01:12,950 --> 01:01:10,960
other ir sensors like

1733
01:01:13,990 --> 01:01:12,960
the little flear this camera whatever

1734
01:01:17,030 --> 01:01:14,000
camera this is

1735
01:01:19,030 --> 01:01:17,040
i promise you or i believe is different

1736
01:01:20,309 --> 01:01:19,040
from the app player yeah i i know the

1737
01:01:22,069 --> 01:01:20,319
applicator is

1738
01:01:23,670 --> 01:01:22,079

you know we haven't been able to get

1739
01:01:27,030 --> 01:01:23,680
actual specs on it

1740
01:01:27,510 --> 01:01:27,040
but yeah like i've never seen that level

1741
01:01:30,710 --> 01:01:27,520
of

1742
01:01:31,349 --> 01:01:30,720
i've showed it i've showed it on my

1743
01:01:34,950 --> 01:01:31,359
videos

1744
01:01:36,710 --> 01:01:34,960
um you have like uh three f-16s flying

1745
01:01:41,109 --> 01:01:36,720
away you will see it their engine

1746
01:01:43,030 --> 01:01:41,119
you will see something you know but

1747
01:01:45,430 --> 01:01:43,040
i've never seen like that for instance

1748
01:01:46,710 --> 01:01:45,440
you know or it would be at very very far

1749
01:01:48,789 --> 01:01:46,720
ranges that's why

1750
01:01:50,309 --> 01:01:48,799
the glare argument for me only only

1751
01:01:52,630 --> 01:01:50,319
makes sense

1752
01:01:53,750 --> 01:01:52,640
if it's very very far away and then and

1753
01:01:55,750 --> 01:01:53,760
then

1754
01:01:57,670 --> 01:01:55,760
maybe you have some heat source very far

1755
01:02:00,950 --> 01:01:57,680
away and that and that

1756
01:02:03,589 --> 01:02:00,960
occludes occludes everything else but

1757
01:02:05,270 --> 01:02:03,599
i mean of any time inside of any ranges

1758
01:02:06,549 --> 01:02:05,280
i mean you see the little heat coming

1759
01:02:08,230 --> 01:02:06,559
out of the engine if you're looking

1760
01:02:10,470 --> 01:02:08,240
right down the engine from the back

1761
01:02:12,470 --> 01:02:10,480
we will get some glare but it's just

1762
01:02:12,950 --> 01:02:12,480
going to be localized like you can still

1763
01:02:18,470 --> 01:02:12,960

tell

1764
01:02:19,990 --> 01:02:18,480
right you know you can count the engines

1765
01:02:22,549 --> 01:02:20,000
i'm not sure what system this is

1766
01:02:23,670 --> 01:02:22,559
like chinese thing but yeah you can you

1767
01:02:25,750 --> 01:02:23,680
can obviously you can see

1768
01:02:27,349 --> 01:02:25,760
the shape of the the plane and you've

1769
01:02:28,470 --> 01:02:27,359
got a little bit of glare around it like

1770
01:02:31,750 --> 01:02:28,480
here

1771
01:02:34,069 --> 01:02:31,760
that's like the worst i've yeah i mean

1772
01:02:35,910 --> 01:02:34,079
that's honestly it looks like that like

1773
01:02:39,109 --> 01:02:35,920
that's what this plane

1774
01:02:41,029 --> 01:02:39,119
uh is from the side

1775
01:02:42,150 --> 01:02:41,039
yeah i mean yeah you can see it quite

1776
01:02:45,510 --> 01:02:42,160
clearly

1777
01:02:47,270 --> 01:02:45,520
uh and so we don't even see that

1778
01:02:49,029 --> 01:02:47,280
amount of well i guess it depends how

1779
01:02:51,190 --> 01:02:49,039
close we are but

1780
01:02:52,390 --> 01:02:51,200
that seems like an excessive amount of

1781
01:02:53,670 --> 01:02:52,400
ir

1782
01:02:55,829 --> 01:02:53,680
plume to me i don't think we would see

1783
01:02:57,510 --> 01:02:55,839
that in an app player image

1784
01:02:58,870 --> 01:02:57,520
here's uh here you see it this is an

1785
01:03:00,829 --> 01:02:58,880
interesting one because you see it's uh

1786
01:03:03,910 --> 01:03:00,839
tail aspect

1787
01:03:06,230 --> 01:03:03,920
uh uh

1788
01:03:07,750 --> 01:03:06,240

and it all you see is glare but when if

1789
01:03:08,549 --> 01:03:07,760
i just play it through you'll see it

1790
01:03:09,910 --> 01:03:08,559
bank

1791
01:03:11,589 --> 01:03:09,920
to the side and then you see the shape

1792
01:03:13,910 --> 01:03:11,599
of the plane it's because it's changing

1793
01:03:17,109 --> 01:03:13,920
the exposure

1794
01:03:19,990 --> 01:03:17,119
i think you see that yeah it's

1795
01:03:20,789 --> 01:03:20,000
down here it's doing automatic exposure

1796
01:03:24,710 --> 01:03:20,799
and then it kind of

1797
01:03:26,230 --> 01:03:24,720
locks in okay so that's what in

1798
01:03:27,829 --> 01:03:26,240
and that's kind of what i thought was

1799
01:03:28,630 --> 01:03:27,839
actually happening but you know what you

1800
01:03:30,870 --> 01:03:28,640
just sewed there

1801
01:03:31,829 --> 01:03:30,880
is i agreed that i thought that's what

1802
01:03:33,670 --> 01:03:31,839
was actually

1803
01:03:35,349 --> 01:03:33,680
was going on and he was able to do this

1804
01:03:36,630 --> 01:03:35,359
amazing maneuver

1805
01:03:38,870 --> 01:03:36,640
you know instead of turning like a

1806
01:03:41,910 --> 01:03:38,880
normal fighter it was able to just

1807
01:03:45,430 --> 01:03:44,630
um but now i i to me it looks better

1808
01:03:47,270 --> 01:03:45,440
actually i see

1809
01:03:48,789 --> 01:03:47,280
i you know in the tv mode i think you

1810
01:03:51,510 --> 01:03:48,799
have a clear image of the tic tac

1811
01:03:52,630 --> 01:03:51,520
um i mean that that's what that's what

1812
01:03:54,870 --> 01:03:52,640
it looks like it looks

1813
01:03:56,549 --> 01:03:54,880

it's in black but in tv mode remember

1814
01:03:57,829 --> 01:03:56,559
it's black and white

1815
01:04:00,549 --> 01:03:57,839
um that's what the planes are going to

1816
01:04:02,549 --> 01:04:00,559
look like like we just saw so this

1817
01:04:04,950 --> 01:04:02,559
yeah yeah let's just real quickly look

1818
01:04:05,510 --> 01:04:04,960
at that uh little aspect of it like the

1819
01:04:08,230 --> 01:04:05,520
actual

1820
01:04:09,829 --> 01:04:08,240
shape of the thing yeah like yeah right

1821
01:04:12,630 --> 01:04:09,839
here yeah it looks like a tic tac

1822
01:04:13,829 --> 01:04:12,640
it looks like and before i didn't think

1823
01:04:15,109 --> 01:04:13,839
that was a good picture i thought we

1824
01:04:15,670 --> 01:04:15,119
were looking behind it so i was like

1825
01:04:17,029 --> 01:04:15,680
well i don't

1826
01:04:19,510 --> 01:04:17,039
really really know what i'm looking like

1827
01:04:22,309 --> 01:04:19,520
but you know you showed that it's

1828
01:04:23,190 --> 01:04:22,319
that it's moving constantly so but even

1829
01:04:26,390 --> 01:04:23,200
in this image

1830
01:04:28,309 --> 01:04:26,400
it's not a smooth oval shape it's

1831
01:04:30,230 --> 01:04:28,319
it's got this slight figure eight shape

1832
01:04:31,510 --> 01:04:30,240
and it's larger on this side on the on

1833
01:04:32,069 --> 01:04:31,520
the left side than it is on the right

1834
01:04:33,990 --> 01:04:32,079
side

1835
01:04:36,150 --> 01:04:34,000
i i think you're looking the aspect is

1836
01:04:36,630 --> 01:04:36,160
slightly away you know it's not direct

1837
01:04:38,390 --> 01:04:36,640
on

1838
01:04:39,990 --> 01:04:38,400

but a little bit of that distance the

1839
01:04:41,990 --> 01:04:40,000
perspective wouldn't have any

1840
01:04:43,589 --> 01:04:42,000
effects you know if it's a mile away

1841
01:04:46,309 --> 01:04:43,599
it's it's i mean sure if it's

1842
01:04:47,829 --> 01:04:46,319
if it's like you know up close then then

1843
01:04:48,390 --> 01:04:47,839
you get some perspective effect but if

1844
01:04:50,230 --> 01:04:48,400
it's

1845
01:04:51,750 --> 01:04:50,240
miles away it doesn't matter what the

1846
01:04:54,230 --> 01:04:51,760
what the aspect is because

1847
01:04:57,029 --> 01:04:54,240
no i mean look at my hand i mean it's my

1848
01:04:58,789 --> 01:04:57,039
hands like this close to the camera so

1849
01:05:00,630 --> 01:04:58,799
this is something that's miles away it's

1850
01:05:01,190 --> 01:05:00,640
not uh you know perspective doesn't work

1851
01:05:05,190 --> 01:05:01,200
like that

1852
01:05:10,150 --> 01:05:05,200
uh in in in the large scale

1853
01:05:14,870 --> 01:05:13,829
i have a tic-tac here like my tic-tac

1854
01:05:17,510 --> 01:05:14,880
model

1855
01:05:18,069 --> 01:05:17,520
uh and yes if it's close to the camera

1856
01:05:21,109 --> 01:05:18,079
uh

1857
01:05:23,190 --> 01:05:21,119
then the back of it is going to look

1858
01:05:27,270 --> 01:05:23,200
like it is smaller than the front of it

1859
01:05:30,630 --> 01:05:29,190
it doesn't really matter it doesn't

1860
01:05:32,549 --> 01:05:30,640
matter which way

1861
01:05:33,910 --> 01:05:32,559
around it is because it's far away

1862
01:05:36,710 --> 01:05:33,920
perspective

1863
01:05:37,750 --> 01:05:36,720

means that this going to be no

1864
01:05:40,950 --> 01:05:37,760
difference so

1865
01:05:42,710 --> 01:05:40,960
what we're looking at here in this video

1866
01:05:44,789 --> 01:05:42,720
can't be the result of perspective

1867
01:05:46,470 --> 01:05:44,799
unless it was only like 50 feet in front

1868
01:05:48,069 --> 01:05:46,480
of the camera

1869
01:05:49,910 --> 01:05:48,079
but you're so you're zoomed in it won't

1870
01:05:51,430 --> 01:05:49,920
matter at the aspect i mean mick we just

1871
01:05:53,750 --> 01:05:51,440
looked at those other videos where the

1872
01:05:55,349 --> 01:05:53,760
the planes are changing aspect and it

1873
01:05:57,029 --> 01:05:55,359
and sure yeah but planes are

1874
01:05:58,470 --> 01:05:57,039
odd shapes we're talking about something

1875
01:06:01,270 --> 01:05:58,480
that is ostensibly

1876
01:06:03,190 --> 01:06:01,280
uh symmetrical yes it doesn't it doesn't

1877
01:06:04,309 --> 01:06:03,200
have one end that is smaller than the

1878
01:06:06,150 --> 01:06:04,319
other and

1879
01:06:07,829 --> 01:06:06,160
now if you look at this now this this

1880
01:06:09,589 --> 01:06:07,839
side is bigger it seems

1881
01:06:11,109 --> 01:06:09,599
than this side and you go forward and

1882
01:06:13,349 --> 01:06:11,119
you scrub through it

1883
01:06:14,230 --> 01:06:13,359
you see you know a fairly interesting

1884
01:06:17,589 --> 01:06:14,240
change

1885
01:06:19,750 --> 01:06:17,599
looks like it looks like it takes

1886
01:06:21,270 --> 01:06:19,760
now it's got these the two little bumps

1887
01:06:23,029 --> 01:06:21,280
down the bottom and it's got this bit

1888
01:06:25,109 --> 01:06:23,039

over here which is sticking out

1889
01:06:26,710 --> 01:06:25,119
at the side and i don't really see how

1890
01:06:29,750 --> 01:06:26,720
you can get

1891
01:06:33,349 --> 01:06:29,760
to there to this position

1892
01:06:35,510 --> 01:06:33,359
from from this from this perfectly

1893
01:06:37,829 --> 01:06:35,520
regular thing

1894
01:06:39,190 --> 01:06:37,839
i mean i i see it clearly i mean just

1895
01:06:39,510 --> 01:06:39,200
scroll through like scroll back and

1896
01:06:41,510 --> 01:06:39,520
forth

1897
01:06:43,750 --> 01:06:41,520
you know grab the little mouse and move

1898
01:06:46,789 --> 01:06:43,760
back and forth and

1899
01:06:47,430 --> 01:06:46,799
i mean it it zoomed you remember this

1900
01:06:49,109 --> 01:06:47,440
thing is

1901
01:06:50,710 --> 01:06:49,119
you know i hopefully i can figure it out

1902
01:06:52,950 --> 01:06:50,720
and my name is d-dive but i

1903
01:06:54,789 --> 01:06:52,960
i think it's around you know 10 to 15

1904
01:06:57,750 --> 01:06:54,799
miles say

1905
01:06:58,150 --> 01:06:57,760
somewhere in that range um so you're

1906
01:06:59,910 --> 01:06:58,160
still

1907
01:07:01,349 --> 01:06:59,920
i mean think how far away we are zoomed

1908
01:07:09,349 --> 01:07:01,359
in

1909
01:07:10,470 --> 01:07:09,359
but if you scroll back and forth if you

1910
01:07:13,589 --> 01:07:10,480
scroll back and forth

1911
01:07:15,589 --> 01:07:13,599
it's it's a tic tac man i mean

1912
01:07:16,789 --> 01:07:15,599
i mean yeah there's some very edges

1913
01:07:19,430 --> 01:07:16,799

because it's like

1914
01:07:21,190 --> 01:07:19,440
15 miles away or whatever but okay i

1915
01:07:22,710 --> 01:07:21,200
mean that that image right there is

1916
01:07:24,789 --> 01:07:22,720
is mind-blowing to me and it wasn't

1917
01:07:27,349 --> 01:07:24,799
before i just so

1918
01:07:29,670 --> 01:07:27,359
i don't know i guess thanks show me the

1919
01:07:31,990 --> 01:07:29,680
right way

1920
01:07:33,270 --> 01:07:32,000
uh i i hear what you're saying though

1921
01:07:33,750 --> 01:07:33,280
you know it looks like a tic tac at this

1922
01:07:36,069 --> 01:07:33,760
point

1923
01:07:37,910 --> 01:07:36,079
uh yeah i mean if you roll back and

1924
01:07:38,390 --> 01:07:37,920
forth and if it if this thing really is

1925
01:07:44,549 --> 01:07:38,400
moving

1926
01:07:47,349 --> 01:07:46,390
at this point it does actually look like

1927
01:07:48,390 --> 01:07:47,359
you know like you're saying the

1928
01:07:51,510 --> 01:07:48,400
perspective

1929
01:07:53,430 --> 01:07:51,520
uh let me get my face out of the way so

1930
01:07:55,029 --> 01:07:53,440
focus camera like you can kind of see

1931
01:07:56,549 --> 01:07:55,039
like it looks narrow at one end than the

1932
01:07:59,029 --> 01:07:56,559
other but like i was saying

1933
01:07:59,990 --> 01:07:59,039
that really isn't how perspective works

1934
01:08:03,670 --> 01:08:00,000
when something is

1935
01:08:04,710 --> 01:08:03,680
two miles away or more i mean using the

1936
01:08:07,349 --> 01:08:04,720
pot i mean

1937
01:08:07,750 --> 01:08:07,359
i can tell you when i'm looking at a

1938
01:08:09,589 --> 01:08:07,760

fighter

1939
01:08:11,349 --> 01:08:09,599
like it really matters if it's pointing

1940
01:08:13,829 --> 01:08:11,359
at you or if it's pointing away

1941
01:08:14,950 --> 01:08:13,839
right but again planes are odd-shaped

1942
01:08:17,910 --> 01:08:14,960
things they're not

1943
01:08:18,789 --> 01:08:17,920
they're not regular in the same way why

1944
01:08:22,309 --> 01:08:18,799
why would this

1945
01:08:23,590 --> 01:08:22,319
end on the left be bigger visually than

1946
01:08:25,990 --> 01:08:23,600
the end on the right

1947
01:08:27,669 --> 01:08:26,000
how would that work i i don't know i

1948
01:08:30,309 --> 01:08:27,679
don't

1949
01:08:32,070 --> 01:08:30,319
i mean i think it's it you know you

1950
01:08:33,590 --> 01:08:32,080
again i think your best way is to to

1951
01:08:34,390 --> 01:08:33,600
video through i mean that's your most

1952
01:08:36,149 --> 01:08:34,400
accurate right

1953
01:08:38,070 --> 01:08:36,159
you're taking average i guess of all the

1954
01:08:40,470 --> 01:08:38,080
frames and in that case

1955
01:08:41,910 --> 01:08:40,480
i just see it you know it stays fairly

1956
01:08:44,309 --> 01:08:41,920
consistent though like you know

1957
01:08:46,390 --> 01:08:44,319
at this point here we've got these blob

1958
01:08:47,910 --> 01:08:46,400
blob pointy area here

1959
01:08:49,669 --> 01:08:47,920
and that's through you know this point

1960
01:08:50,789 --> 01:08:49,679
of the video i'm scrubbing back and

1961
01:08:52,309 --> 01:08:50,799
forwards at the end

1962
01:08:54,470 --> 01:08:52,319
i think that's fairly consistent that it

1963
01:08:55,669 --> 01:08:54,480

that stays that way and if you script

1964
01:08:56,070 --> 01:08:55,679
through the entire thing it kind of

1965
01:08:57,990 --> 01:08:56,080
looks

1966
01:08:59,430 --> 01:08:58,000
like you say more regular at the start

1967
01:09:01,030 --> 01:08:59,440
even though it's still more blobby on

1968
01:09:03,430 --> 01:09:01,040
the left hand side

1969
01:09:04,950 --> 01:09:03,440
and it kind of looks like it's rotating

1970
01:09:06,709 --> 01:09:04,960
like it's turning to face

1971
01:09:10,950 --> 01:09:06,719
the left a bit more like if it's uh some

1972
01:09:14,709 --> 01:09:12,709
yeah i don't see an out-of-focus plan i

1973
01:09:15,829 --> 01:09:14,719
mean i see some slight out-of-focus

1974
01:09:17,829 --> 01:09:15,839
you know i think what you're talking

1975
01:09:19,349 --> 01:09:17,839
about that little those variations

1976
01:09:21,030 --> 01:09:19,359
around the outside that's just

1977
01:09:23,990 --> 01:09:21,040
it's slightly out of focus you know if

1978
01:09:26,470 --> 01:09:24,000
you're looking at at long range

1979
01:09:27,910 --> 01:09:26,480
um but yeah but even so you know if it

1980
01:09:29,430 --> 01:09:27,920
was out of focus

1981
01:09:31,349 --> 01:09:29,440
it would be out of focus the same

1982
01:09:31,669 --> 01:09:31,359
everywhere you out of focus doesn't make

1983
01:09:34,789 --> 01:09:31,679
one

1984
01:09:36,390 --> 01:09:34,799
end smaller than the other end

1985
01:09:37,510 --> 01:09:36,400
i didn't i mean i think you know you've

1986
01:09:38,309 --> 01:09:37,520
got to remember too you're looking

1987
01:09:41,430 --> 01:09:38,319
through like

1988
01:09:42,390 --> 01:09:41,440

15 miles of atmosphere so like sure but

1989
01:09:44,390 --> 01:09:42,400
it's it's very

1990
01:09:46,390 --> 01:09:44,400
little not solid but it it's very

1991
01:09:47,669 --> 01:09:46,400
consistent through this entire thing

1992
01:09:48,950 --> 01:09:47,679
but anyway i guess this is a point that

1993
01:09:49,749 --> 01:09:48,960
we could probably argue back and forth

1994
01:09:52,709 --> 01:09:49,759
for a while and we

1995
01:09:53,910 --> 01:09:52,719
have limited time so um should we should

1996
01:09:57,990 --> 01:09:53,920
we table that for uh

1997
01:10:01,669 --> 01:10:00,709
argue more all right so i think i think

1998
01:10:02,790 --> 01:10:01,679
that's pretty much all i want to talk

1999
01:10:07,270 --> 01:10:02,800
about with the tic tac

2000
01:10:11,910 --> 01:10:10,310
yeah so do you have another favorite

2001
01:10:15,430 --> 01:10:11,920
video that you would like to jump in and

2002
01:10:18,630 --> 01:10:16,950
uh well you mentioned you want to do the

2003
01:10:19,510 --> 01:10:18,640
gimbal later i don't know if you want to

2004
01:10:23,030 --> 01:10:19,520
do that later

2005
01:10:24,470 --> 01:10:23,040
or yeah i know it's later now so

2006
01:10:27,430 --> 01:10:24,480
you well you mentioned you mentioned the

2007
01:10:33,590 --> 01:10:30,950
i guess the yeah we can go through

2008
01:10:34,229 --> 01:10:33,600
all right let me just really quick find

2009
01:10:38,229 --> 01:10:34,239
the video

2010
01:10:43,110 --> 01:10:38,239
where the heck is it that's not it

2011
01:10:45,990 --> 01:10:43,120
official videos gimbal

2012
01:10:48,149 --> 01:10:46,000
and we'll cop hq let me open it in the

2013
01:10:51,189 --> 01:10:48,159

other

2014
01:10:54,149 --> 01:10:51,199
viewer so i can see it's a bit better

2015
01:10:54,550 --> 01:10:54,159
video player i'm using is called video

2016
01:10:58,390 --> 01:10:54,560
loop

2017
01:11:18,950 --> 01:10:58,400
and it's on the mac sorry one second

2018
01:11:26,229 --> 01:11:22,229
okay so uh i think it's just a

2019
01:11:30,310 --> 01:11:26,239
tie this into what i was saying earlier

2020
01:11:32,310 --> 01:11:30,320
we've got both gimbal and

2021
01:11:33,750 --> 01:11:32,320
flare one then the tic tac video on

2022
01:11:35,669 --> 01:11:33,760
screen and

2023
01:11:37,830 --> 01:11:35,679
you know the theory is that the there

2024
01:11:40,870 --> 01:11:37,840
needs to be a kind of a gimbal roll

2025
01:11:43,830 --> 01:11:40,880
at a certain point near zero degrees

2026
01:11:44,310 --> 01:11:43,840
um the the patterns that i've looked at

2027
01:11:45,750 --> 01:11:44,320
discuss

2028
01:11:47,270 --> 01:11:45,760
being in the range of plus or minus

2029
01:11:48,950 --> 01:11:47,280
three degrees but that's not a hard

2030
01:11:50,550 --> 01:11:48,960
limit it's just kind of a

2031
01:11:52,870 --> 01:11:50,560
where these things need to happen more

2032
01:11:55,669 --> 01:11:52,880
or less and i think

2033
01:11:56,870 --> 01:11:55,679
what we see in both these videos is is a

2034
01:12:00,070 --> 01:11:56,880
gimbal roll

2035
01:12:03,189 --> 01:12:00,080
around that range where we see here

2036
01:12:05,270 --> 01:12:03,199
on the left in flea one

2037
01:12:07,030 --> 01:12:05,280
in the nimitz video we see these these

2038
01:12:09,510 --> 01:12:07,040

gimbal rolls

2039
01:12:11,350 --> 01:12:09,520
and we see the the sky rotating and i

2040
01:12:13,830 --> 01:12:11,360
think in

2041
01:12:15,270 --> 01:12:13,840
in gimbal we see the same thing when it

2042
01:12:17,510 --> 01:12:15,280
rotates

2043
01:12:18,870 --> 01:12:17,520
i don't if that comes through uh in the

2044
01:12:20,870 --> 01:12:18,880
stream that we're looking at but if you

2045
01:12:23,030 --> 01:12:20,880
look at the sky especially this area

2046
01:12:26,550 --> 01:12:23,040
here you see

2047
01:12:28,229 --> 01:12:26,560
the sky is the light pattern

2048
01:12:30,229 --> 01:12:28,239
in the sky which is just kind of like

2049
01:12:33,830 --> 01:12:30,239
the how the light is hitting the camera

2050
01:12:36,310 --> 01:12:33,840
is rotating exactly the same as we see

2051
01:12:38,070 --> 01:12:36,320
here this is a bit of a more dramatic

2052
01:12:43,110 --> 01:12:38,080
rotation there but it's the same type of

2053
01:12:48,310 --> 01:12:44,950
let's zip back and forth on that few

2054
01:12:48,320 --> 01:12:52,310
okay i mean yes

2055
01:12:55,430 --> 01:12:54,070
yeah i guess my biggest point and i

2056
01:12:58,470 --> 01:12:55,440
don't think it's been addressed

2057
01:13:16,709 --> 01:12:58,480
um it is

2058
01:13:21,910 --> 01:13:19,430
how the gimbal how how it gimbals okay

2059
01:13:24,390 --> 01:13:21,920
so i i see your argument and

2060
01:13:25,910 --> 01:13:24,400
you know although i've never seen it i

2061
01:13:26,790 --> 01:13:25,920
feel it you know i needed to look into

2062
01:13:30,550 --> 01:13:26,800
it

2063
01:13:32,630 --> 01:13:30,560

what you're suggesting

2064
01:13:34,149 --> 01:13:32,640
right because you suggest in your videos

2065
01:13:36,149 --> 01:13:34,159
from what i understand

2066
01:13:37,430 --> 01:13:36,159
is that the gimbal is at a is a

2067
01:13:39,669 --> 01:13:37,440
one-to-one ratio

2068
01:13:41,750 --> 01:13:39,679
right so it moves that it rotates at a

2069
01:13:44,390 --> 01:13:41,760
one-to-one ratio

2070
01:13:45,189 --> 01:13:44,400
but but this thing you know when it

2071
01:13:47,910 --> 01:13:45,199
moves

2072
01:13:48,950 --> 01:13:47,920
uh from what i understand only goes 110

2073
01:13:51,590 --> 01:13:48,960
degrees

2074
01:13:52,950 --> 01:13:51,600
uh when you look at mechanical engineer

2075
01:13:55,750 --> 01:13:52,960
paul bradley

2076
01:13:57,030 --> 01:13:55,760
um basically he's he did a long um

2077
01:13:58,790 --> 01:13:57,040
analysis of this

2078
01:14:00,790 --> 01:13:58,800
and he he believes he can prove

2079
01:14:02,229 --> 01:14:00,800
definitively that it that it rotates it

2080
01:14:05,510 --> 01:14:02,239
would need to rotate at least

2081
01:14:08,870 --> 01:14:05,520
130 degrees minimum um

2082
01:14:10,470 --> 01:14:08,880
to do but in this case so basically the

2083
01:14:12,870 --> 01:14:10,480
mechanic what you're suggesting the

2084
01:14:17,189 --> 01:14:12,880
mechanical internals of the pod

2085
01:14:19,830 --> 01:14:17,199
um would need to rotate at a one to one

2086
01:14:21,510 --> 01:14:19,840
right so that would mean if that's the

2087
01:14:23,430 --> 01:14:21,520
case

2088
01:14:25,189 --> 01:14:23,440

there's a ratio so basically it would

2089
01:14:26,709 --> 01:14:25,199
have to it has to rotate a certain

2090
01:14:28,630 --> 01:14:26,719
amount and that amount that it's

2091
01:14:31,669 --> 01:14:28,640
rotating does not match

2092
01:14:33,830 --> 01:14:31,679
uh what we see on the gimbal so

2093
01:14:35,510 --> 01:14:33,840
you know if we look to the left here on

2094
01:14:37,510 --> 01:14:35,520
on the uh the flare video you

2095
01:14:39,350 --> 01:14:37,520
you see it's just one quick rotation

2096
01:14:41,110 --> 01:14:39,360
right

2097
01:14:43,110 --> 01:14:41,120
yeah i mean that's it and it's over

2098
01:14:43,510 --> 01:14:43,120
exactly no there's actually there's two

2099
01:14:45,990 --> 01:14:43,520
there's

2100
01:14:48,390 --> 01:14:46,000
uh it does that one and then it does

2101
01:14:51,590 --> 01:14:48,400
like another one right there

2102
01:14:52,950 --> 01:14:51,600
a small additional correction okay but

2103
01:14:54,310 --> 01:14:52,960
you know for one thing that's really

2104
01:14:55,669 --> 01:14:54,320
fast if you look at you know you look

2105
01:14:57,669 --> 01:14:55,679
how fast it gimbals and

2106
01:14:59,750 --> 01:14:57,679
when i use you know when i flow over a

2107
01:15:02,790 --> 01:14:59,760
target when i messed up or whatever

2108
01:15:04,630 --> 01:15:02,800
um the gimbal is really fast

2109
01:15:07,430 --> 01:15:04,640
um and what we see here is like a little

2110
01:15:09,110 --> 01:15:07,440
slow gimbal that doesn't it doesn't

2111
01:15:11,110 --> 01:15:09,120
and from you know if you can look at

2112
01:15:14,310 --> 01:15:11,120
paul bradley's he says he's he's

2113
01:15:17,669 --> 01:15:14,320

written to you with his uh analysis

2114
01:15:21,189 --> 01:15:19,830
he probably has written to me but as far

2115
01:15:23,270 --> 01:15:21,199
as it was

2116
01:15:26,310 --> 01:15:23,280
should right you look on the left if you

2117
01:15:29,669 --> 01:15:28,790
i'm sure you get a lot of hate the same

2118
01:15:31,830 --> 01:15:29,679
as

2119
01:15:32,870 --> 01:15:31,840
which i surprised but you know it looks

2120
01:15:34,550 --> 01:15:32,880
like it

2121
01:15:37,189 --> 01:15:34,560
on the left it turns it flips very

2122
01:15:40,310 --> 01:15:37,199
quickly and all the way and on the right

2123
01:15:43,590 --> 01:15:41,830
they are different but i think it needs

2124
01:15:48,070 --> 01:15:43,600
to be here it's checked you know because

2125
01:15:50,550 --> 01:15:48,080
i believe it yeah it does international

2126
01:15:52,870 --> 01:15:50,560
this is an outflare in 2004 and this is

2127
01:15:55,270 --> 01:15:52,880
an apfler in 2015 so

2128
01:15:57,110 --> 01:15:55,280
maybe the algorithm has changed uh yeah

2129
01:15:58,229 --> 01:15:57,120
yeah it looks pretty much the same i

2130
01:16:00,310 --> 01:15:58,239
guess in terms of

2131
01:16:02,229 --> 01:16:00,320
all the term the the symbology and

2132
01:16:03,669 --> 01:16:02,239
everything but it could be that they've

2133
01:16:04,550 --> 01:16:03,679
changed they've improved the algorithm

2134
01:16:07,030 --> 01:16:04,560
because part of the

2135
01:16:08,390 --> 01:16:07,040
the whole thing is to avoid things that

2136
01:16:11,750 --> 01:16:08,400
it could

2137
01:16:13,669 --> 01:16:11,760
i don't know why it would uh yeah

2138
01:16:15,350 --> 01:16:13,679

but i think the the most significant

2139
01:16:17,430 --> 01:16:15,360
indicator for me is the fact that we do

2140
01:16:18,830 --> 01:16:17,440
see this rotation of the light field

2141
01:16:20,630 --> 01:16:18,840
like the pattern of light in the

2142
01:16:21,750 --> 01:16:20,640
background which i think you can see

2143
01:16:24,229 --> 01:16:21,760
even here that

2144
01:16:25,030 --> 01:16:24,239
if you go back and forth the there is

2145
01:16:26,550 --> 01:16:25,040
this rotation

2146
01:16:28,310 --> 01:16:26,560
you see this rotate and then you see

2147
01:16:32,830 --> 01:16:28,320
this kind of streaks of

2148
01:16:32,840 --> 01:16:37,430
rotate the same time

2149
01:16:41,110 --> 01:16:39,430
uh which i can't really see how that

2150
01:16:44,790 --> 01:16:41,120
would happen if it wasn't

2151
01:16:47,990 --> 01:16:44,800
an artifact of the camera rotating

2152
01:16:50,310 --> 01:16:48,000
yeah i don't i just you'd have to show

2153
01:16:51,189 --> 01:16:50,320
me where it's moving more i don't know

2154
01:16:54,390 --> 01:16:51,199
all right

2155
01:16:56,070 --> 01:16:54,400
so that's the whole sky okay

2156
01:16:57,830 --> 01:16:56,080
yeah look at this guy as a whole and

2157
01:16:59,590 --> 01:16:57,840
kind of the angle of the shapes

2158
01:17:01,350 --> 01:16:59,600
you know obviously the horizon rotates a

2159
01:17:02,870 --> 01:17:01,360
little bit when the when the bank angle

2160
01:17:05,990 --> 01:17:02,880
changes

2161
01:17:07,990 --> 01:17:06,000
uh which is it is doing right there

2162
01:17:09,750 --> 01:17:08,000
but if we let's see i'm trying to find

2163
01:17:14,709 --> 01:17:09,760

where it rotates

2164
01:17:16,870 --> 01:17:14,719
but the the bank angle isn't

2165
01:17:18,310 --> 01:17:16,880
i mean i see the bank angle changing and

2166
01:17:18,950 --> 01:17:18,320
right okay so right i don't know that

2167
01:17:20,950 --> 01:17:18,960
moves it

2168
01:17:22,229 --> 01:17:20,960
just just just before the bank angle

2169
01:17:25,030 --> 01:17:22,239
starts to change

2170
01:17:25,350 --> 01:17:25,040
there's a rotation of the object and you

2171
01:17:27,430 --> 01:17:25,360
can see

2172
01:17:28,390 --> 01:17:27,440
if we focus on say this this region up

2173
01:17:32,149 --> 01:17:28,400
here underneath

2174
01:17:33,990 --> 01:17:32,159
the the two times uh zoom indicator

2175
01:17:35,189 --> 01:17:34,000
you'll see these these shapes kind of

2176
01:17:37,350 --> 01:17:35,199
just kind of move

2177
01:17:38,630 --> 01:17:37,360
over like just gonna rotate like this

2178
01:17:41,189 --> 01:17:38,640
like the whole

2179
01:17:42,709 --> 01:17:41,199
uh area in the sky is rotating you can

2180
01:17:43,430 --> 01:17:42,719
see a little bit if you kind of focus on

2181
01:17:45,189 --> 01:17:43,440
this

2182
01:17:47,189 --> 01:17:45,199
would help if you like blurred your

2183
01:17:47,669 --> 01:17:47,199
vision a little bit like squinted at it

2184
01:17:49,110 --> 01:17:47,679
but

2185
01:17:51,350 --> 01:17:49,120
sometimes it actually works better if

2186
01:17:53,110 --> 01:17:51,360
you look at it as a smaller zoom level

2187
01:17:55,430 --> 01:17:53,120
as well you can kind of see it a little

2188
01:17:56,870 --> 01:17:55,440

a little clearer because the the shapes

2189
01:17:58,390 --> 01:17:56,880
going to move together

2190
01:18:00,950 --> 01:17:58,400
this area here i think is the way you

2191
01:18:02,709 --> 01:18:00,960
see it most clearly

2192
01:18:04,550 --> 01:18:02,719
but and you don't think it's moving when

2193
01:18:05,590 --> 01:18:04,560
he moves the jet i mean it seems like

2194
01:18:08,149 --> 01:18:05,600
the horizon

2195
01:18:09,430 --> 01:18:08,159
it starts it starts before he actually

2196
01:18:11,189 --> 01:18:09,440
does that right here

2197
01:18:13,030 --> 01:18:11,199
you see that all right the horizon

2198
01:18:16,229 --> 01:18:13,040
indicator isn't moving at all

2199
01:18:17,030 --> 01:18:16,239
and yet at the start of it this is it is

2200
01:18:18,870 --> 01:18:17,040
actually

2201
01:18:23,510 --> 01:18:18,880
moving the sky and it's rotating the

2202
01:18:26,950 --> 01:18:26,229
yeah i'll have to look at it later i

2203
01:18:30,870 --> 01:18:26,960
don't

2204
01:18:34,149 --> 01:18:30,880
sorry i did

2205
01:18:35,990 --> 01:18:34,159
okay no i i get it uh and i i think

2206
01:18:37,669 --> 01:18:36,000
you guys i've been known not to under i

2207
01:18:38,709 --> 01:18:37,679
i've learned not to underestimate you so

2208
01:18:40,709 --> 01:18:38,719
i mean i'll

2209
01:18:42,229 --> 01:18:40,719
i'll look at it but i it's not so

2210
01:18:42,550 --> 01:18:42,239
obvious i mean you look on the left and

2211
01:18:46,070 --> 01:18:42,560
like

2212
01:18:47,669 --> 01:18:46,080
this yeah

2213
01:18:49,189 --> 01:18:47,679

here i think you've got perhaps more

2214
01:18:51,590 --> 01:18:49,199
direct sun or something and you see

2215
01:18:53,189 --> 01:18:51,600
there's this big rotation around

2216
01:18:56,070 --> 01:18:53,199
uh but this at least shows that this

2217
01:18:57,830 --> 01:18:56,080
type of rotation does actually happen

2218
01:18:59,189 --> 01:18:57,840
and and i think it does you know like we

2219
01:19:00,470 --> 01:18:59,199
were discussing earlier i think we do

2220
01:19:01,110 --> 01:19:00,480
actually see the shape of the glare

2221
01:19:03,510 --> 01:19:01,120
rotate

2222
01:19:04,950 --> 01:19:03,520
uh in this this one uh which you know

2223
01:19:06,630 --> 01:19:04,960
maybe something you can like look into

2224
01:19:08,390 --> 01:19:06,640
in a little bit more detail offline like

2225
01:19:10,310 --> 01:19:08,400
you know to zoom in and look at the

2226
01:19:11,750 --> 01:19:10,320
the pixels this one uh if you are going

2227
01:19:13,990 --> 01:19:11,760
to look into this i would encourage you

2228
01:19:17,189 --> 01:19:14,000
to make sure you have the very best

2229
01:19:19,430 --> 01:19:17,199
quality version of the video

2230
01:19:21,510 --> 01:19:19,440
uh which is is the version that was

2231
01:19:24,310 --> 01:19:21,520
released by the pentagon

2232
01:19:24,790 --> 01:19:24,320
and uh i have links to them on my site

2233
01:19:26,790 --> 01:19:24,800
and i can

2234
01:19:28,229 --> 01:19:26,800
give them a few ones and i converted the

2235
01:19:31,910 --> 01:19:28,239
wmv

2236
01:19:33,750 --> 01:19:31,920
to an mp4 losslessly

2237
01:19:35,669 --> 01:19:33,760
okay and and then what about the shape

2238
01:19:38,390 --> 01:19:35,679

of the glare i mean i mean

2239
01:19:40,070 --> 01:19:38,400
yeah why is it not circular i mean why

2240
01:19:43,189 --> 01:19:40,080
is it not circular why is it

2241
01:19:45,510 --> 01:19:43,199
a flying saucer shaped i guess

2242
01:19:47,030 --> 01:19:45,520
yeah i mean why why is that glare i

2243
01:19:47,590 --> 01:19:47,040
showed you earlier flying sorts of

2244
01:19:51,030 --> 01:19:47,600
shapes

2245
01:19:51,430 --> 01:19:51,040
uh it's sometimes glares look like that

2246
01:19:53,189 --> 01:19:51,440
this

2247
01:19:55,270 --> 01:19:53,199
but wouldn't that change i mean like

2248
01:19:56,630 --> 01:19:55,280
when you rotate it it does change it

2249
01:19:58,310 --> 01:19:56,640
does change let's let's look at that

2250
01:20:00,630 --> 01:19:58,320
actually that's a good point

2251
01:20:02,390 --> 01:20:00,640
uh so i'm zoomed in as much as i can on

2252
01:20:04,310 --> 01:20:02,400
this one let me just make it full screen

2253
01:20:07,430 --> 01:20:04,320
so i can zoom in even more

2254
01:20:11,030 --> 01:20:07,440
uh so that's maximum okay

2255
01:20:13,350 --> 01:20:11,040
so you look at the shape of it way back

2256
01:20:16,870 --> 01:20:15,669
now it looks like i don't know i don't

2257
01:20:20,470 --> 01:20:16,880
know what that looks like

2258
01:20:23,990 --> 01:20:20,480
a peanut with a pointy end or something

2259
01:20:24,629 --> 01:20:24,000
and uh going back earlier than that you

2260
01:20:26,790 --> 01:20:24,639
know it's in

2261
01:20:28,550 --> 01:20:26,800
in white hot mode it looks even

2262
01:20:30,870 --> 01:20:28,560
different to that

2263
01:20:33,350 --> 01:20:30,880

and we get to here you kind of start to

2264
01:20:34,790 --> 01:20:33,360
see aspects of of glare you see what

2265
01:20:37,030 --> 01:20:34,800
these little spikes it kind of looks

2266
01:20:39,030 --> 01:20:37,040
like a you know spinning top you see a

2267
01:20:40,790 --> 01:20:39,040
there's the body is the shape and you've

2268
01:20:41,830 --> 01:20:40,800
got these spikes up and down you keep

2269
01:20:43,430 --> 01:20:41,840
going forward

2270
01:20:45,590 --> 01:20:43,440
you see you can have more of these these

2271
01:20:47,590 --> 01:20:45,600
spikes and it's it's changing

2272
01:20:48,790 --> 01:20:47,600
shape it's getting longer and kind of

2273
01:20:51,510 --> 01:20:48,800
thinner and then this this

2274
01:20:53,030 --> 01:20:51,520
area here kind of gets more bulbous and

2275
01:20:53,910 --> 01:20:53,040
you keep going it's going to change its

2276
01:20:56,070 --> 01:20:53,920
shape again

2277
01:20:57,590 --> 01:20:56,080
it's more now like of a straight edge

2278
01:20:59,270 --> 01:20:57,600
diamond shape with this this

2279
01:21:01,270 --> 01:20:59,280
towards the bottom and then when it

2280
01:21:02,629 --> 01:21:01,280
actually rotates

2281
01:21:05,189 --> 01:21:02,639
i think there's an even more dramatic

2282
01:21:08,629 --> 01:21:05,199
change it changes from

2283
01:21:11,110 --> 01:21:08,639
here it's kind of like longer

2284
01:21:12,709 --> 01:21:11,120
and a bit thinner in this direction to

2285
01:21:16,070 --> 01:21:12,719
here

2286
01:21:19,030 --> 01:21:16,080
it's kind of more squat and rounded

2287
01:21:21,830 --> 01:21:19,040
so it's it does actually change shape in

2288
01:21:23,350 --> 01:21:21,840

a fairly significant way

2289
01:21:25,510 --> 01:21:23,360
throughout the video and here it's going

2290
01:21:27,510 --> 01:21:25,520
to look a little bit different again

2291
01:21:28,950 --> 01:21:27,520
yeah i mean but but how does glare do

2292
01:21:30,709 --> 01:21:28,960
that you know

2293
01:21:32,229 --> 01:21:30,719
i mean i i i bet half the people

2294
01:21:33,110 --> 01:21:32,239
watching or maybe more than half if it's

2295
01:21:34,709 --> 01:21:33,120
your channel

2296
01:21:36,070 --> 01:21:34,719
they just see glare when they watch you

2297
01:21:37,189 --> 01:21:36,080
do that you know and i bet the other

2298
01:21:38,950 --> 01:21:37,199
half of the people

2299
01:21:40,550 --> 01:21:38,960
just see a saucer you know i bet you

2300
01:21:43,350 --> 01:21:40,560
could do a social experiment of that

2301
01:21:44,629 --> 01:21:43,360
um yeah it looks like a flying saucer i

2302
01:21:46,950 --> 01:21:44,639
think that's why it works so well

2303
01:21:48,629 --> 01:21:46,960
but it's a defined edge yeah but there's

2304
01:21:49,669 --> 01:21:48,639
a defined edge you know you look on the

2305
01:21:53,350 --> 01:21:49,679
left side there

2306
01:21:56,709 --> 01:21:53,360
i mean that that is a defined edge

2307
01:22:00,149 --> 01:21:56,719
here i mean this one is yourself yeah uh

2308
01:22:01,750 --> 01:22:00,159
this is um a hot object that i'm

2309
01:22:03,590 --> 01:22:01,760
pointing my thermal camera at

2310
01:22:05,510 --> 01:22:03,600
it's actually the sun because i don't

2311
01:22:08,149 --> 01:22:05,520
have a jet hovering in the sky

2312
01:22:09,350 --> 01:22:08,159
and we're getting the exact same effects

2313
01:22:10,790 --> 01:22:09,360

it's a different shape

2314
01:22:12,149 --> 01:22:10,800
sure but we're getting you know

2315
01:22:13,669 --> 01:22:12,159
obviously if you kind of ignore the fact

2316
01:22:16,149 --> 01:22:13,679
that we've got some extra spikes

2317
01:22:16,870 --> 01:22:16,159
on this side we've got something that

2318
01:22:19,830 --> 01:22:16,880
looks

2319
01:22:21,669 --> 01:22:19,840
uh you know very similar i didn't use

2320
01:22:22,070 --> 01:22:21,679
the unsharp mask so we don't have the

2321
01:22:24,870 --> 01:22:22,080
white

2322
01:22:25,669 --> 01:22:24,880
glare around it but we've got something

2323
01:22:28,070 --> 01:22:25,679
that has

2324
01:22:28,870 --> 01:22:28,080
very similar aspects to what we're

2325
01:22:30,470 --> 01:22:28,880
seeing here

2326
01:22:31,750 --> 01:22:30,480
it's kind of longer in one direction

2327
01:22:33,189 --> 01:22:31,760
than the other the sun is obviously

2328
01:22:35,030 --> 01:22:33,199
perfectly round so you'd expect the

2329
01:22:36,870 --> 01:22:35,040
glare to be perfectly round

2330
01:22:39,430 --> 01:22:36,880
and we've got this kind of like top and

2331
01:22:42,790 --> 01:22:39,440
bottom spikes with these little

2332
01:22:46,470 --> 01:22:42,800
grayish areas kind of coming off it and

2333
01:22:49,430 --> 01:22:46,480
uh if i rotate the camera it's it

2334
01:22:53,830 --> 01:22:49,440
stays in the same equation yeah i mean

2335
01:22:56,149 --> 01:22:53,840
it stays in the same

2336
01:22:57,910 --> 01:22:56,159
if you look at the the right hand side

2337
01:23:01,030 --> 01:22:57,920
this is this is the one

2338
01:23:02,790 --> 01:23:01,040

where i derotate the scene

2339
01:23:05,830 --> 01:23:02,800
i rotate the camera de-rotate the scene

2340
01:23:06,950 --> 01:23:05,840
and you see the glare itself

2341
01:23:09,350 --> 01:23:06,960
you're looking at the right hand side

2342
01:23:11,990 --> 01:23:09,360
here okay

2343
01:23:13,189 --> 01:23:12,000
uh now this one's kind of like uh so

2344
01:23:16,310 --> 01:23:13,199
it's a flying sun

2345
01:23:17,750 --> 01:23:16,320
i guess it's a flying heat source it's

2346
01:23:18,950 --> 01:23:17,760
something that's very hot so we're

2347
01:23:20,310 --> 01:23:18,960
looking at something that's very hot and

2348
01:23:22,310 --> 01:23:20,320
it creates some kind of glare with

2349
01:23:23,270 --> 01:23:22,320
well-defined edges in the in the thermal

2350
01:23:25,430 --> 01:23:23,280
camera

2351
01:23:26,390 --> 01:23:25,440
uh and these little you know this

2352
01:23:28,709 --> 01:23:26,400
grayish uh

2353
01:23:29,669 --> 01:23:28,719
spikes coming off it and in this

2354
01:23:32,390 --> 01:23:29,679
particular

2355
01:23:33,030 --> 01:23:32,400
video it takes on this shape and we've

2356
01:23:36,310 --> 01:23:33,040
seen

2357
01:23:39,590 --> 01:23:36,320
similar shapes in in other

2358
01:23:43,510 --> 01:23:39,600
videos like uh see

2359
01:23:46,390 --> 01:23:43,520
this one here we can see that

2360
01:23:48,149 --> 01:23:46,400
here is a shape you know it's not quite

2361
01:23:49,830 --> 01:23:48,159
as long and flat but it is still kind of

2362
01:23:52,950 --> 01:23:49,840
a roundish shape

2363
01:23:54,310 --> 01:23:52,960

uh that is that resembles this so i

2364
01:23:55,750 --> 01:23:54,320
don't think it's too much of a stretch

2365
01:23:56,629 --> 01:23:55,760
to go from something like this to

2366
01:24:00,709 --> 01:23:56,639
something

2367
01:24:02,709 --> 01:24:00,719
up with the with the optics that

2368
01:24:03,750 --> 01:24:02,719
is just making this glare take on this

2369
01:24:06,070 --> 01:24:03,760
particular shape

2370
01:24:07,750 --> 01:24:06,080
i've seen saucer shaped glares as well

2371
01:24:10,790 --> 01:24:07,760
like uh

2372
01:24:12,229 --> 01:24:10,800
some cameras have a more of a i guess

2373
01:24:13,990 --> 01:24:12,239
rectangular aperture

2374
01:24:15,590 --> 01:24:14,000
and it kind of makes the glare in them

2375
01:24:17,910 --> 01:24:15,600
be a bit a bit uh

2376
01:24:18,950 --> 01:24:17,920
a bit saucer shaped okay and i guess

2377
01:24:22,310 --> 01:24:18,960
like so what

2378
01:24:22,709 --> 01:24:22,320
what do we end up on d um what do you

2379
01:24:25,990 --> 01:24:22,719
think

2380
01:24:27,510 --> 01:24:26,000
thing is you know it's all right

2381
01:24:29,189 --> 01:24:27,520
that's the yeah the other aspects of it

2382
01:24:32,229 --> 01:24:29,199
yeah yeah so uh

2383
01:24:34,629 --> 01:24:32,239
i think i originally did a

2384
01:24:35,669 --> 01:24:34,639
uh kind of a simple ballpark figure

2385
01:24:38,709 --> 01:24:35,679
thing and it turned out

2386
01:24:40,550 --> 01:24:38,719
i can't know what it was now but uh like

2387
01:24:42,390 --> 01:24:40,560
20 20 nautical miles or something like

2388
01:24:44,550 --> 01:24:42,400

that i i started out at

2389
01:24:45,430 --> 01:24:44,560
and then you kind of came in and you you

2390
01:24:48,149 --> 01:24:45,440
you did an

2391
01:24:50,070 --> 01:24:48,159
initial video where you talked about it

2392
01:24:52,629 --> 01:24:50,080
using a standard rate of turn of

2393
01:24:54,070 --> 01:24:52,639
uh what is that uh three degrees per

2394
01:24:56,470 --> 01:24:54,080
second

2395
01:24:57,189 --> 01:24:56,480
uh yeah i mean yeah yeah original well

2396
01:25:00,310 --> 01:24:57,199
originally

2397
01:25:01,990 --> 01:25:00,320
i drew it like like i know um and then

2398
01:25:03,910 --> 01:25:02,000
and then tested it with the the

2399
01:25:06,149 --> 01:25:03,920
simulator and so when those two

2400
01:25:07,510 --> 01:25:06,159
matched i was like okay i think you know

2401
01:25:08,629 --> 01:25:07,520
this is a water tight

2402
01:25:10,229 --> 01:25:08,639
i don't know if you've been following

2403
01:25:13,110 --> 01:25:10,239
any of the discussion on medibank but

2404
01:25:14,950 --> 01:25:13,120
there's been a lot of input um

2405
01:25:16,390 --> 01:25:14,960
into this particular question like how

2406
01:25:19,990 --> 01:25:16,400
how fast is this actually

2407
01:25:20,390 --> 01:25:20,000
uh turning and can we do the field of

2408
01:25:22,870 --> 01:25:20,400
view

2409
01:25:24,310 --> 01:25:22,880
you know because and i kind of

2410
01:25:26,870 --> 01:25:24,320
underestimate you because

2411
01:25:28,390 --> 01:25:26,880
your argument on this uh on this this

2412
01:25:30,470 --> 01:25:28,400
field of view thing right

2413
01:25:31,910 --> 01:25:30,480

um your knowledge of the of the the

2414
01:25:35,030 --> 01:25:31,920
field of view

2415
01:25:37,990 --> 01:25:35,040
um why don't you use that same knowledge

2416
01:25:39,189 --> 01:25:38,000
to to do the gimbal or to do the uh uh

2417
01:25:42,470 --> 01:25:39,199
the go fast size

2418
01:25:44,390 --> 01:25:42,480
you know to oh i did i i did it in my

2419
01:25:45,830 --> 01:25:44,400
very first go first video i calculated

2420
01:25:47,830 --> 01:25:45,840
the size at i think about

2421
01:25:50,310 --> 01:25:47,840
six feet i think at the time i was using

2422
01:25:50,790 --> 01:25:50,320
a a field of view of of 1.5 when it

2423
01:25:53,990 --> 01:25:50,800
should

2424
01:25:57,030 --> 01:25:54,000
know the same kind of

2425
01:25:58,550 --> 01:25:57,040
ballpark not a not a huge okay anyway

2426
01:26:00,070 --> 01:25:58,560
sorry i know i haven't i haven't

2427
01:26:02,229 --> 01:26:00,080
followed it uh

2428
01:26:03,669 --> 01:26:02,239
yeah but like more recently a lot of

2429
01:26:05,750 --> 01:26:03,679
people uh have been doing very

2430
01:26:07,270 --> 01:26:05,760
sophisticated analysis on last night you

2431
01:26:09,110 --> 01:26:07,280
know you broke it down and you did it

2432
01:26:09,669 --> 01:26:09,120
with uh i think four different points

2433
01:26:12,149 --> 01:26:09,679
and you took

2434
01:26:13,430 --> 01:26:12,159
uh you you did the arcs for these four

2435
01:26:14,229 --> 01:26:13,440
different points and different rates of

2436
01:26:15,270 --> 01:26:14,239
turn

2437
01:26:17,430 --> 01:26:15,280
and then you kind of did the

2438
01:26:20,310 --> 01:26:17,440

intersection so the lines of bearing

2439
01:26:22,070 --> 01:26:20,320
uh to to where they ended up the other

2440
01:26:22,629 --> 01:26:22,080
people are kind of replicated similar

2441
01:26:25,830 --> 01:26:22,639
work i

2442
01:26:29,030 --> 01:26:25,840
did something myself in uh um

2443
01:26:30,709 --> 01:26:29,040
uh geogebra this program that i use but

2444
01:26:31,910 --> 01:26:30,719
i think you kind of like you you moved

2445
01:26:33,270 --> 01:26:31,920
away from your initial position because

2446
01:26:36,390 --> 01:26:33,280
you made a mistake

2447
01:26:38,390 --> 01:26:36,400
uh kind of uh saying that

2448
01:26:39,990 --> 01:26:38,400
rate of turn depends upon the mass of

2449
01:26:42,470 --> 01:26:40,000
the plane when it reaches the bank

2450
01:26:43,350 --> 01:26:42,480
angle yeah you know another like i was

2451
01:26:47,030 --> 01:26:43,360
just trying to

2452
01:26:49,750 --> 01:26:47,040
to teach you know i would hope that uh

2453
01:26:50,870 --> 01:26:49,760
people would i want to just make less

2454
01:26:54,470 --> 01:26:50,880
stupidity i guess

2455
01:26:55,910 --> 01:26:54,480
out there uh that's my that's that's

2456
01:26:57,590 --> 01:26:55,920
and i appreciate actually your your

2457
01:27:00,070 --> 01:26:57,600
skepticism i appreciate

2458
01:27:01,750 --> 01:27:00,080
skeptics you know i just i believe it

2459
01:27:05,270 --> 01:27:01,760
should be scientifically based you know

2460
01:27:08,790 --> 01:27:05,280
if we see new evidence

2461
01:27:10,709 --> 01:27:08,800
yes into science and stuff uh so

2462
01:27:11,990 --> 01:27:10,719
yeah i can look into it and see what

2463
01:27:12,629 --> 01:27:12,000

they're saying but so what was your

2464
01:27:15,270 --> 01:27:12,639
final

2465
01:27:16,310 --> 01:27:15,280
uh range what you think it's uh it it

2466
01:27:19,669 --> 01:27:16,320
was actually kind of

2467
01:27:22,470 --> 01:27:19,679
you could actually with very little

2468
01:27:23,910 --> 01:27:22,480
uh tweaking of the parameters get the

2469
01:27:25,270 --> 01:27:23,920
lines of bearing to be essentially

2470
01:27:28,149 --> 01:27:25,280
parallel

2471
01:27:31,189 --> 01:27:28,159
so there's pretty much a very very wide

2472
01:27:34,390 --> 01:27:31,199
range of possible

2473
01:27:36,229 --> 01:27:34,400
um distances it could be yeah okay

2474
01:27:37,669 --> 01:27:36,239
i mean i'll look at it but you know if

2475
01:27:39,430 --> 01:27:37,679
you just can you go back to where you

2476
01:27:40,070 --> 01:27:39,440
put those two videos next to each other

2477
01:27:43,430 --> 01:27:40,080
where they're

2478
01:27:45,750 --> 01:27:43,440
playing uh uh which

2479
01:27:47,189 --> 01:27:45,760
two videos will be looking those two

2480
01:27:51,350 --> 01:27:47,199
gimbal and flear that

2481
01:27:53,910 --> 01:27:51,360
like just like yeah let me just um

2482
01:27:56,070 --> 01:27:53,920
all right um yeah cause these are the

2483
01:28:10,229 --> 01:27:56,080
same so that well that's narrow two

2484
01:28:13,270 --> 01:28:11,510
i think it's all the way at the end

2485
01:28:15,510 --> 01:28:13,280
you'll be good i think it's

2486
01:28:17,350 --> 01:28:15,520
there we go this is scenario two uh

2487
01:28:19,110 --> 01:28:17,360
white hot so this is basically the exact

2488
01:28:22,790 --> 01:28:19,120

same setup on both

2489
01:28:23,430 --> 01:28:22,800
uh both things yeah so basically it

2490
01:28:25,510 --> 01:28:23,440
would be

2491
01:28:30,390 --> 01:28:25,520
um although they've been different

2492
01:28:34,149 --> 01:28:32,310
yeah but basically what you look at in

2493
01:28:34,629 --> 01:28:34,159
the top is you have your seven left

2494
01:28:36,550 --> 01:28:34,639
turning

2495
01:28:38,310 --> 01:28:36,560
you know if you hit play on both you'll

2496
01:28:41,189 --> 01:28:38,320
see um

2497
01:28:41,669 --> 01:28:41,199
if you can i think so you look at the

2498
01:28:43,750 --> 01:28:41,679
top

2499
01:28:45,189 --> 01:28:43,760
it's it's going so slow and then we look

2500
01:28:47,669 --> 01:28:45,199
at the gimbal

2501
01:28:49,030 --> 01:28:47,679
right and the gimbal is just is cooking

2502
01:28:49,990 --> 01:28:49,040
you know look at look at that field of

2503
01:28:52,470 --> 01:28:50,000
view change

2504
01:28:53,189 --> 01:28:52,480
yeah um well this is obviously a very

2505
01:28:56,229 --> 01:28:53,199
different

2506
01:28:58,149 --> 01:28:56,239
um situation because you know

2507
01:29:00,550 --> 01:28:58,159
in this one you're flying much more

2508
01:29:01,990 --> 01:29:00,560
straight towards you know clear one and

2509
01:29:03,669 --> 01:29:02,000
you're flying straight towards the

2510
01:29:07,110 --> 01:29:03,679
object more or less within

2511
01:29:09,430 --> 01:29:07,120
uh eight degrees at the most but uh in

2512
01:29:11,110 --> 01:29:09,440
gimbal at the start you are what 53

2513
01:29:13,750 --> 01:29:11,120

degrees left

2514
01:29:15,750 --> 01:29:13,760
so that's you looking out the left-hand

2515
01:29:16,790 --> 01:29:15,760
window at more than 45 degrees 53

2516
01:29:19,990 --> 01:29:16,800
degrees

2517
01:29:22,830 --> 01:29:20,000
yeah and so there's a lot more

2518
01:29:25,830 --> 01:29:22,840
and the plane is banking very steeply

2519
01:29:28,629 --> 01:29:25,840
here uh whereas this is

2520
01:29:29,189 --> 01:29:28,639
not banking at all so there's no change

2521
01:29:32,550 --> 01:29:29,199
in

2522
01:29:33,990 --> 01:29:32,560
angle of the plane

2523
01:29:35,430 --> 01:29:34,000
some people argue that it is actually

2524
01:29:36,830 --> 01:29:35,440
banking very slightly let me ask you

2525
01:29:39,270 --> 01:29:36,840
that actually

2526
01:29:42,149 --> 01:29:39,280
um

2527
01:29:43,189 --> 01:29:42,159
does the movement of the horizon

2528
01:29:45,990 --> 01:29:43,199
indicator

2529
01:29:46,470 --> 01:29:46,000
here indicate to you that the plane

2530
01:29:50,070 --> 01:29:46,480
might

2531
01:29:51,990 --> 01:29:50,080
be um you know essentially banking very

2532
01:29:54,390 --> 01:29:52,000
very slightly like here you know this

2533
01:29:55,910 --> 01:29:54,400
this this side is one pixel lower than

2534
01:29:59,110 --> 01:29:55,920
this side

2535
01:30:02,870 --> 01:30:02,229
or is that just kind of noise i think

2536
01:30:05,110 --> 01:30:02,880
that's the

2537
01:30:06,629 --> 01:30:05,120
air just flowing over the wings you know

2538
01:30:07,189 --> 01:30:06,639

he's probably an autopilot if you look

2539
01:30:08,870 --> 01:30:07,199
at

2540
01:30:10,950 --> 01:30:08,880
if you can tell if they're an autopilot

2541
01:30:12,709 --> 01:30:10,960
because no one can keep it manually on

2542
01:30:14,310 --> 01:30:12,719
on 10 defeat you know within plus minus

2543
01:30:16,870 --> 01:30:14,320
10 feet i mean you can maybe

2544
01:30:18,310 --> 01:30:16,880
right um but no so the machine is flying

2545
01:30:19,270 --> 01:30:18,320
at that point just because the altitude

2546
01:30:20,870 --> 01:30:19,280
is so

2547
01:30:22,070 --> 01:30:20,880
spot on you know if you're flying man

2548
01:30:23,910 --> 01:30:22,080
especially he's looking down in the

2549
01:30:25,189 --> 01:30:23,920
targeting pod he's not even he's not

2550
01:30:27,189 --> 01:30:25,199
technically flying the plane right now

2551
01:30:29,590 --> 01:30:27,199
he's just looking down

2552
01:30:31,669 --> 01:30:29,600
um no that's that's your air just going

2553
01:30:35,030 --> 01:30:31,679
over the wings just like

2554
01:30:37,350 --> 01:30:35,040
you know i think you have the same uh

2555
01:30:39,350 --> 01:30:37,360
status stuff in the targeting part that

2556
01:30:40,629 --> 01:30:39,360
you use but i wonder if you know if this

2557
01:30:42,390 --> 01:30:40,639
where it says here i think it says

2558
01:30:45,270 --> 01:30:42,400
heading and b alt

2559
01:30:47,669 --> 01:30:45,280
parameter altitude yep that's heading

2560
01:30:49,270 --> 01:30:47,679
the autopilot

2561
01:30:51,110 --> 01:30:49,280
yep is that indicating it's it's in

2562
01:30:52,550 --> 01:30:51,120
autopilot for both yeah we don't have

2563
01:30:55,830 --> 01:30:52,560

that indicator but

2564
01:30:57,270 --> 01:30:55,840
that would i assume it is you know yeah

2565
01:30:59,110 --> 01:30:57,280
yeah cause that's when you when you

2566
01:31:02,149 --> 01:30:59,120
select it it's you select heading and

2567
01:31:04,310 --> 01:31:02,159
you select uh

2568
01:31:06,229 --> 01:31:04,320
b altitude which is your just your

2569
01:31:09,430 --> 01:31:06,239
normal uh altimeter altitude

2570
01:31:12,790 --> 01:31:09,440
just i believe yeah parametric pressure

2571
01:31:15,910 --> 01:31:12,800
yeah yeah uh which

2572
01:31:16,629 --> 01:31:15,920
uh uh i guess to explain that real

2573
01:31:20,229 --> 01:31:16,639
quickly is

2574
01:31:21,910 --> 01:31:20,239
is just planes uh

2575
01:31:23,350 --> 01:31:21,920
measure their altitude using the the air

2576
01:31:24,229 --> 01:31:23,360
pressure which is the barometric

2577
01:31:27,990 --> 01:31:24,239
pressure

2578
01:31:30,629 --> 01:31:28,000
and they all use like a standard setting

2579
01:31:32,550 --> 01:31:30,639
uh so that they're all they're all in

2580
01:31:34,629 --> 01:31:32,560
the same barometric altitude even though

2581
01:31:36,149 --> 01:31:34,639
they might actually be that's not the

2582
01:31:36,950 --> 01:31:36,159
actual altitude it's just something that

2583
01:31:39,430 --> 01:31:36,960
you all use so

2584
01:31:40,790 --> 01:31:39,440
you can be at a specific altitude i

2585
01:31:42,390 --> 01:31:40,800
don't does it work

2586
01:31:43,750 --> 01:31:42,400
i suppose it's the same when in in

2587
01:31:43,990 --> 01:31:43,760
fighter jets and doing things like that

2588
01:31:46,629 --> 01:31:44,000

you

2589
01:31:47,990 --> 01:31:46,639
still want to have a common reference

2590
01:31:50,390 --> 01:31:48,000
for the altitude

2591
01:31:51,189 --> 01:31:50,400
you have to right because we yeah you

2592
01:31:54,070 --> 01:31:51,199
know we put

2593
01:31:54,390 --> 01:31:54,080
we separate in altitude blocks and so if

2594
01:31:55,750 --> 01:31:54,400
right

2595
01:31:58,149 --> 01:31:55,760
if someone's on the wrong altimeter

2596
01:32:01,590 --> 01:31:58,159
setting yeah it's very dangerous

2597
01:32:04,790 --> 01:32:01,600
yeah um all right so i think

2598
01:32:06,550 --> 01:32:04,800
uh gimbal there's disagreement about how

2599
01:32:07,110 --> 01:32:06,560
far away it is there's a disagreement

2600
01:32:10,149 --> 01:32:07,120
about

2601
01:32:10,709 --> 01:32:10,159
uh is it a rotating glare or not uh do

2602
01:32:13,189 --> 01:32:10,719
you have any

2603
01:32:15,669 --> 01:32:13,199
opinion about this uh the white glow

2604
01:32:19,270 --> 01:32:15,679
around it

2605
01:32:21,830 --> 01:32:19,280
i mean right away

2606
01:32:22,390 --> 01:32:21,840
it it looked weird to me it looks super

2607
01:32:24,390 --> 01:32:22,400
weird

2608
01:32:25,590 --> 01:32:24,400
i've looked at you know it you do get

2609
01:32:27,910 --> 01:32:25,600
some pixelation

2610
01:32:30,310 --> 01:32:27,920
and i've seen on your videos where you

2611
01:32:32,629 --> 01:32:30,320
get you do get that white around it

2612
01:32:33,430 --> 01:32:32,639
um i showed in my video as well with

2613
01:32:34,629 --> 01:32:33,440

f-16s

2614
01:32:37,270 --> 01:32:34,639
you can see it in the in the other

2615
01:32:42,550 --> 01:32:40,310
normally yeah

2616
01:32:43,750 --> 01:32:42,560
i mean that's your normal yeah that's

2617
01:32:45,189 --> 01:32:43,760
what it normally looks like

2618
01:32:46,709 --> 01:32:45,199
we're very close right now you know

2619
01:32:49,189 --> 01:32:46,719
you're just you're probably zoomed in

2620
01:32:51,189 --> 01:32:49,199
you know um

2621
01:32:52,629 --> 01:32:51,199
but that's what it it looks like i mean

2622
01:32:53,830 --> 01:32:52,639
really like that's what

2623
01:32:55,910 --> 01:32:53,840
that's what we should be seeing this is

2624
01:32:58,629 --> 01:32:55,920
honestly what you would expect yeah

2625
01:32:59,750 --> 01:32:58,639
that's what i expected people say and so

2626
01:33:02,870 --> 01:32:59,760
i can imagine

2627
01:33:03,990 --> 01:33:02,880
and i in i can see how underwood it may

2628
01:33:07,110 --> 01:33:04,000
have accelerated

2629
01:33:08,550 --> 01:33:07,120
out of there um because

2630
01:33:10,550 --> 01:33:08,560
i know he probably went to wide field of

2631
01:33:12,629 --> 01:33:10,560
view and then he looks for it

2632
01:33:13,990 --> 01:33:12,639
and there's there's nothing there i mean

2633
01:33:17,669 --> 01:33:14,000
it

2634
01:33:18,709 --> 01:33:17,679
i don't know yeah well yeah i i we've

2635
01:33:20,149 --> 01:33:18,719
been going for a while i

2636
01:33:21,830 --> 01:33:20,159
you want to talk a little bit about some

2637
01:33:23,750 --> 01:33:21,840
of the other videos or

2638
01:33:25,510 --> 01:33:23,760

i i think we're good you know i'd like

2639
01:33:28,790 --> 01:33:25,520
to talk again mick i think um

2640
01:33:31,990 --> 01:33:28,800
okay yeah i think it would be a good

2641
01:33:34,550 --> 01:33:32,000
use yeah

2642
01:33:35,189 --> 01:33:34,560
maybe we could uh offline we can talk

2643
01:33:37,910 --> 01:33:35,199
about

2644
01:33:39,189 --> 01:33:37,920
uh the areas of disagreements and these

2645
01:33:41,110 --> 01:33:39,199
these little things that we've touched

2646
01:33:43,189 --> 01:33:41,120
on the the gimbal role thing

2647
01:33:44,709 --> 01:33:43,199
i am interested in you know i don't want

2648
01:33:45,750 --> 01:33:44,719
to get into a big fight with uh

2649
01:33:47,669 --> 01:33:45,760
commander fraver

2650
01:33:49,510 --> 01:33:47,679
but uh it would be good i think if we

2651
01:33:50,070 --> 01:33:49,520
could resolve this issue where he talks

2652
01:33:52,950 --> 01:33:50,080
about he

2653
01:33:54,229 --> 01:33:52,960
he doesn't think that the the camera

2654
01:33:55,750 --> 01:33:54,239
needs to rotate

2655
01:33:57,590 --> 01:33:55,760
going left or right which i think we

2656
01:33:58,390 --> 01:33:57,600
kind of show that it does actually do

2657
01:34:00,950 --> 01:33:58,400
that in

2658
01:34:02,709 --> 01:34:00,960
in at least the uh the flare one video

2659
01:34:04,070 --> 01:34:02,719
and the going front to back i think is

2660
01:34:06,870 --> 01:34:04,080
an internal thing but

2661
01:34:07,910 --> 01:34:06,880
maybe we can try to figure that out uh

2662
01:34:10,950 --> 01:34:07,920
yeah i mean

2663
01:34:12,629 --> 01:34:10,960

you could ask someone yep i can

2664
01:34:14,470 --> 01:34:12,639
i can definitely ask i mean even with

2665
01:34:16,950 --> 01:34:14,480
that gimbaling though i mean

2666
01:34:18,390 --> 01:34:16,960
i can honestly say like in whatever i

2667
01:34:21,750 --> 01:34:18,400
don't know uh

2668
01:34:23,430 --> 01:34:21,760
maybe 600 hours 700 hours of literally

2669
01:34:25,590 --> 01:34:23,440
flying with this and trying to

2670
01:34:26,790 --> 01:34:25,600
you know fight with it i've never seen

2671
01:34:28,709 --> 01:34:26,800
this these

2672
01:34:30,390 --> 01:34:28,719
the gimbal effects uh you're talking

2673
01:34:31,270 --> 01:34:30,400
about like i don't know i've never seen

2674
01:34:32,629 --> 01:34:31,280
it yeah

2675
01:34:35,510 --> 01:34:32,639
well what about you know even the one on

2676
01:34:38,070 --> 01:34:35,520
the the flair one video where

2677
01:34:39,270 --> 01:34:38,080
yeah you see this this rotation at 49

2678
01:34:41,030 --> 01:34:39,280
seconds

2679
01:34:42,629 --> 01:34:41,040
like that that one there you never seen

2680
01:34:44,229 --> 01:34:42,639
anything like that

2681
01:34:46,629 --> 01:34:44,239
yeah but not in air-to-air i've only

2682
01:34:49,910 --> 01:34:46,639
seen it uh over the ground you know so

2683
01:34:52,310 --> 01:34:49,920
yeah nothing noticeable here so yeah

2684
01:34:53,750 --> 01:34:52,320
i mean what i've just i've never it's

2685
01:34:56,229 --> 01:34:53,760
never been something that

2686
01:34:57,830 --> 01:34:56,239
would affect uh would affect what i'm

2687
01:34:59,350 --> 01:34:57,840
looking i've never been

2688
01:35:01,030 --> 01:34:59,360

i mean the only time i would notice any

2689
01:35:02,870 --> 01:35:01,040
of these things make like the only time

2690
01:35:04,390 --> 01:35:02,880
i would be looking into why the pod

2691
01:35:07,350 --> 01:35:04,400
works a certain way

2692
01:35:09,270 --> 01:35:07,360
um is to figure out how it you know how

2693
01:35:11,910 --> 01:35:09,280
to avoid some of these effects

2694
01:35:13,669 --> 01:35:11,920
um but we don't have any like you know

2695
01:35:15,270 --> 01:35:13,679
if i fly right over the target yes we

2696
01:35:18,149 --> 01:35:15,280
have tactics to avoid

2697
01:35:18,550 --> 01:35:18,159
uh this gambling right uh we actually

2698
01:35:20,070 --> 01:35:18,560
check

2699
01:35:22,470 --> 01:35:20,080
so that we're not flying right up inside

2700
01:35:25,430 --> 01:35:22,480
like that is our uh standard maneuver

2701
01:35:26,830 --> 01:35:25,440
um but there's no you know there's no

2702
01:35:29,350 --> 01:35:26,840
procedure for

2703
01:35:30,550 --> 01:35:29,360
air-to-air gimbal avoidance you know

2704
01:35:33,109 --> 01:35:30,560
it's just not a

2705
01:35:34,070 --> 01:35:33,119
not a factor yeah yeah i've actually

2706
01:35:36,950 --> 01:35:34,080
seen some uh

2707
01:35:38,390 --> 01:35:36,960
some targeting pods uh pop up a message

2708
01:35:41,510 --> 01:35:38,400
that says gimbal roll

2709
01:35:44,709 --> 01:35:41,520
before it does this this thing um

2710
01:35:45,510 --> 01:35:44,719
if if i if i had my brothers i would

2711
01:35:47,430 --> 01:35:45,520
have

2712
01:35:48,709 --> 01:35:47,440
had my wherewithal if i knew what i was

2713
01:35:51,910 --> 01:35:48,719

doing i would have

2714
01:35:54,950 --> 01:35:51,920
had that word when ready uh

2715
01:35:56,709 --> 01:35:54,960
but i don't but you know that this is

2716
01:35:58,790 --> 01:35:56,719
actually something that uh

2717
01:36:00,790 --> 01:35:58,800
i've seen like the it pops up a message

2718
01:36:03,430 --> 01:36:00,800
that says gimbal roll and then it does

2719
01:36:06,310 --> 01:36:03,440
a big gimbal so i think it is something

2720
01:36:10,149 --> 01:36:08,950
i guess but it's i don't honestly make i

2721
01:36:14,550 --> 01:36:10,159
would

2722
01:36:17,750 --> 01:36:14,560
physically cause this

2723
01:36:19,750 --> 01:36:17,760
um this this glare that you're talking

2724
01:36:21,669 --> 01:36:19,760
about you know i mean

2725
01:36:22,950 --> 01:36:21,679
yeah i mean what could is it is this a

2726
01:36:24,550 --> 01:36:22,960
flying

2727
01:36:26,470 --> 01:36:24,560
flashlight or your argument is that the

2728
01:36:28,870 --> 01:36:26,480
pod is just broken

2729
01:36:30,550 --> 01:36:28,880
it's an applying very hot thing it's

2730
01:36:32,310 --> 01:36:30,560
obviously just in the

2731
01:36:34,550 --> 01:36:32,320
well and i think that's what it's

2732
01:36:36,070 --> 01:36:34,560
showing actually it is a flying hot

2733
01:36:37,350 --> 01:36:36,080
thing but there's nothing shooting out

2734
01:36:42,709 --> 01:36:37,360
the sides i mean it's

2735
01:36:47,189 --> 01:36:45,350
yeah i don't a crazy that's why i think

2736
01:36:49,590 --> 01:36:47,199
it's a uap i mean that's why

2737
01:36:50,870 --> 01:36:49,600
that's why i'm here i think it's crazy

2738
01:36:54,310 --> 01:36:50,880

it's not it's not a

2739
01:36:56,709 --> 01:36:54,320
star craft turning into a tic-tac

2740
01:36:58,550 --> 01:36:56,719
that's tv this is it this is the yeah

2741
01:36:59,990 --> 01:36:58,560
that's ir yeah this is infrared

2742
01:37:01,990 --> 01:37:00,000
this is infrared i think is being

2743
01:37:02,470 --> 01:37:02,000
affected i think your infrared of this

2744
01:37:05,590 --> 01:37:02,480
object

2745
01:37:06,709 --> 01:37:05,600
is messed up i mean yeah i think it's

2746
01:37:09,109 --> 01:37:06,719
the same as this

2747
01:37:11,109 --> 01:37:09,119
i think it's glare because it's you know

2748
01:37:12,950 --> 01:37:11,119
it's kind of overloading the uh

2749
01:37:14,310 --> 01:37:12,960
the optics and you're getting light

2750
01:37:16,709 --> 01:37:14,320
spilling over in different directions

2751
01:37:19,189 --> 01:37:16,719
and you're getting diffraction spikes

2752
01:37:20,070 --> 01:37:19,199
but nothing else does that mix so at any

2753
01:37:22,470 --> 01:37:20,080
rate it's it's

2754
01:37:23,990 --> 01:37:22,480
anomalous i mean nothing else nothing

2755
01:37:26,149 --> 01:37:24,000
else yeah

2756
01:37:27,350 --> 01:37:26,159
all right well uh i guess it'd be great

2757
01:37:29,669 --> 01:37:27,360
if we could find the thing the thing is

2758
01:37:31,830 --> 01:37:29,679
like there's no ad floor footage

2759
01:37:33,510 --> 01:37:31,840
out there because it's all classified we

2760
01:37:34,070 --> 01:37:33,520
need more footage man we need more

2761
01:37:35,990 --> 01:37:34,080
footage

2762
01:37:37,590 --> 01:37:36,000
and that's why when you're out there on

2763
01:37:40,709 --> 01:37:37,600

the news and saying all this stuff

2764
01:37:42,229 --> 01:37:40,719
um i think it helps us get more

2765
01:37:44,629 --> 01:37:42,239
more footage man we need more data

2766
01:37:45,510 --> 01:37:44,639
because they have this is just 74

2767
01:37:48,310 --> 01:37:45,520
seconds right but

2768
01:37:50,149 --> 01:37:48,320
whenever we turn on the tapes when we

2769
01:37:52,470 --> 01:37:50,159
when we start the planes

2770
01:37:54,790 --> 01:37:52,480
so they have data from you know from

2771
01:37:56,870 --> 01:37:54,800
this engagement or they had the hud

2772
01:37:58,470 --> 01:37:56,880
uh the radar and the tarting pod and

2773
01:37:59,669 --> 01:37:58,480
that would have answered

2774
01:38:01,669 --> 01:37:59,679
a lot of these questions i mean that's

2775
01:38:03,990 --> 01:38:01,679
the thing we know some

2776
01:38:05,669 --> 01:38:04,000
people have seen what happens in the

2777
01:38:06,790 --> 01:38:05,679
next five seconds after this after this

2778
01:38:08,470 --> 01:38:06,800
flew off to the side

2779
01:38:10,390 --> 01:38:08,480
yeah it did my guess is he goes to wide

2780
01:38:12,709 --> 01:38:10,400
field of view and then it's gone i mean

2781
01:38:14,070 --> 01:38:12,719
honestly uh why has nobody talked about

2782
01:38:15,750 --> 01:38:14,080
that we've got all these witnesses who

2783
01:38:16,149 --> 01:38:15,760
said they've watched the full video and

2784
01:38:21,270 --> 01:38:16,159
we

2785
01:38:23,750 --> 01:38:21,280
tape shows nothing interesting

2786
01:38:24,550 --> 01:38:23,760
i thought if well i think they believe

2787
01:38:26,390 --> 01:38:24,560
as i did

2788
01:38:28,470 --> 01:38:26,400

you know if you look at it initially it

2789
01:38:31,590 --> 01:38:28,480
looks like it's jumping i mean

2790
01:38:33,189 --> 01:38:31,600
right and it would be would be off

2791
01:38:34,709 --> 01:38:33,199
all right well we could we could go back

2792
01:38:36,870 --> 01:38:34,719
and forth on this all day but perhaps

2793
01:38:39,270 --> 01:38:36,880
now is the time to mull upon it

2794
01:38:40,950 --> 01:38:39,280
a little and uh regroup at some some

2795
01:38:42,070 --> 01:38:40,960
later date and hey i want to thank you

2796
01:38:44,229 --> 01:38:42,080
very much

2797
01:38:45,669 --> 01:38:44,239
for taking all this time out of your day

2798
01:38:47,590 --> 01:38:45,679
nearly two hours

2799
01:38:49,510 --> 01:38:47,600
uh to have this discussion and it was

2800
01:38:50,149 --> 01:38:49,520
great to do it in a nice friendly manner

2801
01:38:52,310 --> 01:38:50,159
and

2802
01:38:53,750 --> 01:38:52,320
hopefully we've touched on a few points

2803
01:38:55,350 --> 01:38:53,760
uh

2804
01:38:57,030 --> 01:38:55,360
and you know you've told me stuff and

2805
01:38:58,550 --> 01:38:57,040
i've told you stuff and we've got things

2806
01:39:01,669 --> 01:38:58,560
to think about

2807
01:39:02,070 --> 01:39:01,679
excellent yeah thanks mick um yeah i'm

2808
01:39:04,149 --> 01:39:02,080
not

2809
01:39:05,590 --> 01:39:04,159
you know a caustic person by nature

2810
01:39:08,229 --> 01:39:05,600
whatever that's a

2811
01:39:09,510 --> 01:39:08,239
hot roll but yeah if you're willing to

2812
01:39:14,470 --> 01:39:09,520
you know

2813
01:39:16,950 --> 01:39:14,480

change your mind if possible then

2814
01:39:17,910 --> 01:39:16,960
i'm willing to listen as well so yeah

2815
01:39:20,629 --> 01:39:17,920
and i totally am

2816
01:39:21,990 --> 01:39:20,639
and uh i yeah i want more evidence that

2817
01:39:24,070 --> 01:39:22,000
would be great i'd love to get yes

2818
01:39:25,990 --> 01:39:24,080
i think that's what we need and then we

2819
01:39:29,830 --> 01:39:26,000
can stop you know

2820
01:39:31,510 --> 01:39:29,840
nitpicking you know 70 second videos or

2821
01:39:34,629 --> 01:39:31,520
30 second videos and we can start

2822
01:39:36,390 --> 01:39:34,639
looking at much longer tapes and

2823
01:39:39,189 --> 01:39:36,400
that would be so compelling because i

2824
01:39:41,109 --> 01:39:39,199
mean at the end of the day

2825
01:39:42,390 --> 01:39:41,119
yeah i mean it does need that we do need

2826
01:39:43,830 --> 01:39:42,400
to show that

2827
01:39:45,750 --> 01:39:43,840
it's extraordinary you know

2828
01:39:49,109 --> 01:39:45,760
extraordinary

2829
01:39:51,590 --> 01:39:49,119
so

2830
01:39:52,629 --> 01:39:51,600
yeah yeah and yeah i should tell we

2831
01:39:54,790 --> 01:39:52,639
should tell the government

2832
01:39:56,149 --> 01:39:54,800
yeah release the data so that we can we

2833
01:39:57,669 --> 01:39:56,159
can analyze it me and chris

2834
01:40:01,590 --> 01:39:57,679
all right we'll get on the job put us on