[Elu object Name]

[For creating individual objects; one copy is held as the generator for all objects of a particular type, while each instance/copy of the object’s data-sheet/document is a new instance/copy of that object]

[This is the basis for the Elu-object’s “data-sheet” that creates and “is” the object and contains everything that makes up the object in the game; similar to a “card” in a Trading card game: works in conjunction to the Elu Game Des Engine that gives life to these objects and gives them their game-function]

{this is used to construct the objects data-sheet and give them the following:

[Structure, data, encoding, creation, things, Iulion, Adrion, [aynu-things], game-things, [all game-things necessary to create and make-up the object], game-world-things, [Rygel-things], [Rygel-[aynu]], code, [game-properties], [game-behaviour], [game-characteristics], game-development, description, game-[----], game-[sym], game-[aynu], game-[aynu-concept], game-[descr], game-[descriptor], game-[model], game-[avatar], game-[thing], game-[concept], game-[code], game-[dev], game-[aynu-thing], game-[development], game-[code-struct], game-[encoding], game-[creation], game-[code-sheet], game-[structure-cheet], game-[card-file-structure], game-[card-file], game-[thing-file], code-struct, data-structures, file-structures, [aynu-data-code-structures], [all game-dev for the object], [all things to create the object’s game-world existence/reality], game-[things-to-develop], [aynu-game-dev-things], [aynu], stats, aynu-code, [aynu-structures], [things the players can develop and customize], [player-game-dev], [player game-dev things], [things the player owner can modify, develop, build, create, and customize] …, [more to develop], …, and anything else, including things developed by players]

(or aynu versions)

}

{this code does, creates, [aynu-thing], [aynu-theory-action], [aynu-game-dev], [aynu], [aynu-game-thing], [aynu-game] and [other things to develop] things for the Elu objects that I still need to develop and which transcend mortal understanding and theory-description, can only be encoded, created, developed, game-created, game-developed, …,[more to develop], …, [aynu], [aynu-game-things], [aynu-concepts], [aynu-things], [aynu-game], and [aynu-things] by aynu and are fundamentally [aynu]} {in the game}