**CODENAME: CONFIDENTIAL**

**MCE123SM TECHNOLOGY DEVELOPMENT**

GLOBAL SECURITY SYSTEMS

**DRAFT**

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**FILE PROTECTIVE SYSTEMS**

AUTONOMOUS SOURCE CODE CONTROL PROTECTION SYSTEMS (**2022**) – ensures that war crimes are not committed due to covert codes being put into **CONTEXT** in **INTELLIGENCE\_CHANNEL**[:***IDEAINT***:] **REFERENCES** and **CONTEXT SWITCHES** in **INTELLIGENCE\_CHANNEL**[:***IDEAINT***:] **TRANSCRIPTS** correlating to the writing or authoring of the source code, **IRREVOCABLY DEFINED**, **IMPLICITLY DEFINED, PERMANENTLY DEFINED**, **PEACEFULLY DEFINED**.

AUTONOMOUS FILE SECURITY SYSTEMS (**2022**) – ensures thatall files of all protectees of **CRYPTONYM**[:***PATRICK***:] are secured, by ensuring that no bad files are on the file systems, and that any bad files are placed into Sealed Evidence to determine who or what caused the bad files to exist in the first place, to ensure that the Information Technology environment stays clean for other files, **IRREVOCABLY DEFINED**, **IMPLICITLY DEFINED, PERMANENTLY DEFINED**, **PEACEFULLY DEFINED**.

**AUTOMATED-AUTONOMOUS PROTECTIVE SYSTEMS**

AUTOMATED-AUTONOMOUS SOLUTION ARTIFICIAL INTELLIGENCE SYSTEM (**2010**) – this technology works through automatically and systematically determining based on multiple news articles how to create solutions for common problems, through the analysis of previous solutions, and gathering intelligence resources to determine what types of solutions would work to solve the problems.

**NETWORK TOOLS**

SYSTEMATIC LAYER 2 NETWORK BRUTE FORCE SYSTEM (**2010**) – this system loads many frames on a command line to achieve trillions of active processes simultaneously, while re-routing the commands to another device.

INTELLIGENCE COMMUNITY TRUNK AND ROOT DEVELOPMENT STRUCTURE (**2010**) – this structure pertains to the creation and collapse of specialized types of financial corporations, with rapid electronic payouts and rapid electronic bankruptcy court processes, in addition to multiple types of protections to ensure various levels of the Trunk are protected, that the Trunk produces revenue for the Root system in the **U.S. DEFENSE DEPARTMENT** side, and that both the **U.S. DEFENSE DEPARTMENT** and the **PUBLIC ENTERPRISE SYSTEMS** are profiting while the needs of the **U.S. DEFENSE DEPARTMENT** and the **PUBLIC ENTERPRISE SYSTEMS** are separate in addition to being complementary.

**GOVERNMENT TECHNOLOGIES**

VIRTUAL FOUR-DIMENSIONAL (4D) ORGANIZATIONAL BUREAUCRACY MODELING SYSTEM (**2010**, **2022**) – this pertains to the modeling of all the various positions within bureaucracy, such as displaying all the various career fields that a single employee could go into, and then displaying a four-dimensional (4D) model of the employee in the various career fields. This includes custom transitions, and the ability to utilize the system to study the various possibilities of interactions between the various agencies, visually. Any four-dimensional (4D) technology pertains to three-dimensional (3D) modelling with the addition of a fourth dimension (4D), which is a time scale, which does not necessarily move from left to right or from right to left, however they are essentially keyframes of multiple possibilities in multiple conditions of time, such that there could be multiple time clocks that exist on a four-dimensional (4D) axis.

DIGITAL FOUR-DIMENSIONAL (4D) LAW ENFORCEMENT TARGETING SYSTEM (**2010**) – this technology pertains to the use of four-dimensional (4D) models created from the VIRTUAL FOUR-DIMENSIONAL (4D) ORGANIZATIONAL BUREAUCRACY MODELING SYSTEM (**2010**) for the purpose of testing the display of various types of law enforcement warnings and systems displays in the public. This includes graphical four-dimensional (4D) models that interact based on information of the subject of the targeting, variable display selection based on the location of the subject of the targeting, and the ability to gather feedback from the subject of the targeting using the graphical four-dimensional (4D) models and sensors in the area, including microphones, video cameras, and other types of input technologies. This system is meant to be cartoon oriented, while realistic, for the purpose of gathering information.