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# AN APPLICATION THROUGH WHICH MESSAGES AND IMAGES ARE SENT TO THE BRAIN WITHOUT A CHIP OR THE INTERNET

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**Abstract:** The information is pumped directly into the mind without relying on messages and videos that usually reach the surface of the mobile phone. No, we do not need that as much as we need a mobile device that is disconnected from the Internet and placed under the head of the recipient or to be taken out of the device to be placed under his head. As for the sender, it is preferable that there be four of them to send a short encrypted video, provided that the transmission is done at the same time, reaching the point of making the matrix of the multiple video, and then it is easy to enter it into the head of the recipient, so that he sees it as three-dimensional frequencies and as if it were a dream. If it is possible to identify a special fingerprint for each mind to enable the recipient to dispense with the mobile device and its number, as for how the latter works despite its disconnection from the Internet, it seems that all frequencies, including those emitted from the Internet, are attracted to people's heads due to the presence of the aforementioned feature without entering and are also attracted to, although the inventor did not pay attention to that. In reality, a special fingerprint and a specific number can be manufactured for each mind that plays the role of the recipient during that.

## INTRODUCTION

### Brain-Computer Interfaces (BCI):

- Basic concept: This technology relies on electronic devices that connect the brain to the computer. These devices can read brain signals or send signals to it.
- How it works: Usually, electrodes are placed on the scalp or implanted inside the brain to read electrical activity. In the future, these electrodes or devices can send encoded neural signals to the brain to stimulate specific areas in it.
- Current example: Elon Musk's Neuralink project, which seeks to develop a neural implant that can interact with the human brain and open new areas for communication with devices.

### Electrical or magnetic stimulation of the brain:

- Transcranial magnetic stimulation (DBS): This technology uses electrodes implanted in the brain to stimulate specific areas, and is currently used to treat diseases such as Parkinson's disease.
- Transcranial magnetic stimulation (TMS): This stimulation uses magnetic fields to stimulate specific areas of the brain without the need for surgery. This technology could in the future be used to transmit simple signals or information to the brain.

### Neural Implants:

- Technology: A small electronic device is implanted inside the brain to stimulate neurons or read their signals. These electrodes can allow data such as sounds or images to be transmitted to the brain, if developed sufficiently.
- Future goal: To reach a technology that allows the transmission of complex neural signals representing visual, auditory, or even motor instructions.

**Stimulating alternative senses:**

- Stimulating existing senses: Visual or auditory stimulation can be used to change the brain's experience. For example, the eyes can be stimulated with a pattern of light that creates an image in the brain. This type of stimulation may be used to transmit visual data to the brain.
- Artificial senses: Devices may be developed to stimulate the areas of the brain responsible for the senses, allowing the transmission of audio or visual signals as a type of "alternative sensing."

In order for data to be transmitted to the brain, this data must be translated into neural signals that the brain can process. Here's how:

**Understand how the brain encodes information:**

- The brain processes information through complex patterns of electrical and chemical signals between neurons. Every thought, image, or sound is represented in the brain through specific activity in networks of neurons.
- In order for data to be transmitted to the brain, technology must translate the data (such as video or text) into the same neural patterns that the brain uses to process that information.

**Send coded signals to the brain:**

- Once we understand how the brain encodes information, technologies such as implanted electrodes or magnetic stimulation can send similar signals to the appropriate areas of the brain.

Challenges to transmitting data to the brain:

- Understand the entire brain: So far, scientists are still trying to understand how the brain processes information. Without a thorough understanding of the brain's complex system, it's difficult to transmit complex information to it.
- Neural compatibility: The signals sent to the brain must be perfectly compatible with how the brain works. Any abnormal signal may lead to unexpected effects such as disturbances in thinking or memory.
- Security and privacy: If technology is developed to allow information to be transmitted to the brain, this technology must be secure against hacking or misuse. Maintaining privacy will be a major challenge.
- Mental processing: Even if neural signals are transmitted correctly, the brain must be able to "understand" or "interpret" these signals. For example, sending a video or a message requires complex processing by the brain, something that scientists have not been able to achieve so far.

**Figure (1): Receive the four videos while sleeping**

## MATERIAL AND METHODS

**A**l-Aasem application is a cross-platform application that allows users to transfer files between devices without the need for an internet connection or data networks (Wi-Fi or mobile data). The application

works on smartphones (Android and iOS) and computers. Through it, you can transfer images, videos, audio files, applications, and documents at a high speed compared to Bluetooth.

Program Features:

- Fast transfer: Al A'assam uses Wi-Fi Direct technology to transfer files, making it much faster than technologies such as Bluetooth.
- Cross-platform: You can use it to transfer files between Android and iOS devices and computers (Windows and macOS).
- Transfer various files: It allows the transfer of any type of files, including images, videos, applications, documents, and more.
- 4Play media: Al A'assam has a built-in music and video player, allowing users to play files sent directly within the application.

Share applications: You can easily share applications installed on your device with other devices.

**Figure (1) : Sending from four phones (message or video)**

## RESULTS AND DISCUSSION

It is known that correspondence is usually done by the sender and the recipient via the provided mobile device, and it also contains via, but the transmission can be done without that, as I see it, where the recipient's device is disconnected from the Internet and the device is placed under the recipient's head after he lies on his back or is removed and then placed under the head, and thus we were able to successfully enter the recipient's mind with a short video, and this happens because the human mind, as I see it, has the property of inclusion and reception if the sender uses three people with him to send the same short video at the same time as an array of videos according to this equation. In order to translate this concept into a mathematical equation, we will have to determine some physical and mathematical variables that affect the signal, such as:

1. (P) Signal strength transmitted from the four phones.
2. (d)Distance between the phones and the head.
3. (α) Signal absorption characteristics of the human body .
4. (T) Interference resulting from the presence of the SIM card in the fifth phone ،We can put a simple equation to explain the effects:

…… (1)] S_r = frac(P)(d)$^2$ / times (1 - alpha[

(Sr) is the signal received on the head after passing through it.

(P) is the strength of the transmitted signal.

(d) is the distance between each phone and the head.

(alpha) represents the percentage of signal absorption through the body. It depends on other interferences that can cause the signal to return due to the closed phone or the SIM card.

Then it is easy to enter it into the head of the recipient and he sees it as three-dimensional frequencies and as if it were a dream. If it is possible to diagnose a special fingerprint for each mind to enable the recipient to dispense with the mobile device and its number, as for how the latter works despite its disconnection from the Internet, it seems that all frequencies, including those emitted from the Internet, are attracted to people's heads due to the aforementioned feature without entering and are also attracted to although the inventor did not notice that. In fact, a special fingerprint and a specific number can be manufactured for each mind that plays the role of the recipient during that.

Specifying where you want to send data in forms can increase the accuracy and efficiency of your business processes because it gives you more control over those processes. Before users can submit their form data, InfoPath ensures that the data in the forms is correct and allows users to correct any invalid data. This feature can help ensure that only valid data is sent to the external data source.

## CONCLUSIONS

A number can be designed and at each stage of the chips a video is captured from four cameras at the same time to become a three-dimensional and cloned image until the stages are completed and photographed in the aforementioned manner, the four-dimensional image is broadcast to the forehead of the recipient while he is lying on his back with an open mobile device placed under his head. Thus, the four-dimensional image comes into contact with the nervous system of the sleeper. With the repetition of the aforementioned broadcast from one day to the next, it settles in the mind to become a recipient who receives the correspondence as murals that reach the mind directly like dreams. The sender can obtain the digital mental fingerprint of the recipient before the correspondence. As for how the sender can dispense with the Internet and communication cables in his correspondence, this requires subsequent research. In reality, we have witnessed success in introducing correspondence to the mind as a painting, just as we and the researchers succeeded in applying our research on reviving the dead in reviving fish during the four-dimensional image, where a fish was photographed alive with the four-dimensional image and left to die, then the four cameras were focused simultaneously while broadcasting on the head of the fish, while a mobile phone connected to the Internet was left under its head as a recipient. The transmission was repeated several times until it was achieved.

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