



RDT GENERATION II **BASIC BUILDING BLOCKS**

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Dear Friend,

There are many questions that people have when using the RDT Generation II technology. The purpose of this document is to give a simple walk through on the concepts that are involved with the Theater Presentation as well as the Quantum Amplifier (hardware booster).

There are three parts to this document:

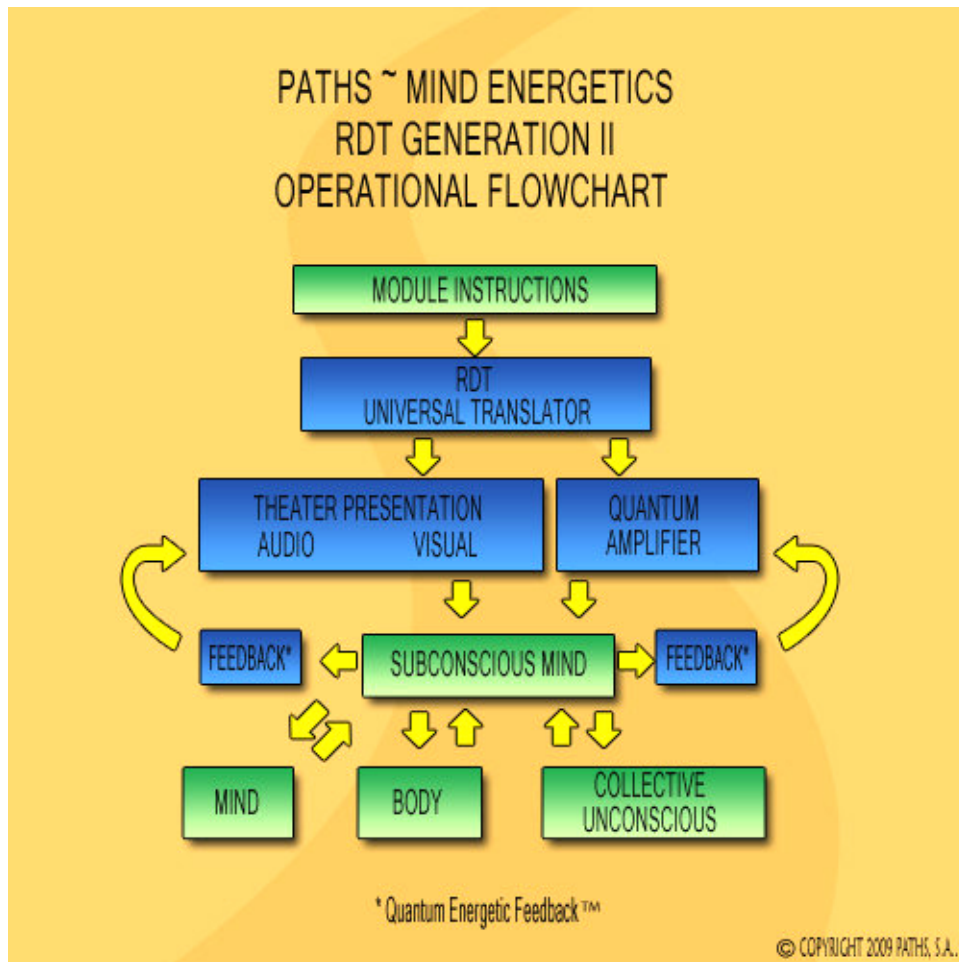
The first is a basic flowchart to show you the overall working of the technology. It starts from the instructions that are designed to give specific benefits depending on the modules chosen all the way to being finally delivered and assimilated by the subconscious mind.

The second is an explanation of the ideomotor effect and how it is relevant to the technology. This is the mechanics of how information in the collective is made known to us and how we can exhibit an ideomotor response through physical action.

The third is about specifics before, during and after the actual *RDT Generation II* theater presentation. This goes into the details of all the different components in the theater. It includes descriptions of all the boxes that you will see and the various things you can manually interact with during your experience watching the theater.

PART I

PATHS ~ Mind Energetics RDT Generation II Operational Flowchart



Once the instructions are developed in plain English for each module, they are reworded into a proprietary verbiage that is compatible with the Universal Translator.

The modified instructions are then ran through the *RDT Universal Translator*, which converts them into a form that can be embedded into both the Theater Presentation and the Quantum Amplifier.

When watching the Theater Presentation, the Subconscious Mind receives the module's instructions by way of visual and audio components.

The Subconscious Mind also receives the instructions directly from the Quantum Amplifier (hardware booster) through subspace, aether, collective, matrix or other term representing the medium through which thoughts and intentions travel.

The Subconscious Mind communicates these instructions directly to the MIND in order for thoughts and habit patterns to become more desirable.

The Subconscious Mind also communicates these instructions directly to the BODY in order for desirable biological changes to occur.

The Subconscious Mind also communicates these instructions directly back to the COLLECTIVE UNCONSCIOUS in order to powerfully attract desirable occurrences into one's life.

While the Subconscious Mind directs the mind, body, and collective in your favor, it influences *RDT Gen II* to give you the OPTIMUM instructions at each given moment. This LIVE feedback effect is known as *Quantum Energetic Feedback*.

Again, a picture is worth a thousand words so please take a few minutes and contemplate what the flowchart diagram is showing you so you can realize how profound the *RDT Generation II* technology truly is.

In this next section, I'll be explaining about what the ideomotor effect is and how it relates to the *RDT Generation II* technology.

PART II

THE IDEOMOTOR EFFECT PHYSICAL RESPONSE TO SUBCONSCIOUS STIMULI

RE: The purpose of this section is to clarify what the ideomotor effect is because it comes into play while using the new *RDT Generation II* technology. It is NOT necessary to understand this in order to use the new *RDT Gen II*; it is simply to educate you on this particular aspect of the technology that is being applied automatically.

Thomas Laycock (1812-1876) was the first person to apply reflex action to the brain in 1845¹.

William B. Carpenter first proposed the *ideomotor effect* or *automatism* in 1852². Essentially it says that the human body produces tiny, involuntary muscular movements in response to subconscious desires.

These foundational concepts pave the way for a deeper understanding of how we can both receive information from the collective and have it transmitted through our body as well as being able to send information from the physical into the mental construct or *matrix*.

Here are a few realizations that are needed to piece together a simple model that demonstrates this concept:

- The subconscious mind has full access to the information in the collective memory database.
- The information can be retrieved by the subconscious mind.
- The subconscious mind can translate this information into a physical reflex action.
- These reflex actions can be natural or they can be specifically and purposefully trained.
- Intentionally trained reflexes will have pre-determined values assigned to each movement.
- The natural reflexes may or may not be apparently decodable.

¹ Laycock T. (1845) *On the reflex function of the brain*. British and Foreign Medical Journal 19:298-311.

² Carpenter, W.B. (12 March 1852) *On the Influence of Suggestion in Modifying and directing Muscular Movement, independently of Volition*, Royal Institution of Great Britain, (Proceedings), pp.147-153.

- Any physical action can also be translated through the nervous system to the subconscious mind and into the collective.

With the above concepts in mind, lets look at a few examples that are in alignment with certain obvious parameters. These show a simple working model of the ideomotor effect.

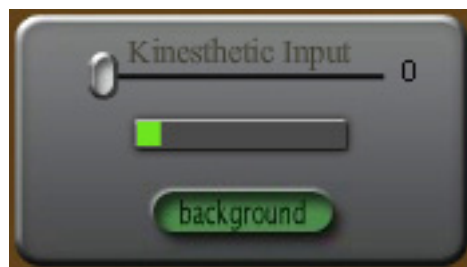
Muscle Testing - A practitioner and a client are working together. The practitioner in this example is using muscle testing in order to get the answer to a yes or no question. Every question and every question's answer are already perfectly known values in the collective unconscious. The practitioner may use a finger lock technique with double interlocking rings. The question is asked and the practitioner pulls on the weak point of the finger lock. It is already intended that if the answer is a yes the fingers stay strongly locked. It is also already intended that if the answer is no, the finger lock will break or weaken. Basically, the key to decoding the muscle response is already pre-programmed. Yes is assigned to a strong lock and no is assigned to a weak lock. Let's say the practitioner is adept at allowing unfiltered answers from the collective to manifest. The practitioner asks, "Does John smoke cigarettes?" The practitioner pulls on the finger lock and the finger lock stays strong. In this example, this tells the practitioner that John does indeed smoke cigarettes. The answer was a known variable in the collective. The practitioner asks the question, the subconscious mind locks on to the answer in the collective and transmits to the muscles high potential that gives a strong lock.

PATHS ~ Mind Energetics RDT Generation II - The first screen of the new theater presentations has seven different colored circles. Selecting one of these seven circles starts the theater.



There is no negative choice and each choice will be a highly effective session for you. However, if you would like to engage in practicing and honing your ability to benefit from the ideomotor effect, I would highly encourage you to simply pick the first color based on the first one you can get your mouse to click on - that is a muscular reflex demonstration of the ideomotor effect. You may also wish to click on the one that you have the first *gut reaction* to - that is a nervous system sensation that will feel definitive to you in your own way. The benefit of this is that your subconscious mind knows the optimum way the theater could deliver the instructions. The optimum is delivered through a mouse click by the ideomotor effect. Again, you cannot have a negative session based on the color you pick. You do however have a way to optimize it in a fun way while at the same time developing your intuitive muscle(s).

There is also a Kinesthetic Input slider on the new *RDT Gen II* theater presentation screens.



Your kinesthetic sense is your feeling apparatus. It may be the feeling of a pen on a piece of paper or the feeling of your mouse in different locations of the screen. The slider can be left alone for a powerfully effective session. However, you have the opportunity to increase your kinesthetic sense further by clicking on the slider and moving it left and right and leaving it where you feel it needs to be. You can do that as much or as little as you like. Just like choosing the different color to influence how the module instructions are delivered, this slider allows you to manually adjust the module instructions. Your subconscious knows the effect of each position and will guide you to the optimum if you go by feel as much as possible.

IMPORTANT! The clearer a person is of their own efforts and tensions in mind and body, the clearer the answer from the ideomotor effect can be revealed free of interference. Edmund Jacobson's Progressive Muscle Relaxation³ (PMR) exercises help in

³ <http://www.google.com/search?q=%22edmund+jacobson%22+%22progressive+muscle+relaxation%22>

releasing subconscious efforts and tensions that are locking
unconscious mental noise into the body's musculature.

PART III

RDT GENERATION II THEATER PRESENTATION

This section provides a simple explanation of the two main screenshots as well as a screenshot of one active component in the theater that you must answer one or more times during the *RDT Gen II* theater presentation.

After logging into your account, you will click your way to the below screen with the colored circles on it.



All you have to do is click on any color that you *feel* you most want to click on. It is recommended that you really take advantage of this opportunity to develop awareness of your inner feeling. You can select the color on impulse by simply moving

your mouse and clicking on the first color you can get to. Or, really try to feel which ones resonates with you the most in that moment.

There is no wrong answer here as to which color you should pick. Any color will cause you to have a powerful presentation. The different colored circles provide a fun way to have you involved in increasing the variation of how the module's instructions can be received by your subconscious.

Once you select the color, the next screen will appear. Your particular theater may vary according to what module you have active in your account but for the most part, it will look just like this:



The top left box displays your own personal data. This allows you to make sure that the information in your account is accurate because an incorrect birth date, birthplace or name

spelling usually renders the module completely ineffective. Another benefit of this data box is that it allows a stronger conscious to subconscious association with the module's instructions.

The bottom three boxes are live indications of *Quantum Energetic Feedback* as well as showing the active state of the theater. These are very visually appealing and fun ways to display this information, which has very specific values that are known only to your subconscious mind. Each movement or motion of any activity in these boxes corresponds to very specific activities related to your module instructions. Although only your subconscious mind can translate the meaning of these indicators, having your conscious awareness see the visual equivalent enhances your experience by also having a stronger conscious to subconscious association.

The data box and the three bottom indicator boxes can be moved around the screen to any place you wish. All you have to do is click on any of them and drag them around with your mouse. I would recommend playing with this option and placing them where you *feel* they sit the best. Take advantage of this opportunity to develop awareness of your inner feeling.

The top right box serves three purposes. There is a *background* button that you can click on if you want to turn the module picture in the theater on or off. You can toggle between on or off as many times and as often as you like.

The central bar is a progress indicator for *each* module. As one module plays, the green will fill in more and more from left to right. When it gets to the far right, the module is done. Any successive module that you have in the package will reset this progress indicator when it starts playing and will progressively grow green moving towards the right as it plays.

You can click on the Kinesthetic Input slider with your mouse and move it left or right and leave it anywhere that you feel it is best for you in that moment. You can do this as often and as many times as you want. Again, please take advantage of this opportunity to develop awareness of your inner feeling.

The central screen is the main theater presentation screen for the modules. Each module will have its own unique picture for viewing pleasure, as did the original *RDT* theater presentations. However, you have the choice to turn off the picture in the new *RDT GEN II* Theater. If the picture is turned off, you can see

the *aetheric mist* much more prominently as well as other active components of the main theater presentation screen.

While your theater presentation is playing, you visually focus on anything you like. Many people like to focus on the central circle, some like to focus on the aetheric mist or different parts of the picture.

You must use stereo headphones for the relaxing brain entrainment frequencies to work. They are for your listening pleasure and are not an integral part of the *RDT GEN II*.

If you have any hearing impairment, it is recommended to not use the headphones and turn the sound down or off on the speakers. You will still receive full benefit.

The third screenshot is about *prompts* that you must answer:



The prompts are very important for your theater experience. It is important that you answer them quickly. There is no right or wrong answer. A quick initial response provides the best feedback for the optimum theater experience.

When finished, click the link provided:



The next page is the completion screen. You may see the following if you did not answer all the prompted questions.

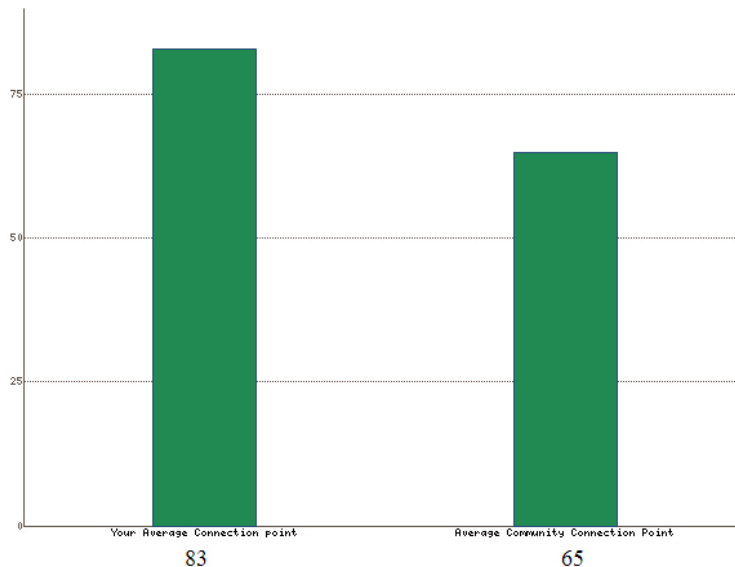
John, your session was not completed successfully

not all feedback was received

Please watch the theater again as soon as possible.

Here is the screen you will see when your session is completed successfully:

Congratulations John, your session is complete



For maximum benefit, please watch this theater at least once before Saturday, 01/17/09.

*Graph denotes average effective Quantum Connection Point.
This number changes based on your subconscious AND Conscious Focus.
Community average reflects all PATHS Theater Viewings, World-Wide.

There is a "control" stream of data, and **influenced** streams of data flowing through your Theater at all times. The numbers that you see under the green bar is a reflection of the variance between the control streams and influenced streams. The bar on the left indicates your individual variance and the bar on the right is a collective average variance between all users.

There are no inherently good/bad, high/low, or strong/weak results.

From one theater viewing experience to the next, you will simply be able to see how much of a difference your own variance between controlled and influenced data streams is.

Well, that was a lot of information but I hope it helps you understand how to use the new *RDT GENERATION II* theater presentation. It is important for you to know that even if you have no idea what any of these explanations mean, that will not affect your ability to receive tremendous benefit from your PATHS modules.

Again, welcome to *RDT GENERATION II*!! We are all looking forward to hearing about your experiences in Energetic Forum or by writing directly to the *PATHS* home office at info@paths-vx.com.

Yours in Powerful Transformation,

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p.s. To get started right away, visit a *PATHS* website today:
[http://www.findpaths.com/paths affiliate listing.html](http://www.findpaths.com/paths%20affiliate%20listing.html)

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