I've marked on these main areas of legacy onto our map in figure 219. To do this, I've used the concepts of inertia and how industrialised components enable not only higher order systems but become less visible themselves. I've also added on a typical PST structure. As we can see, many of the legacy areas exist within the settlers and the town planning teams.

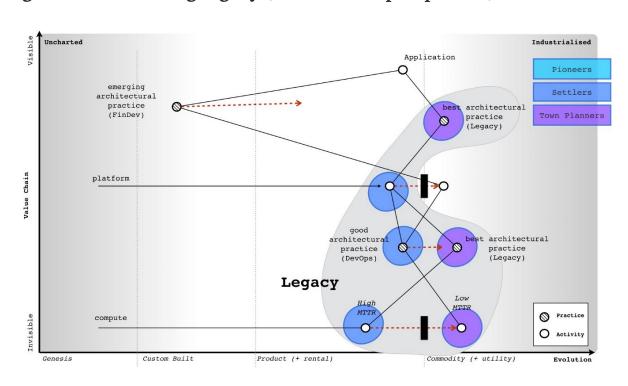


Figure 219 — adding legacy (a consumer perspective)

There is also a perspective to be considered here. I'm looking from the point of view of someone who consumes compute. If I'm a major provider, whether platform in the future or utility compute today then much of this is definitely not legacy any more than power generation systems are to electricity providers. From the perspective of a major provider then legacy would look more like figure 220 i.e. it will consist of activities (and related practices) that are stuck behind inertia