$c := 3 \cdot 10^8$ <=>

$\frac{a}{c1} + \frac{a}{d1} = \frac{2a}{c}$ $\quad d1(c1) := \frac{c1}{2 \cdot \frac{c1}{c} - 1}$ eq [1] $\quad d1 = \frac{c1}{2 \cdot \frac{c1}{c} - 1}$

$\frac{r}{cr} = \frac{x}{cx} + \frac{y}{cy}$ with $|r| = 1$ we get

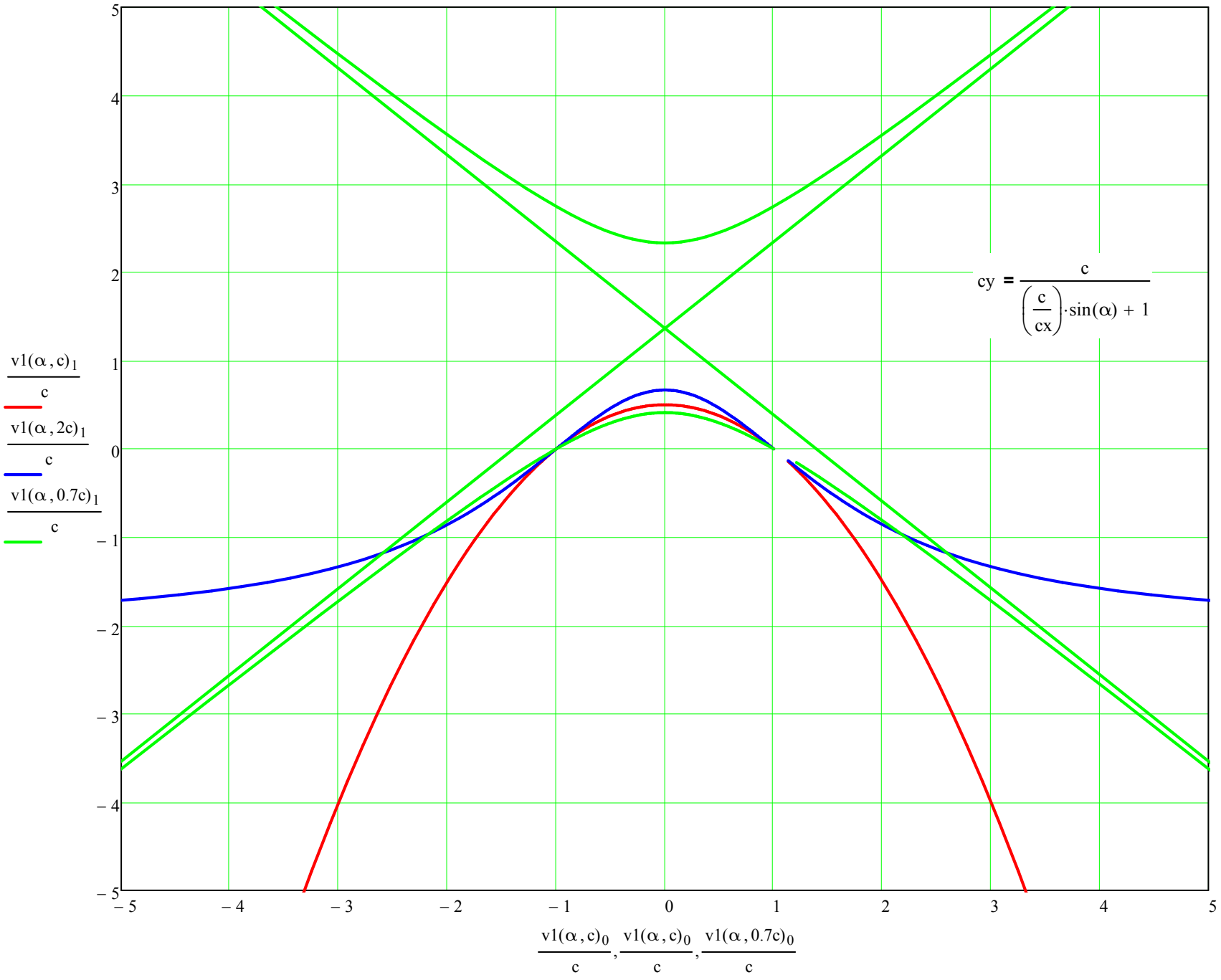
$c2(\alpha, c1) := \frac{c}{\left(\frac{c}{c1}\right) \cdot \sin(\alpha) + 1}$ $\quad cy = \frac{c}{\left(\frac{c}{cx}\right) \cdot \sin(\alpha) + 1}$

$v1(\alpha, chor) := \begin{pmatrix} \cos(\alpha) \\ \sin(\alpha) \end{pmatrix} \cdot c2(\alpha, chor)$

$chor := 2c$

$\alpha := 0,0 + \frac{\pi}{100} .. 2\pi \cdot 0.98$

lspeed as function of $\alpha$ for a given one way light speed in x direction and resulting speed in y direction

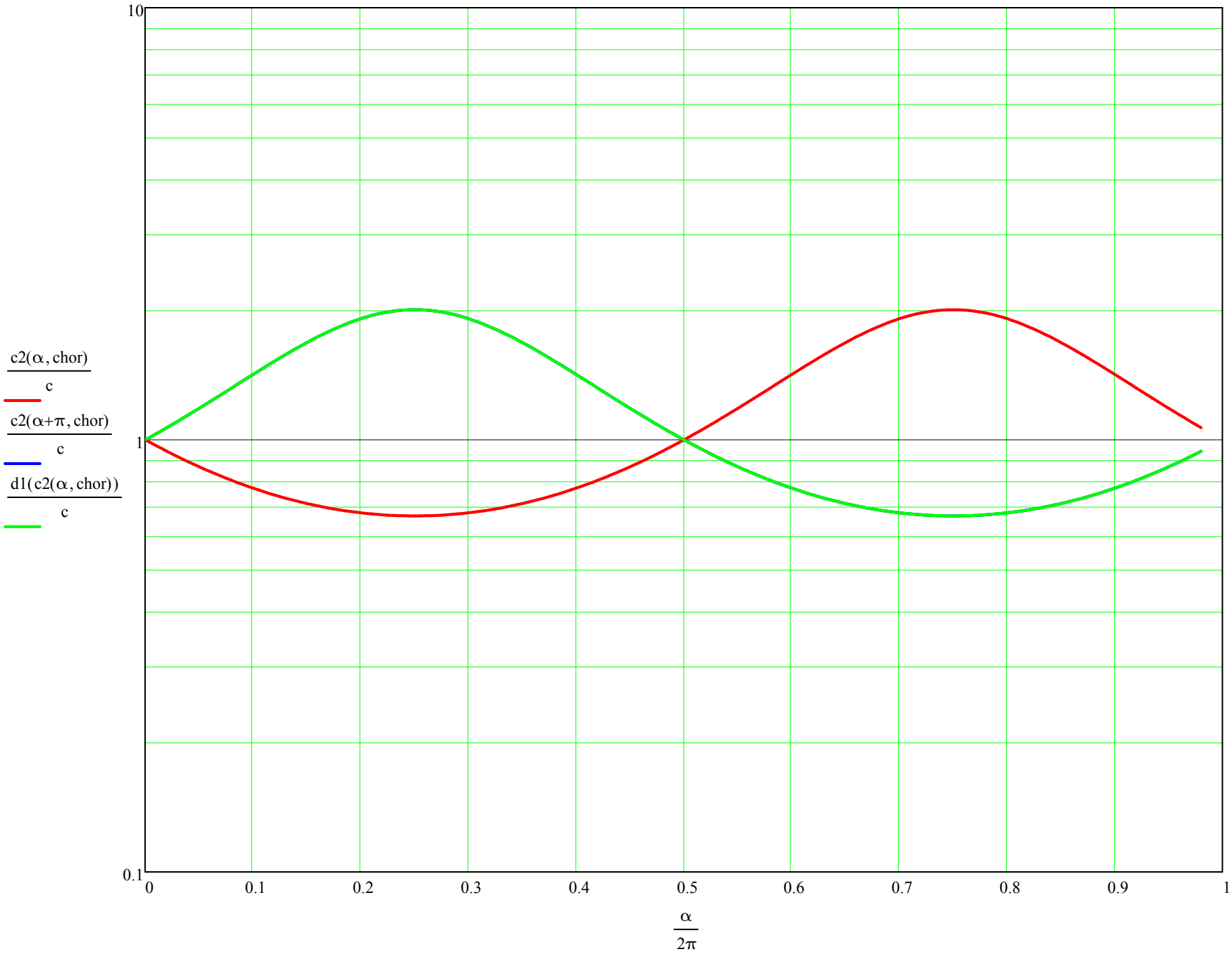



$\alpha := 0, \frac{\pi}{4} + 0.00000001 .. \pi$ $\quad chor = 6 \times 10^8$ $\quad c = 3 \times 10^8$

$\frac{c2(\alpha, chor)}{c} = \begin{pmatrix} 1 \\ 0.739 \\ 0.667 \\ 0.739 \end{pmatrix}$ $\quad \frac{c2(\alpha + \pi, chor)}{c} = \begin{pmatrix} 1 \\ 1.547 \\ 2 \\ 1.547 \end{pmatrix}$ $\quad \frac{d1(c2(\alpha, chor))}{c} = \begin{pmatrix} 1 \\ 1.547 \\ 2 \\ 1.547 \end{pmatrix}$

$\alpha := 0,0 + \frac{\pi}{100} .. 2\pi \cdot 0.98$

lspeed as function of α for a given one way light speed in x direction and resulting speed in y direction




$$d1(c1) := \frac{c1}{2\cdot\frac{c1}{c} - 1} \qquad d1 = \frac{c1}{2\cdot\frac{c1}{c} - 1}$$

$$\left(\frac{c1}{2\cdot\frac{c1}{c} - 1}\right)$$

$$c1$$

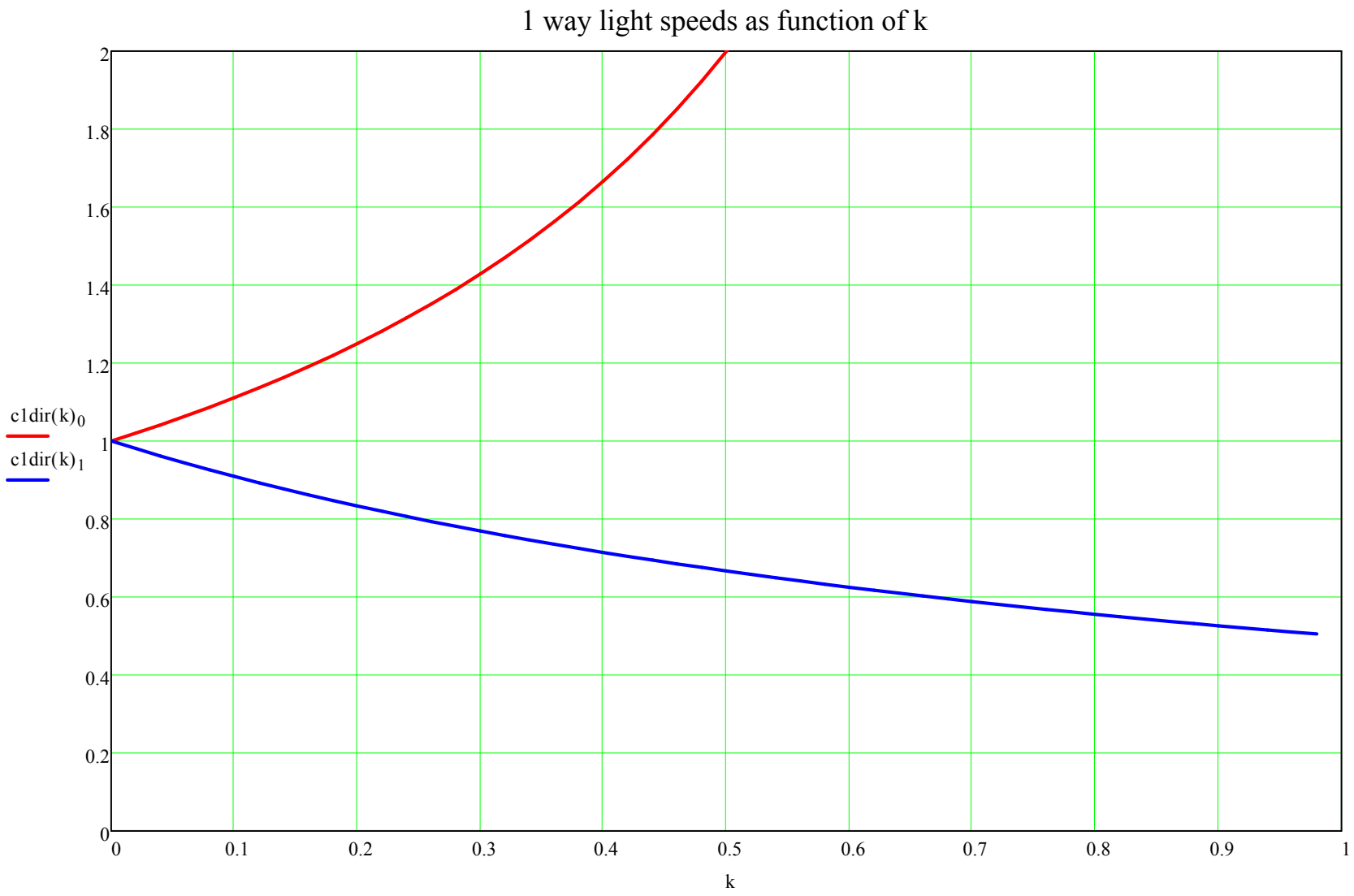
$$-\frac{c}{c - 2\cdot c1}$$

$$\frac{d1}{c1} = \frac{c}{c - 2\cdot c1}$$

$$c1dir(k) := \left|\begin{array}{l} c1 \leftarrow \frac{1}{1 - k} \\ d1 \leftarrow \frac{1}{1 + k} \\ c1dir_0 \leftarrow c1 \\ c1dir_1 \leftarrow d1 \\ c1dir \end{array}\right.$$

$$c1dir(0) = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

$$k := 0, 0.02 .. 1$$


1 way light speeds as function of k
c1dir(k)0
c1dir(k)1
2
1.8
1.6
1.4
1.2
1
0.8
0.6
0.4
0.2
0
0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1
k