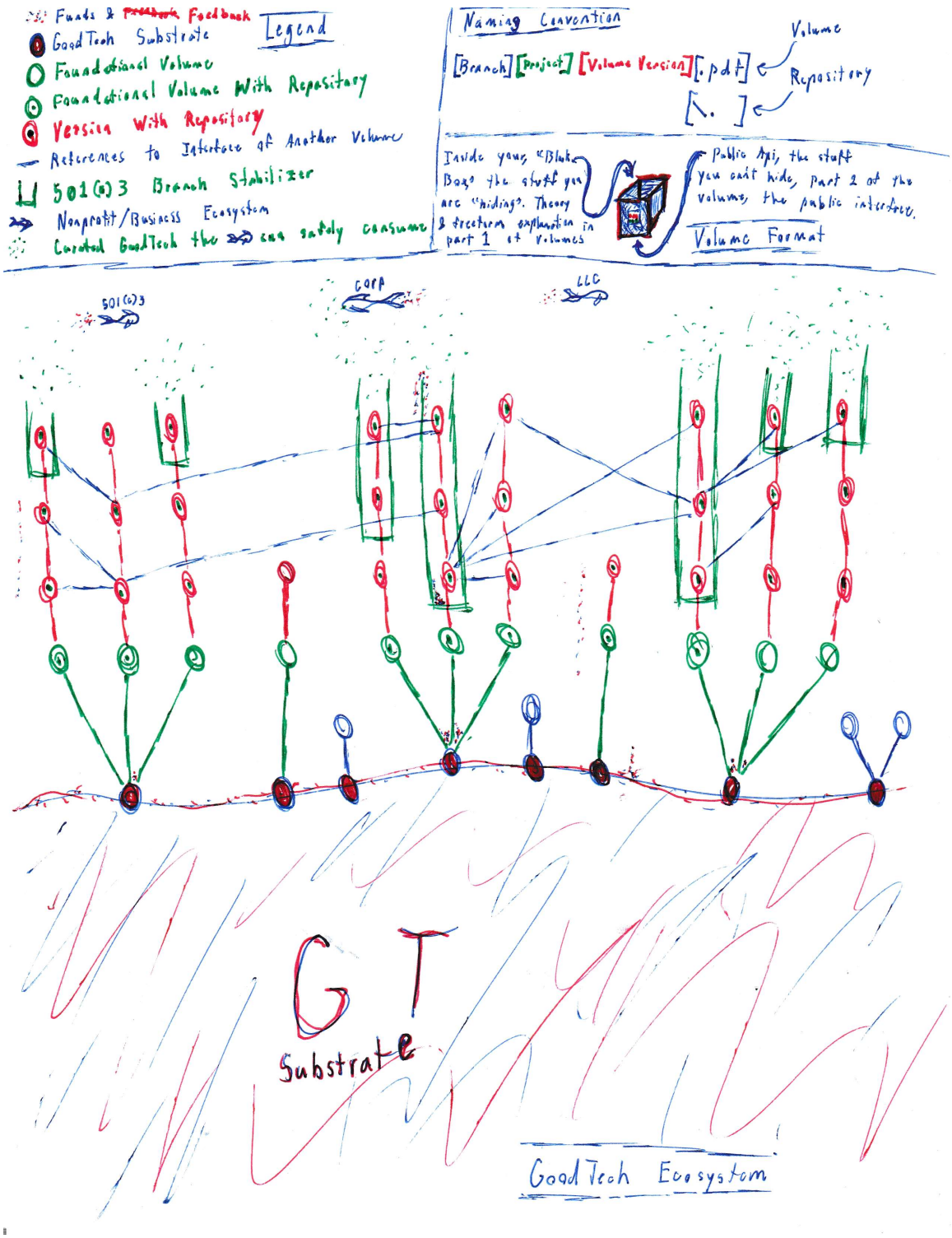

Funds & Feedback
Legend
GoodTech Substrate
Foundational Volume
Foundational Volume With Repository
Version With Repository
References to Interface of Another Volume
501(c)3 Branch Stabilizer
Nonprofit/Business Ecosystem
Curated GoodTech the can safely consume
Naming Convention
Volume
[Branch][Project][Volume Version][.pdf]
Repository
[.]
Inside your "Black Box" the stuff you are "hiding". Theory & theorem explanation in part 1 of volumes
Public Api, the stuff you can't hide, part 2 of the volume, the public interface.
Volume Format
501(c)3
Corp
LLC
GT
Substrate
GoodTech Ecosystem

==--- GoodTech GuideBook ---==

INDEX:

==--- (1) Why Contribute to GoodTech? ---==

--- *(a) Autonomy of Developer*

The developer has full autonomy if they want. They can publish & never have to interact with a human. Their work must stand on its own merit, & unless self-starting the 501(c)3, the project will be less likely to be adopted. Once a 501(c)3 is curating a work the dev has full autonomy, the 501(c)3 have no claim to any contributions to GoodTech or control over contributors.

The implication of this hands off approach is that a developer is not beholden to a stabilizer, BoD, or other entity. An entity could bribe with donations, but that is up to the individual to navigate.

For those who do not want to start their own project there are still many areas to contribute. The 501(c)3 organizations can pay reasonable wages, so using work skills to join a 501(c)3 as a volunteer to get paid someday, or if it is well established getting paid right away by joining a 501(c)3 stabilizer. Contributing to refining works as traditional open-source such as git is encouraged. People willing to document will always be welcome in an open-source project.

--- *(b) Fulfilling Work*

GoodTech is an ecosystem of actionable, cross-domain, public good, & public domain works. Contributing to GoodTech will be contributing to an effort to work towards a better future for humanity. This is not a journal, job, or career, this is a collective Magnum Opus.

You can lay down at night knowing you did something meaningful, even if tedious and miniscule on the bad days, not just made money for a corporation. GoodTech offers an arduous journey to where your creative passion can fund you while having an impact on the real world.

You are not a damned cog, you're alive! Your efforts won't turn gears in profit-driven systems, they will extend your works & increase your positive impact, grow your coral on the reef.

--- *(c) Impact*

The entire GoodTech Framework is designed around actionable & implementable works. Where ideas are encoded on the medium agnostic abstraction layer, flowcharts, text, pseudocode, and other non-implementation specific encodings allow the work facilitating broad applicability across domains and systems. Works that provide solutions and tools for others to use & build upon. Your likelihood of having a positive in this world is greatly increased by being part of such a results oriented community.

The 501(c)3 templates coupled with the GoodTech "brand" offers a path to holistic impact in the non-profit, for-profit, and day to day life of common people. With a common method of stabilizing branches those who interact with the GoodTech ecosystem from the outside, such as businesses or institutions, stakeholders can become familiar with what to expect from various technologies originating inside the GoodTech ecosystem. Familiarity leads to increased usage, which leads to increased impact.

--- *(d) Funding*

Counterintuitively, by contributing to the public domain you are securing a route to financial freedom in order to pursue your passion through a stabilized branch of GoodTech where the 501(c)3 supports your effort, or has you in a compensated position within the 501(c)3. The more public, the more adopted, the more widespread, the better off you are. It changes the dynamic from pursuit of sales to pursuit of positive impact, as that drives donations.

As a developer you can accept donations for your ongoing work as an independent

project, or person, when starting out. When your work has advanced to the point of setting up a 501(c)3 stabilizer & it generates enough income then you can receive donations from it to have a more stable income. Another option is to join the Stabilizer, you can serve on C-Suite, Board of Directors, contract, salary, consultant, or other position which will be reasonably compensated according to IRS nonprofit guidelines.

You can also monetize your own work, it is public domain. As a GoodTech dev you are a sovereign actor, your work must pass our standards to be GoodTech, but it is public domain and you are a free person. If you desire to contribute to GoodTech and build a business empire on your work you are free to do so.

--- *(e) Longevity of Work*

GoodTech is designed to be a very long term, stable, and organically grown body of interconnected works incrementally empowering humanity more and more with every contribution by building on those who have already laid their groundworks. This is where the "Knowledge Reef" analogy comes into play. This requires the work to exist beyond the developer of it, both in time and in influence. If you want your work to continue after you are gone then the GoodTech Framework has several aspects which may be appealing to you. These consisten of the GoodTech community preserving the body of works including yours, the 501(c)3 stabilizing route, GoodTech rules being designed to facilitate building upon each other's works seamlessly and predictably, and GoodTech being hosted on IPFS.

The GoodTech ecosystem relies on the body of works as a whole, giving a reason to save the whole collection. It does this by having the references specify version numbers, each new version creating a layer, each reference to an old version a root. For example, you may have someone contribute their GoodTech which contains references to an early volume from another project, which is maybe all they had at the time, and you need that volume in your collection to integrate their work properly.

The 501(c)3 stabilizing route creates a way for your work to live independently of you so that it can continue being developed, and implemented. Additionally the bonus of potentially funding your efforts means you will likely do more on your work than otherwise, meaning your

work will likely be greater, meaning it will likely last longer while having a larger impact. The 501(c)3 not only acts as a distribution hub for your work in the nonprofit, for-profit, and institutional spheres, but also removes your work's dependency upon a single individual, you. By removing the dependency on you and offloading it to an actionable series of works from which can arise a 501(c)3 to distribute the implemented ideas you will have a solid thread between the future and your contributions should something happen to you. Your creation will grow, though not as fast or as innovative as with you the original creator, even when you move on.

The IPFS allows independent actors to pin things to the public and decentralized file system. By using this long-term and highly predictable system GoodTech ensures a clear path to the future. Anyone with the GoodTech repository can upload it to the IPFS, and assuming they haven't tampered with the files the hash will be the same. This means that if the currently hosted collection is lost and is no longer available the old links to the works will be valid again when someone else rehosts the files with the same hashes.

--- *(f) Networking Opportunities*

A participant in GoodTech has many networking opportunities. The GoodTech community itself, the communities that interact with the GoodTech community, those that interact with their tech in particular, and those that engage with their 501(c)3 stabilizers.

--- *(g) Clear Path*

GoodTech offers a clear & well defined path starting with contributing your work and ending with impact, distribution, and funding. By following the manual to a T you can focus wholly on your work without worrying about question marks on the path ahead. This path is free of compromise, you are free to pursue your works to the best of your abilities. There may be periods where you need to supplement your work with traditional employment, however, ultimate success ultimately relies on perseverance and producing good solid reliable results.

--- (h) Barrier of Entry

There is no authority you have to please such as in journal publishing, no financial hurdle, etc. In their stead you find the strict naming, volume structuring, and FVC form a barrier of entry defined by effort & intent. The FVC ensures that if you contribute in the manner defined you will have a hurdle to have your work be GoodTech, and you a GoodTech developer, that is labor intensive while not being resource intensive. Even with cheap pens and mismatched paper, the quality of the writing and drawing is what matters. The thought, effort, and attention to detail.

Those who undertake the challenge will find that analogue methods are quite different from digital, you engage in the work on a much deeper level. Those familiar with analogue know what I'm talking about, and can probably see the value in this as a method of ensuring contributor integrity and quality of contributions. It will likely take way longer, and be more tedious, and more rewarding than those who haven't written in that way would likely imagine.

Working with pen and paper forces you to think of how to simplify and convey your ideas in the most concise and precise manner. When you are hours in with a hand cramp you don't want to write any more than you have to. So you simplify, this means you need to think deeply about the idea to build analogies and explanations. The result is a better understanding of the more abstract points of your work.

When you write that much you end up iterating, crossing out, writing new, and you find it creates a visual record of the evolution of your ideas. It takes time and effort to cross out and correct things, and sometimes you might not really have room, so you don't do it lightly when using a pen as there is no undo. Drawing your diagrams will be the same, you'll start with rough ones, cover them in red ink, and refine them. This helps in refining the idea iteratively, and gaining insights into the progression.

With a myriad of papers and a table you can spread the pages out. That doesn't sound like a big deal, but think about using 15 monitors for work that you can shuffle and are touchscreen of sorts with your pen. Seeing the information spread out as pages next to each other can help you to see links and gain insights you otherwise might not have, cross reference,

and organize the information. This helps with both refining the work, or even having breakthroughs, and with organizing the information.

If someone is dedicated enough to write an entire book by hand for a troll then that is one high effort troll, and the community should pick up on it. No harm would come unless people referenced his work, though this would be exposed when someone tried implementing his work if anyone ever did.

--- *(i) No Silos*

GoodTech is a cohesive and shared network of works, not individual and isolated communities. Works are formatted as interdisciplinary modules, to be easily referenced, integrated, and built upon/refined. The idea being that people can build more and more complex ideas that can be put into play by those seeking to implement them. If it is GoodTech, then you will have the idea of how to implement it, you just need to translate the idea to the materials and frameworks you are using. This requires a knowledge base that is not restricted to a silo, someone from an ecosystem project can reference work from an AI dev and include the AI engine model into their ecosystem project for the ML portion.

--- *(j) Self Publish*

This is for those who want to publish their work without investing a ton of resources (assuming 1st world in this statement) & not having to negotiate or please anyone. You can follow the rules and no one has any grounds to dispute it. No journal fees, printing costs, or other traditional barriers of entry to access a community to share, distribute, and monetize your work while retaining full autonomy.

--- *(k) Creative Freedom, Human-Centric Work*

So long as the rules of formatting and ethos are followed the developer is free to

pursue their work as creatively as they please. The actionable works & formatting permit others to build upon what you create regardless of how personalized the "inside" of your black box is. The reason science "needs" to be so "sterile" is that it is hard to have a way to build upon something that is a personal document. GoodTech handles this issue by providing "hardpoints" on the information and making sure it is usable as a black box, this way people can be personal in their contributions, and still have clean interfaces to work with.

Being public domain and actionable allows the works to be easily 'sterilized' by those wishing for more "traditional" volumes and textbooks. GoodTech aims to empower developers holistically, not impose any notion of how someone "should" do their work. People work best when they have autonomy, challenge, mastery, and investment in their work, so we promote them working as they want, only conforming where needed for the GoodTech ecosystem to work and that is it.

--- (l) FVC on a Resume or in a Portfolio

The Foundational Volume Challenge is an achievement that looks good to employers or potential collaborators. It shows tenacity, attentiveness to detail, ability to handle large and complex tasks, the ability to translate ideas into implementations, and ethical contributions. Someone who has completed the FVC has successfully overcome a host of challenges in pursuit of writing their idea down in a way that anyone can interface with and build upon.

--- (m) Part of Something Bigger

By contributing compliant works to the GoodTech ecosystem you are contributing to something bigger than any single contributor, you are contributing to a collective effort. Your work won't be a fish alone at sea, instead it will be a coral on a reef, a reef that is forming a protective lagoon for humanity to thrive in, a technological paradise shielded from the choppy seas of reality. One coral, one idea at a time with enough cooperation, effort, and time will create this knowledge reef and those who contributed will each have their mark upon the creation.

--- (n) No Tyrants

GoodTech is designed to have an arduous path only the determined will take to join, not a gate with q/ someone playing gatekeeper. Follow the social contract and nobody can say your work isn't GoodTech.

--- (o) FVC as personal challenge

For those who like to challenge themselves the FVC offers a challenge of mental fortitude. To sit with pen & paper with the intent to write an entire volume and put an idea into it in a clear and orderly way is no small feat. If you can do this then you have proven yourself again in the mental sphere.

--- (p) Collective Ecosystem

Your work released into the GoodTech ecosystem will benefit from networking effects. Others in the GoodTech ecosystem will be one community. The stabilizer 501(c)3, if the developer is involved with it, will open the doors to potential networking in the nonprofit and for-profit sectors. The GoodTech brand itself may help in networking through GoodTech conferences and expos.

==--- (2) Intent in the Design of GoodTech ---==

GoodTech is designed to be a way to structure works to seamlessly build upon each other. This is where we get the naming rules, the black box, and other formatting regulations. Those allow for developers to personalize their work while providing clean and regular hooks into the work to allow seamless integration.

On top of this GoodTech was designed to lower the bar of entry, or rather change it altogether, from resource based to effort and intent based. This is the purpose of the FVC.

The 501(c)3 coupled with the structure of the GoodTech ecosystem and body of works is designed to insure works outlast the developers.

The GoodTech structure is structured so that developers who want to pursue work without interacting with anyone can do so, though promotion of the work is recommended for adoptions.

==--- (3) GoodTech Vision & Purpose ---==

--- *(a) The GoodTech Ecosystem*

GoodTech is envisioned as a public domain, collaborative, cohesive, multi-domain knowledge reef. Each project and work a creative coral building upon those that came before to

construct a great and powerful structure in the symbolic sea of knowledge.

The social contract, the rules, of GoodTech define the DNA of the coral, but the contributors are what give the reef life.

--- (b) Public Data Structure

The GoodTech framework is structured as a distributed organization with a body of structured works giving rise to an emergent collaborative ecosystem of individual developers working on this shared underlying structure of knowledge.

People contribute works to this creative commons entity which is not a legal or corporate entity, but a decentralized and public domain data structure. Like a smart contract on the "Blockchain" of the commons. No one owns GoodTech, no one controls it, no one can police it. Anyone can use it though.

--- (c) The FVC Quality Assurance Mechanism

The Foundational Volume Challenge (FVC) forms a gatekeeping mechanism based on effort and intent. The GoodTech ecosystem of works is a meritocracy, good will rise, bad will sink, disruptions and stagnations are expected.

The 501(c)3 stalizers act as a quality assurance for their curated content.

--- (d) The Nonprofit Interface

The nonprofit wrapper has several reasons for existing. First, to provide legally compliant & insured organizations to serve as hubs of distribution in the nonprofit and for-profit

worlds. Second, to ensure a technology that is adopted does not suffer from reliance on the developer. Third, to curate the works so they are holistically sound and suitable for deployment professionally.

The specifics of funding & structure depend on the tech, BoD decisions, & context. An array of bylaws and articles of incorporation will be included in the repository to serve as templates for many different technologies.

The nonprofit organizations are to "stabilize" an implementation for wider adoption. There are many as each is meant to focus on a few techs, though that is ultimately up to the BoD. The nonprofits have no responsibility for what is released under the GoodTech Umbrella. Multiple nonprofits are meant to be established and operate in parallel. No singular nonprofit shall control all GoodTech stabilized tech. It is to remain decentralized. so a single organization can't accrue power over the GoodTech public domain project through biased and corrupt stabilization decisions.

The 501(c)3 cannot provide tiered levels with some functionality or other desirable feature of the stabilized tech itself, only services and content built around it. No premium models.

Options for funding the 501(c)3 Stabilizer:

---Donations and Grants

---Fundraising Events - Galas, charity auctions, crowdfunding, etc

---Corporate Sponsorships

---Endowments & Investments

---Social Enterprises

---Profit Sharing

The developer and the stabilizer:

---Stabilizer is a separate entity from the developer, though they can interact and contract.

---The developer can have various levels of involvement:

-None

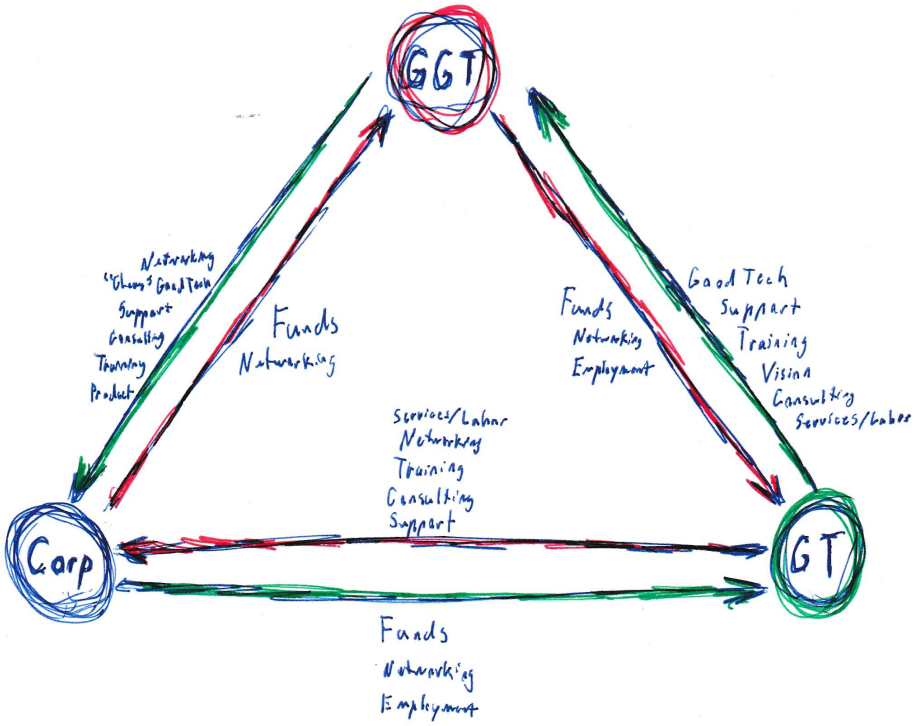
-Volunteer

-Employed

-Contracted

-C-Suite

-BoD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Employment
Good Tech
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Visina
Consulting
Services/Labor
Services/Labor
Networking
Training
Consulting
Support
Funds
Networking
Employment

==--- (4) Getting Started ---==

--- (a) Purpose

Why are you making your tech? What problems are you trying to solve? What purpose does your idea serve? What are you hoping your work can do specifically?

--- (b) Vision

Build on your purpose from the previous section, how do you see your idea benefiting humanity? How does this play out? What future are you trying to share with us? How will your effort contribute to the betterment of humanity?

--- (c) Effort

Now you take your idea, the purpose, and your vision to work on making it actionable to be compliant with the GoodTech Social Contract section (c), and write your vision for humanity (b) by building on your vision from the previous section. Once you have your idea hammered into the GoodTech form, it is time to do a FVC.

Once you complete the FVC with your work meeting all the qualifications (e) for GoodTech, you are officially on the team.

--- (d) Next Stage

Once you've become GoodTech the next 'goal' within the framework (your project will have its own goals for development/upgrading) would be to get a 501(c)3 stabilizer going on your GoodTech, and having them fund you in return. This will take a long time, but has the potential to fund your work into the far future if done correctly.

==--- (5) GoodTech Social Contract for a Decentralized Contribution Effort ---==

--- (a) Public Domain ---

To fulfill this requirement your work must be released into the public domain. This means no IP protection, you are giving your contribution to humanity in every capacity. The 501(c)3 should have it written into their bylaws that curacted work must remain open-source, though it can monetize the tech in such a way so that it aligns with the mission statement. The 501(c)3s can have a more controllable license, though it must remain open-source and free to commercialize/alter/use the tech.

--- (b) Vision For Humanity ---

In the volume you must include a section on how the tech module contributes to humanity. This is used to judge intent. What values are involved? What drove you to create this? What impact do you hope to have? What does your work contribute to the betterment of humanity?

Tech is amoral, how it is used determines whether it is "good" or "bad" and this depends on local culture, individual values, and more. If one can explain how their tech benefits humanity from their viewpoint, and this is in alignment with their morals then they have "good" tech.

There is no way to curate with a subjective metric as this will lead to imposing one set of values on everyone. The best likely solution is to curate collections for communities. For example, a religious community might exclude stem-cell tech from their collection.

You cannot tell someone they are not GoodTech, however, you can curate a collection that doesn't include their work.

--- *(c) Actionability* ---

--- (1) Role of Rules & Restrictions

The rules are to create a shared and cohesive ecosystem, not to control users. Like traffic laws allowing us to work together on the roads without having to speak. If everyone follows the common rules of the road we all learn then traffic can flow in an ordered and predictable way.

Like D&D style D200 ruleset the GoodTech Framework is a platform designed to allow users maximum freedom to craft their own works while working in a collaborative manner.

The Foundation Volume Challenge (FVC) is a means of setting up the walls and gatehouse around GoodTech. A way to ensure serious contributions, and to ensure the gate is unlocked with effort and intent rather than money or prestige.

The 501(c)3 wrappers are important for adoption of GoodTech. The rules that ensure ease of collaboration and the growth of the creative coral also facilitates the non-profit objective of cleaning and curating GoodTech branches.

The rules provide the skeleton upon which you build your creation, not chains to bind your creativity.

--- (2) Actionable Ideas

Think of your idea as a machine, a big hulking box that is whirling, whistling, thunking, and clunking away in the middle of your spare abandoned warehouse. You are the creator of this mechanical marvel, and you've shared what it can do with other people. Now you have a problem, people want to buy your machine and are coming to check it out. They want to hook their machines to yours to see how it works with their systems.

They are asking for the user manual for your machine. Asking for info on what hookups they need, plugin types, hose connections, power, and the other input and output. With this I/O they additionally want the documentation on the control panel. What buttons do what, how to read the gauges, what options you have, and how to use it.

To make sure they can actually use the machine if they buy it the potential customers want dimensions, weight, and other aspects to ensure it fits in their building. Other potential issues like heat generation, noise, poison gas, etc must be covered as well.

You get the manual finished and then get more news, some people want to bypass your

nicely labeled and user-friendly control pannet to directly "talk" to your machine with their machine's computer.

The request that you provide the controls as a list of things their computer can get and set. Every button, gauge, control, and display are taken out and their wires labeled so that others can connect directly to the machine. Before getting too far make sure you are labeling everything really good and in a way that makes sense. You are removing the buttons, labels, gauges, and displays so that you will not be able to visually tell what wire does what by itself.

So we will use a labeling system for all of the functionality of your machines, each piece of functionality gets its own label. With labels we can easily tell what wire does what. One "function" per label, plus we'll put a way for them to send signals to the machine, and to get signals back.Now we've labeled each function good, now they are all something akin to "push_Green_Button" or "set_The_Control_X"

For functions like "set_Control_X" we need a way to say what information is needed for the function, in this case it would be the value which we want to set the control "X". We communicate this simply by putting what is needed inside "()" after the label. For example, "set_Control_X(How_Much_To_Set_X_To). If nothing is needed we can leave them empty, for example, "stop_Machine()"

To get data back from the machine we can have the machine send the data when requested. The example label "get_Speed()" might cause the machine to return the speed back through the wire bundle. If your machine gets hooked to a dashboard then "get_Speed()" might be used to update the speed-O-meter.

That pretty much handles that problem, now people can bypass your buttons, levels, & nice labels to hook directly into the machine itself. Now to sit and label every wire, determine the I/O, and add it all to the manual.

To make your idea actionable you can think of it like a machine. Figure out the user manual, then label your wires. The control panel requires someone to be standing there looking

at your machine, the labeling of your wires allows it to be hooked into networks and connect to other systems. The control panel is reading your manual, the wiring harness is for people referencing your work and building on it, and using it in their works.

--- (3) Black Box Volumes

The previous analogy of the machine with the interface forms the core idea behind the choice of volume structure. First you put down the explanations, theories, and other such things in part one, then the control panel in part two. Think of it like writing down everything about your passion project in part one, then part two and the volume naming conventions for the framework that allows your idea to interlock with others, while being able to reference others works in a clear and easy, though lengthy, reference format allowed by the naming conventions and the public interface of other developers ideas.

--- (4) Abstract Ideas

At what level do you get diagrams that are used by other fields? This level is the level of schematics, flowcharts, graphs, pseudocode, etc. This is the level, or higher, at which you must write your ideas down. Instead of using your favorite programming language, or brand of components, you must go to the level where anyone within your field and others can use it without relying on your specific tools and parts. Think of it like this, if someone in the apocalypse found your writings, what kind of diagrams, charts, schematics, or how-to would they need to rebuild from the most basic of information on your idea?

--- (5) Volume Naming

Volumes are named according to a strict naming format:

[Branch]...[Project]...[Volume].[Version][[.pdf] || [/.]]

Example_Branch...Example_Project...Example_Volume.0.pdf //The foundational volume

Example_Branch...Example_Project...Example_Volume.0/README.txt //The project README.txt that exists in the example project repository.

[Branch]: A [Branch] is not a classification of the tech inside, a branch named "Grandma's" is dedicated to those tributing their work to their grandmothers, though the work spans AI to mechanical modular systems and federated DAO systems for space governance. This means a branch is more like a tag, or a community label, a sub, a board. Any GoodTech can reference any other branch, so for the structure this doesn't challenge cohesion or interoperability.

[Project]: A project is similar to a GitHub repository, a project with files and branches. Each version a new commit, with old commits still maintained for those referencing them. In the FV compendium this means that you would keep the FV for a project, and keep the actionable volumes that were updated with time so that new projects can reference potentially soon-to-be outdated interfaces from other projects without worry they will disappear and 'break' their 'code'. This is necessary for long term growth and stability of the coral, otherwise we'll just be an expanding fragmented shell which will collapse under its own weight in time.

[Volume].[Version]: The foundational volume is version ".FV.0", after that versions start at 0 and iterate with each update in this way ".0", ".1", and so on. A work in progress not yet "GoodTech" that is shared may have ".WIP.FV.n" or ".WIP.n" after it.

[/.]: The "/." means that you are accessing this idea as a directory, this would refer to a repository containing implementation data and normal digital project stuff.

This repository that the volume version serves as the path to, and documentation on the idea for, is what the 501(c)3 would likely require if they are not organically created by the community. This volume serves as the network bridge to the technical repository. The idea is though, that all technical repositories can be lost and the entire ecosystem be rebuild from the FV pdf archive which will be much smaller and more practical to store allowing wider

dissemination and even full print out for analogue storage

--- Interface Reference

To reference a function you call it with the specific volume and version of a given branch & project followed by the function. For example, calling "Start(Key)" in "(Carstuff...Engine...Starter.6)" would look like this "(Carstuff...Engine...Starter.6)--->Start(Key)". We use the ---> arrow so you can easily see where the volume starts compared to the ... when looking at it visually.

You can also use ideas like pythons "import as" so you don't have to write a long reference every single time. Here's an example of how you might do this:

-Line 0: import (Carstuff...Engine...Starter.6) as Car

-Line 1: Car--->Start(Key)

--- (d) Foundational Volume Challenge ---

If you've never done your work in pen and paper then the Foundational Volume Challenge forces you to confront your ideas on a level you'll likely find ridiculous initially. To refine your ideas you figure out how to put them to paper, and how to make them actionable, resulting in an extremely in depth and holistic understanding of your idea, which you then convey to the reader and supply to the developer.

The Foundational Volume Challenge (FVC) is the gatekeeping mechanism for the GoodTech ecosystem. It presents a challenge of mental grit, to write an entire volume by hand. This work must follow the rules of the GoodTech structure, the format requirements, but is entirely written by hand.

If no branch previously exists before this challenge is completed then it will after. The FVC creates the branch and project if need be, once an FVC has been created then the branch it exists on can be considered another section of the reef.

--- FVC

1. Encode your ideas with pen & paper in a handwritten manual, this manual must be actionable and forms the basis for the project.

2. Compile a pdf from the digitized pages into a single book.

3. Create a typed up version, you cannot deviate from the book except on the level of spelling and grammar, and restructuring individual sentences for clarity and cohesion.

4. Post/Host these two files, the two versions ".FV.0" and ".0" on IPFS and three free to download and access sites.

Rules:

1. The foundational volume must be written using ink and paper, though the path to get to that point is up to the developer. They can start with digital then move to analogue for the foundational volume (FV) and move back to digital for the version zero (VZ).

2. BCI and other augmentations aren't allowed.

3. To encode logic, procedures, or structures you can use any well defined system of abstraction, but cannot use implementation specific things, such as C++, languages/symbols specific to proprietary or 3rd party systems, or platform specific jargon to give some examples.

Flowcharts, pseudocode, UML, etc can be used.

4. The encoding of the ideas in the handwritten FV and the VZ have to be done in a public and defined system. Examples would be English, C++, Klingon, Elder Futhark, or Esperanto. The FV and VZ don't have to use the same, most likely the personalized and esoteric would be the handwritten version, giving it an almost grimoire or artifact aesthetic, while the typed up version will be in a common language with normal symbols for schematics and things.

5. Encodings must be done so the ideas can be reconstructed, configured, manipulated, and studied.

--- Completing the FVC, what now, what next

Completing the FVC means that you and your work are now part of the GoodTech ecosystem, you've established yourself as a member of GoodTech. You've begun to add to the reef, but now to go so much further, you've only just begun.

To fully utilize the GoodTech ecosystem to increase the impact of your work your next milestone within the framework would be the establishment of the 501(c)3 Stabilizer, to fund your work, distribute it, and provide longevity of your efforts beyond your own involvement whether through moving on or passing on so your work doesn't die with you.

Or you can self-fund and pursue developing your work while building a community until the start of the 501(c)3 and it grows organically from your efforts.

--- (e) Qualification for GoodTech ---

1. Public Domain

2. Includes Vision for Humanity

3. Actionable

4. Completed the FVC

If a volume isn't fully compliant with #3 while having completed the FVC then it is considered "Proto-GoodTech". This still registers them in the ecosystem, however, it is not actionable. This may be due to the developer leaving portions as todo, or using it to provide a "scaffold" others can build towards making actionable. Using the second method the community can establish a scaffold to direct overall efforts and coordinate many disparate efforts in GoodTech towards advanced technological goals.

To achieve full GoodTech status a developer must undertake the FVC to establish the work as true goodtech.

<Part 2 User Manual>

This part will be filled out later after the project has been decomposed and recomposed into a manner in compliance with GoodTech specification "Actionable".