<page>082r</page>

<image>http://gallica.bnf.fr/ark:/12148/btv1b10500001g/f169.image</image>

<div>  
<id>p082r\_a1</id>  
<head> Heat of <m>copper</m></head>

<ab>It is hot enough when you see it neat &amp; even on top, without <m>filth</m>.</ab>

</div>  
<div>  
<id>p082r\_a2</id>  
<head>Frame</head>

<ab><m>Iron</m> &amp; <m>copper</m> make it porous if the <m>metal</m> touches it, &amp; the <m>wood</m> warps. Thus, make a mold of <m>wood</m>, &amp; have frames of <m>bricks</m> made inside this mold of whatever thickness that you want.</ab>

</div>  
<div>  
<id>p082r\_a3</id>  
<head><m>Glair of eggs</m></head>

<ab><m>Glair of eggs</m> gives strength to sand to make several casts.</ab>

</div>  
<div>  
<id>p082r\_a4</id>  
<head><pro>Watchmakers</pro></head>

<ab>To divide the teeth of their cogwheels proportionately, they do not use a compass, for there is none so fine that it can compass distances as small as those of the small cogwheels. But they make a <fr>platteforme</fr> (as they call it) of <m>latten</m> divided into several circles, &amp; each circle is divided into equal distances marked by a point, and each circle has a certain number of them, for example one 30, another 36, another 40, &amp;c. Then, on the pierced center of the <fr>platteforme</fr>, they set the small cogwheel there, and on the center of the cogwheel a flat line or alidade which is moved to the circle with the number that you want to mark on your cogwheel. Then they draw a line on the cogwheel with a prick, then move the alidade to the following point, &amp; continue to mark thus. And to mark the points on the circles of their <fr>platteforme</fr>, they divide the circle into three &amp; then divide this third part into as many distances as is necessary with regard to the total division of the circle, &amp; make in this manner their division &amp; distribution of the teeth as fine as they please.</ab>

<figure>

<id>fig\_p082r\_1</id>

<link><https://drive.google.com/open?id=0B9-oNrvWdlO5MG1jZS1LOUE2QWs></link>

</figure>

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