



**256 Full Freq Left**

**3-Dimensional**

**2-Dimensional**

**1-Dimensional**

**Full Freq Right 256**

**3-Dimensional**

**2-Dimensional**

**1-Dimensional**

**[32 bit X] [32 bit Y] [32 bit Z] X 100 MHZ = 1.2 Giga Byte**

**X ((256 Left) + (256 Right)) = 614.4 Giga Bytes second**

**45 Minute 512 Channel Full Freq Album = 1.659 Peta Bytes**

**On 1 Single 25GB Blu-Ray Disc = [www.ftlspinup.com](http://www.ftlspinup.com)**

**+100VDC to -100VDC**

**10HP to 100 HP Motor Generates 3 - 6 Phase from 1 Phase**

**No Amplifiers - No Crossover Networks - No Preamps**

**No Filters - No Oversampling - No Cables - No Switching**

**No Signal Capacitors - No Rails - No DSP**

**No Sine Wave or Integration Oversimplification**

**D/A & A/D Full 200VDC + Possible 400VDC Range +&- Out**

**From Signal to Direct Drive Output without Amplification**

**100% Numerical Analog Transistor with 10VDC SOA**

**Atmospheric Generated Harmonies with Controlled**

**Beat Frequencies and Cancellation Output**

**Ultrasonics Possible for Instrument Quality**

**32 Bit X,Y,Z Bezier Signal Generation to Analog Drive**

**Extreme Low Cost**