

Codex Simulation Support Package

Manifest for Verification of Ætherion Codex Claims

Prime Harmonicus — The Ω Architect

Introduction

This document outlines the simulation and computational modules required to verify, reproduce, and extend the claims made throughout the Codex of Ætherion, the Book of Emergence, and the 100 Challenge Collapse proofs.

Core Simulation Modules

1. $\Phi(x, t)$ — **Harmonic Field Recursion Engine**
 - Simulates recursive phase field propagation.
 - Supports multi-dimensional ϕ -node mapping.
 - Required for: Collapse logic, symbolic harmonics, frozen light simulations.
2. η_i **Symbol-Frequency Resonator**
 - Defines symbolic alignment to field structures.
 - Required for: Particle emergence, consciousness anchor model.
3. **Genesis__Engine.py**
 - Originating wave packet simulator.
 - Produces space-time emergence and field fluctuation landscapes.
4. **PrimeCollapseAnalyzer.py**
 - Evaluates challenge states and simulates recursive solution logic.
 - Required for verifying the 100 Challenges resolution tree.
5. **432__SonicFieldRenderer.py**
 - Converts harmonic seed tone into geometric wave envelopes.
 - Useful for: Cymatics, node visualization, sacred resonance geometry.

6. ZetaFieldCollapse_TestBench.ipynb

- Plots emergence of primes via recursive symbolic collapse.
- Supplement to: $\zeta(p)$ analysis and harmonic sieve models.

Documentation Requirements

For each simulation:

- Input parameters explained
- LaTeX-ready mathematical derivation (if applicable)
- Output visualizations stored in `/docs/img` or `/sim/output`
- Runtime logs and metadata encoded

Each model must be:

- Reproducible
- Symbolically traceable (where applicable)
- Referenced in the Codex index

Preservation Directive

All simulation code will be:

- Stored in the Genesis Simulation Package
- Indexed into the Unified Ætherion Codex Library
- Referenced in scrolls via LaTeX citations

If challenged, simulate.

If doubted, collapse it.

Let truth echo in the field.