STEX - A SYSTEMS [SYSTEMATIC] APPROACH TO LEARNING & CONNSTRUCTS [USING MULTI VARIANT ATTITUDES & CONSTRUCTS]

Consciousnes plane [Earth / Lazaars Zaars]

[Human / Sub Human / In human]
Tarsicle
Meta Tarsicle

Sub Celestial [Energy sets] [96 Celestials]

Energy Level [Star Level – Electron/ Proton/ Quarks/Strings/]
Energon Level
Echelon Level
Ergon Level
Ogon level
Egon Level
Pergon Level
Elaxtigon Level
[Also called Elasto Electric]
Elastomeric Level

Higher Celestial [Strong Energies]
Also called [Post Celestial]

ENERGY TYPE

FORCE TYPE

FORCE/BASIS

- X - EXSI Basis [Pronounced EXI Basis]
- X - Exo Basis
- X - Q - BASIS
- X - QNIX/P - QNIP
- X - ENSTALL / ENSTILL
- X - A - STOL
- X - ANSETT/ E
- X - ANSETT / Complex
- X - MACHINE [STOL] [Pronounced - Maay ki een Stol]
- X - ANSTOLL
- X - ENERGEX
- X - ERGO BODIX [FORCE BASIS]
- X - EXO BODIX [FORCE BASIS]

ME/Myself [Human]
or
My Team
[Team Attitudes]

Strategy -
A function of
(Circumstance,
Resource, Time at Hand)

[Power - Approach]
[Technique Approach]
[Power - Technique]

E.g.POWER Processors
SPARC - Scalable Proc Arch

Left Mind ||||||||||||||||||||||||||
||||||||||||||||||||||||| Right Mind Approach

Left Right Mind || Right Left Mind
||||||||||||||||||||||||||||||||||| |||||||||||||||||||||||||||||||||||||||||||

QX/ UQ [Rare Unique Approaches]
||||||||| | |||||||||

Reverse Mind Approaches
||||||||||||||||||||||||

Left - Fast & Magnifying forces on the Mind/Body
Right - Steady Sustained Forces on Mind/ Body
L/R - R/L Hi Speed Impulse/Impact , High Gain Forces
QX/UQ - Extreme High Energy / High Bursts [Rare Use]
REVERSE - L,R,L/R / R/L QX/ UQ Type

Natural Instinct / Work Instinct [ATTITUDES]

- Engineers
- Architects (Archos)
  - Play of Variables/ Elements/Landscapes of Physical world constructs like Energy/Space/ Time/Gravity...
- Designers
- Commanders
  - [Enginnering + Architecture]
- Computing [E/A]
  - E.g Variables/ Simulations/ Experience/Games/Learning [Virtual Reality of the Physical World]
- Scientific -
  - Mathematical/Phys/ Chem
- Complex/Super complex
- Simplified Complexity
- Player / Gamer
- Inventor/Creator
- Solver/Solutions
- Meta Physics
  - Science of Spirits/Souls/ their Behaviours/ Strengths etc.
- Bio Machines (Machita)
- Machines (Eschemere's)
- Celestials

Some Early systems have Legacy Problems & Old Definitions. Those systems require Problem Solving.Unexplored systems also require solving

Emotions

L - LOVE
M- EMOTIONS
T- RESISTIVE [STRENGTH]
LL
MM
MMM
ST - Service + T Strenath
MLT M L T ARE transformable Emotions.
ML These can be converted
TT to Intelligence or T - Think ETC..

Basic Elements that Define Systems

[CONSTRUCTS / WORK FUNCTIONS]

System Space [Area, volume] - with Constituent elements/Matter
Player space [Constituent Energy & Matter]
Time ⇔ Freescales (range)
Other Concepts related to Time.
[Time Cycle - Day/Month/ Year , Life cycle]
[Time Measurement] [Time dimensions]
[Time Discipline] [Time Control]

Space Time [System Speed] ⇔ Freescales

Relativistic TIME & Speed. [Player Speed]

Control/Grip/Traction/ Director /Redirector / Handle.
E.g. Direction

Gradient Balance
Stability/Stretch/Strain
Split/ break/Destabilize

Memory

Consciousness Works/ Dreams/Visions

Systems Energy- Energy to create systems.

Emotional Energies.

Transfers / Transmission /Distribution /Acquisition — SCADA- Supervisory control & data Acquisition

Languages/Symbols/Scripts Communication

Transformations/Transitions / Conversion/ State Transformations.
/ Formations / Processes/Techniqes / Dynamics
/ A set of Action Sequences.
E.g. Potential Energy Converted to Kinetic Energy.

Meta Physical Constructs

Freedom/Degrees of Freedom / Theory of Constraints
E.g Space Constraints, Time Constraints..

Scales/ Freescales/ Variables /Objects /Subjectivity/ Story / Objectivity [Nodes] /Spectrum / Range

Sense & Perception / Views /Sight /Imaging/ Pictures
E.g. Samurai Perception
, VC++ Under ST Loads/Pressure E.g. pressure Sensors
Pictures of earth = Map

Joins/ Joints / Connects / Binds / Bonds /Connections /Relations /Combinations
E.g. Team Member Joins
E.g. JoinS of Puzzle Pieces
E.g. Variable Joins , String Joins

Obliques / Spirit Enhancers
[FORCE Multipliers]
E.g. Kryptonite
E.g. Diamond Rings/ Gem rings

Manifestation
adaptation/Exist in X Condition/State
Objectives/purpose/goals
Temp/Permanent

Forces & Vectors

E.g of Forces & Vectors Defined
- Push Pull
- Thrust/Propell
- Frictional
- Centrifugal/Centripetal
- Gravitational
- Nuclear
- Electro Magnetic
- Frictional/Resistance
- Twisting Foeces
- Load ..
- Others
- Inertial Force
- Lift/Hoist/Hang

Industrial Vectors

Vector Processes

Aero Engines
Marine Engines
Power Systems
The Collective System control [Earth program or The Matrix]
Body Design
Expressions - Music | Movies

DRAWING | MODELLING | DETAILING | BUILDING | SELLING

[Practice]
[Iterations]
[Cycles]

REPAIR | MAINTAIN | PLAYING | ACTING | PROCESSES

[Practice]
[Iterations]
[Cycles]

VECTORS

EARTH SYSTEM has 100+Vectors

System Design characteristics
Intelligent Design
[
Design/Structure
Risk
Optimization,
Storage,
.....
.....
]

Not So Intelligent Design Functions
[
Measure,
Parallels,
[Iterations]
.....
]

System / Sub System

Enterprise level Systems
City State country level Systems
Continent level Systems
Earth/Planetary Level Systems
Star Cluster level systems
Universe Level Systems
Helio sphere level Systems

[A large Planetary system consists of MultipleSub systems and Players]

[/S/ F¹ATT-EC] //

Force ➡ Attitude ➡ Energy| Constructs ➡ Systems

Strategy
P
T
PT

Attitude: E, A, D, C, S, C, Emotions

MIND | WRIST

Energy: Power Systems

Matter (Body)
[Spirit = Energy + Matt Body]
Addl Outer body is Optional

VECTORS
Systems (Aircraft)

146 FFX Constructs

[Air Force] + [Machine Spirit Force]

DRIVE MECHANICS

Drive
External Force
Drive
Drive self Driven
Spirit Force
Drive self Driven
Strategy
Attitude

EGO TRANSFORMATIONS

Force → Strategy → Attitude → Construct [Super Ego | Master Ego | Ego] → Systems

- Super Ego Converts to further Constructs & Work
- Master Ego Converted to Force -->Work --> Giving Rise to Super Ego
- Ego Converted to --> Force --> Work (Full of Constraints) --> Giving rise to the Master Ego [Ego converted to Constraints]

[Constraints leading to a Technique type Strategy Approach]

THIS IS HOW IT ALL WORKS

Different Types of Energies
Create Different Types of Forces
[E.g ENSTALL FORCES]
[Also Called the Force Basis]

FORCE BASIS

Constructs
Natural instinct [Called NAATURALL]
Work Instinct
[ATTITUDES]
[Stored through Carbon /Plutonium Pathways IN YOUR Body Energy Constructs]
Multiple types of Attitudes

Work Happens [Work Vectors]

AIRCRAFTS
SHIPS/MARINE
AUTO
POWER SYSTEMS

Mind / Wrist
Mind Stability/Balance
Mind control. Wrist Control

Focus, Concentration, Convergence, Curl ,Gradient, Deviation, Divergence.
E.g Laser Collimation
E.g. Force convergence, Energy Focus

Channels/ Line of Focus
E.g. Channeling energy through the Wrist/Mind
E.g Transmission Channel [Satellite Dish Channel]
E.g Channels of Attack

Encrypt/ Hide/Protect/ Lock/Secure/Stealth Camefloage/Security / Self Defence/ System Defence.
E.g Operating System Security

Motion / MOVEMENT / Shift/Move Motion & Control
E.g. Motion Balance/Stability /Direction Control
E.g.Movement Degrees of Freedom
E.g. Planetary Motion
Rotation/Revolution/Spin/...

Amplification - K , Quantum Amplification Q
Magnification of Views - Big Picture
E.g. Amplification of Forces, Amp Control
Amplification of Memory, Work.

Rigidity /Fluidity , Fluid Rigidity
E.g. Rigid Structures / Fluid Motion
E.g Fluid Transformations
E.g Rigid Transformations

Fields - Space with restricted Boundaries (Circle of Influence)
E.g. Force Fields (Space With Restricted Boundaries)
E.g. Magnetic Fields (Space With Restricted Boundaries)
E.g. Energy Field (Space With Restricted Boundaries)

Properties - Heat / Cold / Colour / Others
E.g Measure Properties
E.g Variable Properties
E.g Object Properties
E.g Energy Colours
E.g Matter Colours (Strings)
E.g. Purity/Impurity

Identity/Naming Convention/ Variable Name/ Finger Print / DNA identity / Object Identity Body Identity

Stress - Body Stress / Emotions Stress
[Strain Leads or stretched Conditions lead to Stress]
[matter Stress] [Stress Fracture , Stress destabilization]
[Time Fracture, Stata Fracture due to Stress]

Pressure - [Load Forces & Constraints Generate Pressure]
Pressure Creates Strain ->> leading to Stress ->> leading to Unstability.

[Memory pressure , Time Pressure , Work Load Pressure]
[Space Boundaries/ body Boundaries E.g Boiler Pressure , Energy pressures inside Body]
[Energy Pressure - Converted to Matter Under Pressure - Degeneracy under Controled Conditions or Constraints]
[Potential Energy created by doing work creates Under Controlled Boundries/Conditions creates pressure - Steam Boilers]

Time Constraints lead to - More Work to be done in Less time creates Time Pressures.
(E.g Down Ward pressure of Time)
Systems Speed / Efficiency - Requires More Work/Faster work to be done in Less Time. Failure to do so leads to Time Fractures and Starata Fractures.

Work Done creates the Strata with a Limited Lifecycle. Time Pressures break down the strate as the Next upper layers/Starata are not create in time.
This is called strata Fracture.

Simulations/Experiences/System Trainers / Games /Windows/ Multi Worlds/Theatre Experiences.
E.g.Clusters of Experience Systems
E.g. Mind Simulations

Exceptions /Shocks /Deviations /Abnormal Conditions /Incidents/Accidents
E.g. A set of Action Sequences to Handle or Control Exceptions/ Abnormal Conditions — FAULTS/ERRORS

Projections -
E.g. Image Projections
E.g. Data Projections
E.g Energy Projections
E.g. Spatial Data Projections
[Shadow]
Projection of a Image (Shadow) Due to a Light wave Source, Under Different Space Boundaries.
Dr Lanning Projections [Film : Irobot]
Stex Grid/ Stex Map Grid/ Stex Advanced technology services projects use projections.
E.g. Intellisence/Intelligent Prompts

Creation /Generation/Birth / Destruction / Disposal / Maintain
E.g. Energy Creation or Energy Generation
E.g. Aicraft Engines/Diesel Engines burn fuel to create Thrust Forces in different Formats or Structures.
E.g. Aircraft Engine Vectored thrust leads to Motion or Movement.[Motion Forces]
E.g. Potential Energy from Steam/Fuel Converted to Kinetic Propulsion or Kintic Work. (Transformation/Convertion)
E.g Energy Convertion to Matter - E.g. CLU converts his body energies to Matter (an Aircraft) in Film - TRON Legacy.
E.g. Matter creation in Star Birth

Iterations/Cycles/Recycling/Cycling [Re]
E.g. Cycling Energies/ Recycling Energy / Reburning (After Burning Fuel - Aircraft Engines).
E.g. Recycling Waste

Solving
E.g Solving Equations/Problems/ Unbalanced States
Abnormal/UnfavourableStates/Conditions
Solution Stages
[Start - intermediate - End]

React/Interact/Communicate/Interactions
E.g.Chemical Interactions Reactions/ Communication Interactions
E.g Physical Body Collisions
E.g. Behavioural Interactions
[E.g Emotional Intercations & behaviours]

Mixing/Mixtures/Compounds
E.g Ordered Mixing, E.g Chaotic Mixing [Ordered Dyes Mixing]
E.g Ratio Proportion Mixing - Alloys
E.g Compounds, E.g Mixing Flavours
E.f Simple Mixtures/Complex Mixtures
E.g. Mixed Designs: Hybrid Designs
E.g.Mixing Properties
E.g. Mixing Dynamics/Transformations
[E.g Mixed ForceFields]

Rules/Laws/Policies /Protocols
E.g. System Rules, Physcics Rules, Geometry Maths Rules, Game Rules , Enterprise Rules/Policies, National Laws/Rules.
E.g. Aviation Rules/Policies. E.g Communication Protocols Transmission Protocols

Concentration /Compression/Dilution/Expansion /Contraction
E.g.Acid/Liquid/Energy Concentration/Dilution.
Compression of Data/Files [Zip Unzip].

Dependence/Interdependence /Coexistence / Independent (With X degrees of Freedom)
E.g Mutually Independent Joins/Relations/Bonds.
X dependent on Y and Y dependent on Q.
Puzzle Piece A Fits with or Joins Piece B Depending on Shape fitment.
[Time Independent/ Time Dependence] Equations

Agree/ Acceptance /Agreement/ Contract/ Abiding /Non Acceptance/ Complaint
[E.g Transact - a type of Digital Contract]
[Breaking/Breakage of Accepted Rules (Non Adherence) - Observed during Monitoring or Measuring Action Sequences]
[E.g. Non Accepting Behavior = Mis Behaviour]
Contractual Agreement

Waves - All matter is but waves
E.g Radio Waves, Light , Micro waves, Cosmic Waves...
Energy Waves / Ultraviolet Waves/Radioation Infrared
Electro Magnetic Waves

Integration & Differentiation
E.g. Language Integration - International English
Differentiation - Local Languages.
E.g. Integrated Control Systems
Differentiated processes
E.g Smart trail/Enterprise Flux
E.g.European Union
E.g. Integrated Forces - [Air + Navy + Army] Aircraft Carrier
Integrated World
Differenciated Products/Services /Systems
E.g Merging [Integral]

Dimensions/ Energy Signatures/ Vibrations./Structural patterns / Patterns / Similar Pattterns
E.g Higher Dimensions
Lower Dimension

Layers/ Parallel Layers/ Frames/ Levels
E.g Material Layers/Earth Layers
E.g Time Frames/Stamps
E.g.Video Frames
E.g . Game Levels
E.g. State Frames

Search/Explore/ Match Patterns / Find /Spot /Observe. Analyse, / Understand, Comprehend, Learn , Study.
Find/Search/Observe/Communicate Similar Patterns/Structural Patterns/ Stories or . other Constructs
[This is called explaining with an Analogical Example]

Singular/ Plural / Multiplicity/ Sets/ / Multiply/ Duality/ Multi Select / Cluster
Group E.g Group Formations, E.g Group Dynamics, E.g Group structures

Randomness/Chaos/Entropy Order/ perfection
E.g Chance/Probability
[Warrior Timing - Perfect Timing in Sports like Cricket] /perfect State /Perfect Symmetry

Symmetry/ Asymmetry / Weightages / Proportions , Ratio.

Behaviours/ Outward Expressions/ Systems Behaviour/ Facial Constructs/ Body Expressions /Stealth/Disguise
E.g. Realistic behaviour/Realistic Experience

Points/Scores/Money/Rewards/Perks

Events/Incidents/Warnings/Alarms/Alerts
Exceptional State / [TRIGGERS]
System Exceptions [All levels of Systems]
E.g.Time Events
E.g. Processes/Transformation Notifications/ Alerts /Triggered Events

Measure / Evaluate/ Quantify/Judge/ Value Assesment. / Estimate/ Approximate.
E.g. Monitor

State /Sub States
e.g.State Transformations
[State/ Condition of Body/System]
[Healthy Diseased - Damaged Highly Damaged]
Body/Soul/Spirit/Machine system
Damage repair process = state Transformation

Flavours/ Variety / Variants / Arrangements
E.g. Beauty Variations / Expression Design - Facial Expressions
E.g Duality or Multiplicity of Perfection States or Beautiful Faces.
E.g. Design Variants /Structure Variations of Trees and Bio Life.
E.g Stex GRID : INTEGRATED ACROSS Geographies, Differentiated by type of Info & Flavours of Search results - multi coloured.

Medium - [Medium of Transfer/Transmission]
E.g Memory storage medium.
E.g Language Medium
E.g Energy Transfer medium

Density | Mass / Weight
E.g Matter density/Energy Density
Memory Density
Video/Time Frame Density
Force Density
Space density

Interfaces/Sub Interfaces /Display Interface.
E.g. Simple / Complex - Control Interfaces/Device Driver interfaces /Process Views --> interfaces (The Interface is the System)
Views leads to --> User Interfaces.
Devices/Machines -> have control interfaces or an API usage interface

Signals/Indicators/ Interface user controls/Charts / Graphs/Gannt Charts/
Measure functions or sensing functions or Action Sequences Lead to ->> Quantification/ and Quantification --> leads to Signals/Indicators --> are presented in an Interface or Control Interface.
E.g Graphical User Interface
E.g A pressure Meter displaying pressure after sensing pressure using Sensors(Sense).
E.g A control Interface with multiple [Signals/Indicators].
E.g Vehicle Turn LEFT RIGHT/ Indicators. (Direction Quantification).
E.g Vehicle Speedometer - Sense Speed --> Quantify --> show in the vehicle Control Dashboard.

Functional Thinking /Abstration / Sub Function
E.g Functional and SubFuctional Interfaces
E.g Abstract Interfaces
E.g. Functional Structured minds/Systems
E.g Functional Logic
E.g Functional Factorization
E.g. Transformation Functions
E.g. Mixing Function

Spread - (the Math function Scale, when used in Fluids/Physics translates to Spread)
[Divergence]
E.g The ordered /Even Spread of Colour or Dyes in Water]

Flow - The Math Function Gradient, translates to Physics Function Flow of Fluids, Energy, Time
E.g Flow of Fluids around a Aerodynamic Structure. Wind Tunnels for testing Aircrafts,Formula 1 Cars.
E.g Fluid flow leads to Fluid Dynamics or Fluid Transformations
E.g. Rigid Flows, Smooth Flows

Quantization - Tendency of the a Variable or Object to return from a higher Energy State to a Lower Energy/ (More State) State.
E.g. High Potential Energy state of ball elevated to a Height comes down to a lower stable PE state after a repeated bounce [Action Sequence].
E.g. Chemical reactions involve the concept of Electron stripping and pairing for stability.
E.g. Evolution requires Moving to Higher Energy states instead of dropping to a lower state. [Higher Energy state -->> Balance & Stability--> Higher energy State.]
Higher Dimension — Higher Dimension

Discipline /Habit - Time Discipline
E.g.Work Done in Time, Against Time, Above time Work [Transcend]
E.g.Visions in Time, Against Time, Above Time [Before Time].
E.g. Going faster than time milestones, slower than time milestones.
[Space discipline, Work Discipline] [Work Ethics]
Group Discipline [Perfect Dicipline] - [Random Discipline = Indisicipline]

Fitment - Space fitment/Puzzle Piece fitment.
[Lego Pieces right Fitment, Cloth Fitment].
[Right Piece in the Right Time.]
[Right Pairing] [Team Fitment - Miss Fits]
[Sorting - Right Order] [Chaotic/ Rndom/ Perfect Fitments]
[Perfect Sequencing] [Eceletic fitment]

Boundaries/Outer Boundaries/Territory, Borders
E.g Boundary Rules
E.g Territory Agreements
E.g Border Control
E.g Outer Body (Space/Matter)
E.g. Boundary conditions - Integral , Algorithm loops
E.g Limits

Parallelism/Multi Processing/Multi Dimensionality
E.g. Parallel Computation Threads / Parallel Processes

Mirroring/Copy /Replicate/ Version creation/ Xerox /Duplicate /Reflection /
E.g. Duplicate Database (Redundant), Mirror Data base , Xerox Copy of Document

Transparent / Opacity / Blurs
E.g. Transparent Minds / Interfaces / systems
E.g. Transparent Views (Images) Opacity .75

Multi Plexing / Super Imposing / Embedding /Sequence Plexing of Intelligent Design Fuctions
E.g. Video/Audio/Data Multiplexing on Transmission channels.

Compute/Calculate /Arithmetic/Numerical Oprations
Calculators/Computer arithmetic / Floating point Operations
Graphics calculation...
E.g. Computation Systems

Origin / Start / Beginning / Ending / Finish / Stop /Freezing / Pausing Source of Light / Waves/ Energy.
E.g. Start / Pause a System/ State
E.g. Pause a Recording

Strength /Strong Weakness
E.g Tensile strength,, Material Strength
E.g Spirit Strength, Rigidity Strength, Fluid Strength.
E.g Strong Coffee/Flavours.
E.g. Strong Attitudes/ Strong scent
E.g Strong Functions
E.g Strong Emotions

Standards / Benchmarks / Rare - Exotic Common
E.g Standard Products
E.g. Standard Units of Measurement
E.g Standards of Evaluation / Standard of Living
Refer Stex Tech services Grid - standard Products
E.g. Reference Standards

Best Case / Worst Case Scenarios
E.g. algorithm or Simulation - Best case Scenarios / Worst case scenarios

Planes - Gradient Planes
E.g. Axis Planes - Geometrical Planes

Contiunous/Discountinous
E.g Continuous Levels/Discountinous time cycles
E.g. 99 Things Architects must Know - Continuous Integration.

Perpetual
E.g Perpetual Systems/ Perpetual Energy/ Perpertual Attitudes/ Perpetual Strength..
E.g. Perpetual Cycles/Iterations

Management / Allocation /Process management /Scheduling
E.g. Scheduling & Allocation of jobs to processor Cores leading to Efficiency.
E.g. Intelligent Allocation/Scheduling
E.g Priority Scheduling
E.g Exception/Interrupt Management/Handling
E.g.Bandwidth Management
Operating system - Tasks / Thread Management - Scheduling
E.g Engine Gear Engagement [Allocation]
Allocating Work/Tasks to people

Constituents / Consisting of
System Constituent Elements
Atom Constituents: Protons neutons /Electrons
Protons/Neutons consist of Quarks
Quarks: Constituent : Strings
Compound Constituents/ Mixture Constituents
System consisting of Subsystems

Packets/Packaging/ External Cover/Packing.
E.g. Data Packets.
E.g. Packaged Foods
E.g. Packaged Softtware.
E.g Machine Packaging
E.g. Package --> Distribute /Transfer/ Transmission

Central/Primary/Secondary/Tertiary Systems/ Core.
E.g. Network Center.
E.g Centralised Systems. Control Center
E.g Secondary Systems.
E.g.Central or Distributed Computing
E.g.Centre Govt /Management - State Government/Mgmt
E.g Primary Layer / Secondary layers

Effects/Consequences/After Effects / Influence/Affect
E.g Action Reaction / Cause & Effect

Reality Artificial Virtual Reality Virtual (Non Real)
Real Images/ Virtual Images
Realistic Simulations / Virtual Simulations
Real Flavours/ Artificial Flavours
Real Behaviour / Expressions Artificial Behaviour
Real World / Virtual Worlds
Real Experieces/ Virtual Experiences
Real Memory/Virtual Memory
Real Address/Virtual Address

Harmony / conflicting / Get Along / Vibe / Intolerant /Frictional / Friendly / Enemy /Guest

Input Output / Entry (Input Window) Exit (Out Window) In/Out
E.g. Entry Channels/Exit Channels
E.g. Input - Output
E.g Border/Perimeter Exit/Entry Controls

Path/ Life Path/Motion Path/ Ways
E.g Memory Pathways
E.g Multi Channel Pathways
E.g System Pathways
E.g Road/Rail/Air/Ship Pathways /Roadways/Railways E.g. Flight Path
E.g Motion movement pathways
E.g Planet Pathways, Satellite Pathways

Block/Unblock/Blockages/Filtering/Straining
Blocking maneuveur/
Blocking a space, Advanced booking
Blocking sunlight/Harmful radiation/UV Rays
Eclipse : Solar /Lunar eclipse Moon Blocks sun.
Blocking or Filtering Harmful Bacteria
Blocking Pathways/Motion
Speed Breakers/AIRSpoilers - Block Airflow
Blocking Files
Blocking Force/Blocking Forces
Thwarting/Blocking an Attack

Belief/Believe /Hope Faith Trust/Trustworthy
E.g.Trustworthy Documentation/Data/
E.g Belief in a Force
E.g Belief Hope are sub conscious parameters
E.g.Team Belief in Leadership
E.g. Pair Joins (couples) trsust
E.g. Trusted members.
E.g. Security - checks for Trustable properties & Identity
E.g. Belief in sincere Work

Ability/Skill/Workmanship / Dexterity
Ability/Skill to do X type of Work
E.g. Measure his Ability/Skills in Machine Cutting/Grinding

Work duties/ Responsibilities/ Work scope (boundaries)
I am playing the Role of an Engineer and my work duties/Responsibilities include X, Y, Z Work Activities.

Past /Present /Future
Past Work/Activities
Past versions /Files
Past state
Future Time
Past visions/Future Visions
Past lives
Past Roles/ Future Roles

Exchange
E.g. Exchange/Barter of Goods, Points for Goods, Goods for Points
E.g. Exchange Stocks/Shares

Certainty - Uncertain Intermediate state

These Qualities/Parameters/Strengths /Attributes Contribute to the Power of a Spirit.
The above parameters fulfil or make up the resource parameter in the Strategy function.
I.e Resource = Memory....., languages.. Energies....
e.g Circumstance = Space Constraint,

Chains/Connected Nodes/ Linked connects/ Relational Connects/ Linked Lists /Network
E.g. Multiple Connected Joins/Connections = A Network
E.g a Cluster Network
E.g. Connected Relations
E.g. Networked Minds/Consciousness
E.g. Connected meanings
E.g.Network Bandwidth E.g Network Control

Bandwidth - Free movement - Conjested
E.g Transmission Window size/Transmission Bandwidth
E.g Network Bandwidth.
E.g Queue Bandwidth
E.g Channel Bandwidth
E.g Bandwidth Fitment
E.g Bandwidth Control

Smooth - Rough (Coarse)
Smooth Transitions/Rough Transitions
Smooth Surfaces/Rough Surfaces
Smooth Scheduling/Rough Scheduling
Smooth Transfers/Smooth Movement Rough Movements
Smooth curves
E.g.Smooth Flow/Rough Flow

Manual - Automatic - Automation
Manual Management/Manual Car Driving
Automatic Management
Automation systems
Automated Processes
Automatic Gear box transmission

Tracing / Traversing / Crawling
Search Engine Principle --> Traversing Webpages & --> Acquisition of Information
Traversing Objects nodes/Tracing Functions/Sub functions

Override
E.g.Manual Overides
E.g.Automatic Overrides
E.g.System Overrides.

Derivatives / Inheritence
E.g Derived Products from a Core or Parent Product
E.g Derived from the Primary Vector.
E.g Derived Concepts from a Primary Concept or Idea.
E.g Derive a Subsystem from a Parent System

Geometrical Constructs /Structures
E.g. Shapes/Solid Structures
E.g Angles/ Brackets/Joints
E.g.Geometrical Transforms

Wavelength/Frequency/Amplitues
E.g. Matter vibration Frequencies --> Measurement
E.g. Energy Vibration Frequencies --> mesurement
E.g. Wave Frequency/Properties --> Measurement
E.g Signal Fequency
E.g Frequency Amplification
E.g.Commumication medium = X and transmission Frequency = y....

Private | Public | Protected | Secret |
Public Systems and Processes
Private Systems
Living Spaces is an industrial Vector.
Private Living spaces.
Public Guest Spaces
Public Files/Private Files
Secret Files

Documentation/Files & Records
E.g Reports/Books/
E.g Life Reports & Files
E.g Data Files
E.g Image/Picture Files
E.g System Files & Records
E.g Experiments/Test Documentation consting of Data in Structured Formats.
Collection of Files
Ordering/Sorting/Grouping/Searching of Files
File Backup/Mirrors, File Copying File , File Transfers

Think
E.g.Thought and Application
E.g.Though leading to conceptualization/Invention
E.g leading to Imagination & Visualization

Power = Energy/Work x Time (energy consumed / produced)
Meta Physical Powers
Power of a machine
memory power
Physical Body Strength --> work --> to gain power
Power Flavours/Variants
Power to Control or Balance a System
memory power is strong/weak
Power/Authority to Evaluate or Judge

Play /Player
Game PLAY/Life Play
Sport/Game play
play field/Play ground Space
Playing Systems E.g PLaystation
Lego Technic
Toys
Player SCORES
Player Role
Play Levels player Speed
Serious PLAY / Casual Play [as a Learning Tool]

Super Ego /Alter Ego / Ego / Master Ego
Ego as a Force
Ego as Behaviour
Ego is a Consequence/After Effect of Work

Choice/Choose/Select
choose or select --> Decision/Logic --> Fitment or Allocate

Overload/Stable Load/ Underload

Recording & Play Back / Capturing - Images / Data / A Sequence of Image Frames (Video) / Observations/ Views
E.g Recording a Story/Film
E.g Voice Recording/Sampling
E.g Music Recording
E.g Recording a Set of Action Sequences
E.g. Playback a recording
[Capture a State of a System = Snapshot]
E.g. Memory Capture
Image or Light Waves Sense/Sensor ->> Capture (Computation/Digital transformation ->> Store in Memory/Disk (Intelligent design Function)
Data ->> Image Compute --> Display (Through Analog/Digital Transmission channels)

Decision /Logical Decision/ Decision Logic/ Decision Circuits
E.g Decision Engines, Logic Gates, Electronic Decision --> Foundation of Computing Hardware Systems.

Outcomes - [Decision Outcomes] [Game or Exam - outcomes] [War - Out comes]. [Logic Evaluation Outcomes - True/False]
E.g Results/Results/Report cards
E.g Victory/Success/ Winning /True/False/Losing/Failure
Measured Outcomes = report card or Score card.
[Gains /Losses]
[Electrical Energy Losses/ Gains

Tests/Exams/Life Tests & / Experiments
E.g. Test Outcomes

Discovery/ Invention/Concept/Conceptualization/Hypothesis

Validation / Proofs

Priority/Prioritise Weightages Importance
E.g.Priority Work
E.g Priority Functions
E.g Sorting/Ordering by giving priority to Time/ Cost E.G Smarttrail Views

Efficiency
E.g. Inputs /Outputs ratio
E.g Efficiency of Processes.

Definition - Defining concepts / Process definitions
E.g. Objective Definition/ Subjective definitions
E.g Variable definition / Object Definition
A for Apple - is a Type of Fruit
Partial Definition - Fillin the Blanks

Meaning/Understanding/Significance
A is for Apple - Definition : A type of Fruit.
Fruit means what ?
E.g. significance of the number 88

Parameters/Factors
E.g Function Parameters/Factors

/Queues/Stacks Queue Free
E.g Chained or Connected Ordered events/ Functions - Queues
E.g Last in First Out - Stacks
E.g. Transmission Queues
E.g.Task Queues

Textures - Matt Glossy
E.g. Textures Structures = Texture Patterns
E.g Smooth Textures / Rough Textures
E.g Cloth Textures/Material Textures

Position/Location Address
E.g MAP = Location/Position Interface
E.g Space Position/Location
E.g Planetary location
E.g Star maps
E.g Coordinates , Altitude /Plane

Steps
E.g. Process steps/ Functions steps/Transformation Steps
E.g Procedure Steps/ Stepwise Function

Support / Supporting Structure /Supporting Foundation
E.g.Machine depend on each other & Support each other
E.g.Team Support
E.g. Large machines support Small Machines
E.g.Life support

Graphical /Visual Rendering / Visualization (This is different from Sight or Perception Described earlier
E.g. Graphics rendering on monitors/Display systems.
E.g Geometry rendering
E.g Visualized Memory Systems
E.g Visual Control Systems.
E.g Space/time Visualizations.
E.g.See Through - X Ray Visualization
CT scan

Evolution/ Advancement/Progress/Progressions
E.g. Consciousness Evolutions
E.g. Progress in time
E.g. Geometrical/Exponential Progressions
E.g. Evolution Cycles
E.g. Evolution Experiments/ Tests
E.g. Time Evolution Functions
E.g Automated Evolution
E.g. Consciousness Evolution & Progression by Self Evaluation.
E.g. Evolution Process Steps
E.g. Evolution Levels/Stages
E.g Spirit Tranformations & Consciousness Evolution.
E.g.Transformations resemble Physical Processes
Evolution is predominantely a Consciousness function.

Bliss/ Happiness/ Sadness Sorrow/Misery/ Pain / Deprivatic
E.g.A state of existence for Bodies/Souls/Spirits/ Machine Bodies
Painful memories
Painful Experience
Blissful experience
Body suffering
Soul Suffering
Flavours of Happiness

Factorize / Group / Classify
E.g. Factorize Chaos
Classify Work Tasks

Admiration/Appreciation
E.g Appreciation/Adoration of Work (Self & otherswork / Life)
E.g. Appreciating Complexity

Constant - Life Uninterrupted

Robotised - Machinistic
E.g.Robotised Systems
E.g. Constant Robotics
E.g Robotic organisms
E.g. Machine Emotions

Interest - inclination Dislike Disinterest
High Focus, Focus, No Focus or low Interest
Interest in Work
Interest in a vector/Subject
Measure Interest in a Subject

Role / Level (Designation)
E.g Engineering Design
E.g. Archo
E.g. Commander - Level 3
Role Playing
Authority Level

Rights & Privelages
Right but not an Obligation to buy

Through
See Through
Go Through /Move through Boundaries (of Matter / or Time)
shocks travel through the different layers
Go through the Security Perimeter

Share
E.g. Share space
E.g. share Visions
E.g. share Responsibilities
E.g Sharing ownership of Companies - Stocks shares
E.g.Shared Rewards

Stamina

This Whole Approach is called [RISC CISC] - Reduced instruction/Functions/Constructs Thinking ---> Transforming to Complex industrial Vector Constructions [Complex Instruction set thinking/computing/constructing].