

t3n	@! 10 !@	ten
TEN!	@! Interference !@	
	@! Alienbinary !@	73n

[PHUN WITH INTERFERENCE]

I was sitting in physics class, and I began skimming through my "Conceptual Physics" textbook. Well, I figured it would be interesting to read about waves. So I got to the section about interference, and I started thinking...

Later, in math class, I began typing out this phile on my laptop.

Well, anyway, interference is a source of great phun. It is highly underrated, and rarely mentioned. This is the first of it's kind as far as I know.

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- I.....THE SATAN BOX
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- III.....EVERYDAY INTERFERENCE

PART I: THE SATAN BOX

MATERIALS:

- A REMOTE CONTROL CAR
- A SET OF SCREW DRIVERS
- 10 ALLIGATOR CLAMPS
- AN OSCILLATOR, OR FREQUENCY ADJUSTER
- A PHONE
- PLENTY OF 9v BATTERIES
- PRIVACY

PURPOSE:

Have you ever wanted to piss off your parents, or sister; etc.? Have you ever wanted get out of a goddamned phonecall but your grandparents won't shut the hell up? Have you ever felt the need to screw with someones head? Well, here is the key.
THE SATAN BOX

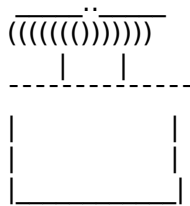
PRINCIPLES:

Well basically, we all know that transmitters, cellphones, radiostations, police scanners, and such cause interference. Well on that basic premise, I designed the satan box. By adjusting the frequency of the wave being transmitted, you are able to change the pitch and sometimes signal of your interference. The fact is, you have a little ball of static you want to throw at a phone or radio. So you, well, do. ;)

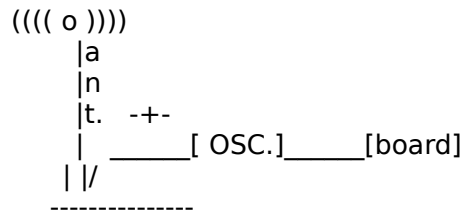
STEPS:

1. Unscrew your R/C Car Controller, and remove the chip, the transmitter, the antennae and everything you need to recreate the remote.
2. Then take apart an old stereo, or a radio, maybe even a walkman. Remove the oscillator.

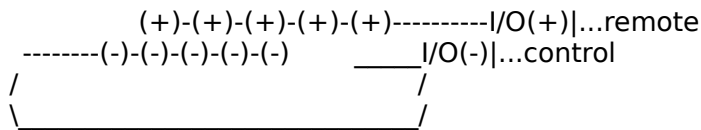
oscillators look like this:



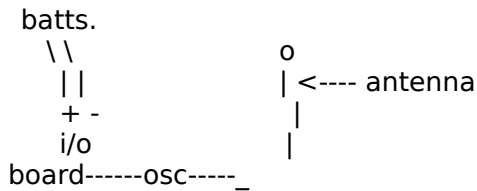
3. remove the antennae and put the oscillator between it, in a way that adjusts the frequency (may vary from the materials)



4. Next, hook up as many 9v batteries as possible (see diagram)



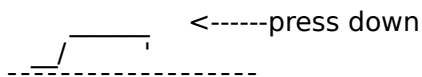
5. There you go. You have a satan box. Really easy, to be honest.



HOW TO USE:

Pick a target. A good target would be a relative. When they are on a phone (preferable cordless), press the switches on the board.

switches probably look something like this:



There should be a signal being emitted from the box. You will know by how pissed off your target is. ;).

In order to adjust the signal's frequency and strength, play with the oscillator.

PHONES THAT HAVE WORKED:

CORDLESS PHONE 900MHz
Old Bell Pushbutton cordphone
TIME life phone (AT&T)

RADIOS THAT HAVE WORKED:

WALKMAN
VARIOUS OTHERS

INTERCEPTION:

It is possible to intercept calls and police frequencies by turning on the Satan box, without transmitting. If you're lucky, you get police frequencies, radio stations, and of course... cellphones.

PART II: "UNDERSTANDING INTERFERENCE"

MATERIALS:

TI-86 CALC or 85
BASIC KNOWLEDGE OF THE CALCULATOR
AN UNDERSTANDING OF TI-86 BASIC

WHAT IS THE POINT:

The reason you want to understand interference is that the only way to know how to cause it, is to know how it works.

HOW TO DO IT:

Well, create a new program. Title it interference. Enter source code.

TWO DIFFERENT PROGRAMS:

PICTOGRAPHIC) this one just draws a picture of a chaotic day (wave wise).
INTERACTWAVE) this one lets you adjust coordinates

PICTOGRAPHIC SOURCE CODE:

```
:CLDrw
:AxesOff
:Zsqr
:Circl(0,0,1) :Circl(0,0,2) :Circl(0,0,3) :Circl(0,0,4) :Circl(0,0,5)
:Circl(0,0,6) :Circl(0,0,7) :Circl(0,0,8) :Circl(0,0,9) :Circl(0,0,10)
:Circl(0,0,11) :Circl(0,0,12) :Circl(0,0,13) :Circl(0,0,14) :Circl(0,0,15)
:Circl(0,0,16) :Circl(0,0,17) :Circl(0,0,18) :Circl(0,0,19) :Circl(0,0,20)
:Circl(9,9,1) :Circl(9,9,2) :Circl(9,9,3) :Circl(9,9,4) :Circl(9,9,5)
:Circl(9,9,6) :Circl(9,9,7) :Circl(9,9,8) :Circl(9,9,9) :Circl(9,9,10)
:Circl(9,9,11) :Circl(9,9,12)
:Circl(9,9,13) :Circl(9,9,14) :Circl(9,9,15) :Circl(9,9,16) :Circl(9,9,17)
:Circl(9,9,18) :Circl(9,9,19) :Circl(9,9,20) :Circl(-9,-9,1) :Circl(-9,-9,2)
:Circl(-9,-9,3) :Circl(-9,-9,4)
:Circl(-9,-9,5) :Circl(-9,-9,6) :Circl(-9,-9,7) :Circl(-9,-9,8) :Circl(-9,-9,9)
:Circl(-9,-9,10) :Circl(-9,-9,11) :Circl(-9,-9,12) :Circl(-9,-9,13)
:Circl(-9,-9,14) :Circl(-9,-9,15) :Circl(-9,-9,16) :Circl(-9,-9,17)
:Circl(-9,-9,18) :Circl(-9,-9,19) :Circl(-9,-9,20)
:Circl(9,-9,1) :Circl(9,-9,2) :Circl(9,-9,3) :Circl(9,-9,4) :Circl(9,-9,5)
:Circl(9,-9,6) :Circl(9,-9,7) :Circl(9,-9,8) :Circl(9,-9,9) :Circl(9,-9,10)
:Circl(9,-9,11) :Circl(9,-9,12)
:Circl(9,-9,13) :Circl(9,-9,14) :Circl(9,-9,15) :Circl(9,-9,16) :Circl(9,-9,17)
:Circl(9,-9,18) :Circl(9,-9,19) :Circl(9,-9,20) :Circl(-9,9,1) :Circl(-9,9,2)
:Circl(-9,9,3) :Circl(-9,9,4)
:Circl(-9,9,5) :Circl(-9,9,6) :Circl(-9,9,7) :Circl(-9,9,8) :Circl(-9,9,9)
:Circl(-9,9,10) :Circl(-9,9,11) :Circl(-9,9,12) :Circl(-9,9,13) :Circl(-9,9,14)
:Circl(-9,9,15) :Circl(-9,9,16)
:Circl(-9,9,17) :Circl(-9,9,18) :Circl(-9,9,19) :Circl(-9,9,20)
```

INTERACTWAVE SOURCE CODE:

```
:Input A :Input B :Input C :Input D
:Circl(A,B,1) :Circl(A,B,2) :Circl(A,B,3) :Circl(A,B,4)
:Circl(A,B,5) :Circl(A,B,6) :Circl(A,B,7) :Circl(A,B,8)
:Circl(A,B,9) :Circl(A,B,10) :Circl(A,B,11) :Circl(A,B,12)
:Circl(A,B,13) :Circl(A,B,14) :Circl(A,B,15) :Circl(A,B,16)
:Circl(A,B,17) :Circl(A,B,18) :Circl(A,B,19) :Circl(A,B,20)
:Circl(C,D,1) :Circl(C,D,2) :Circl(C,D,3) :Circl(C,D,4)
:Circl(C,D,5) :Circl(C,D,6) :Circl(C,D,7) :Circl(C,D,8)
:Circl(C,D,9) :Circl(C,D,10) :Circl(C,D,11) :Circl(C,D,12)
:Circl(C,D,13) :Circl(C,D,14) :Circl(C,D,15) :Circl(C,D,16)
:Circl(C,D,17) :Circl(C,D,18) :Circl(C,D,19) :Circl(C,D,20)
```

ABOUT THESE PROGRAMS AND INTERFERENCE COMPREHENSION:

These programs will illustrate longitudinal waves, and will show where they overlap. The overlapping area is the "standing wave". It is the interference. Sometimes, depending on the wave, the interference will block the transmission, causing a lapse in sound. Other times you will hear the static noise chime in over the transmission.

PART III: "THE INTERFERENCE IS ABROAD"

Look around your house. You might not have given it much thought, but an arsenal of radiowave weapons are at you fingertips.

KNOWN INTERFERENCE CAUSING OBJECTS:

- walkie talkies
- phones
- ham radios
- radios
- remote control cars
- tvs
- cordless phones
- shortwave rads.
- radiation (microwave)
- shortwave radios
- police radios

KNOWN OBJECTS SUSCEPTIBLE TO PHUN:

ON A SIDE NOTE, SOME ANIMALS (IE: DOGS) CAN PICK UP THESE INSANE FREQUENCIES. HEHE, PHUN WITH FIDO.