NOTES on Protocols found in EEProm Code - V4

There are two "Intelligent_EEProm_Update V4" file links above. One is in "txt" format and the second is in "rtf" format. The RTF format has Yellow Highlighted protocol frequencies and duty cycle for each memory group already stored in the Telligent. Sometimes the RTF format will not display on computers that do not have a RTF file reader capability installed. Most word processors have this capability. If the file doesn't download then just down load the "txt" version. The "txt" version just does not have the Yellow Highlighted formatting. The highlight just makes it easier to find the frequencies and duty cycles for each Telligent memory group.

Note how most memory groups show Frequency 1 often the same as the following memory group. This is the primary frequency that will be gated. Frequency 2 is always the gating frequencies and most often the frequency desired to do the magic or sometimes thought of as the healing frequency. Frequency 1 when gating is employed is a secondary bonus frequency if set to a popular health frequency value. The example Frequency in the Telligent Memory Group preload is 25920.00 hertz. This is an extremely powerful health frequency that conforms to the number of years in the Earth's procession and the 'Number Nine Code'. See the following link if you want to know more about the 'Number Nine Code'.

Number 9 Code;
https://www.youtube.com/watch?v=KYB6V91Zkic

The reason gating is so important is that the Plasma Ball does not respond very strongly at low frequencies. It works best between 1000 and 40000 hertz. It is strongest around 28000 hertz. So if you want to run a low frequency like Schumann's Resonance of 7.83, it will be too weak and not seen flashing in the Plasma Ball. The solution is to run a higher frequency often called the "Carrier Frequency" and turn it On and Off, (called gating) at the desired lower frequency. This is the way all "True Rife Plasma Systems" work. They use a carrier frequency! The advantage with the Telligent is that you get to define the carrier frequency. Making the carrier frequency a Health Frequency is a bonus where you get two frequencies delivered at once.

Gating can be turned off in two ways;

The first is to simply turn the gating toggle switch up with nothing plugged into the Black Phono Jack. The second way is to set the Duty Cycle to a 100% for "D2" (Duty Cycle 2) in the memory group. 100% duty cycle means the duty cycle is always full on and there will be no gating of the "F1" (Frequency 1) in the selected memory group. Of course if a Spooky is plugged into the Black Phono Jack then it will control the gating as if it is in the "ON" position.

Look through the "Intelligent_EEProm_Update V4" file and see what the values for the various Memory Group Frequencies and Duty Cycles are set to. Whenever 'D2=1.00' is seen, then Frequency 2, the gating frequency, is effectively turned off. It is turned off regardless of what frequency is set in "F2".