visualizer_dynamic.html

```html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>RSCE Codex Visualizer Dynamic</title>
  <style>
    body { font-family: monospace; background: #111; color: #eee; }
    #canvas { background: #222; border: 1px solid #555; }
    .controls { margin-top: 10px; }
  </style>
</head>
<body>
  <h1>RSCE Codex Dynamic Harmonic Visualizer</h1>
  <canvas id="canvas" width="600" height="600"></canvas>
  <div class="controls">
    <label>Base Radius: <input type="range" id="baseRadius" min="0.5" max="5" value="1"
step="0.1"></label>
    <label>Tension K: <input type="range" id="tensionK" min="0.1" max="5" value="1"
step="0.1"></label>
    <label>Freq Gate: <input type="range" id="freqGate" min="100" max="1000" value="888"
step="1"></label>
    <button onclick="start()">Start</button>
    <button onclick="stop()">Stop</button>
  </div>

  <script>
    const canvas = document.getElementById('canvas');
    const ctx = canvas.getContext('2d');
    const centerX = canvas.width / 2;
    const centerY = canvas.height / 2;
    const scale = 50;
    let angle = 0;
    let anim = null;

    function draw() {
      ctx.clearRect(0, 0, canvas.width, canvas.height);
      ctx.save();
      ctx.translate(centerX, centerY);
      ctx.rotate(angle);
      ctx.translate(-centerX, -centerY);

      ctx.fillStyle = "#0f0";
      const positions = [[1,0],[-1,0],[0,0]];
      const mirrors = [];

      positions.forEach(p => {
```

```javascript
      ctx.beginPath();
      ctx.arc(centerX + p[0]*scale, centerY - p[1]*scale, 5, 0, 2 * Math.PI);
      ctx.fill();
      mirrors.push([-p[0], p[1]]);
      mirrors.push([p[0], -p[1]]);
    });

    ctx.fillStyle = "#f00";
    mirrors.forEach(m => {
      ctx.beginPath();
      ctx.arc(centerX + m[0]*scale, centerY - m[1]*scale, 5, 0, 2 * Math.PI);
      ctx.fill();
    });

    ctx.fillStyle = "#ff0";
    ctx.beginPath();
    ctx.arc(centerX, centerY, 5, 0, 2 * Math.PI);
    ctx.fill();

    ctx.restore();
  }

  function animate() {
    angle += 0.01;
    draw();
  }

  function start() {
    if (!anim) {
      anim = setInterval(animate, 30);
    }
  }

  function stop() {
    clearInterval(anim);
    anim = null;
  }

  draw();
  </script>
</body>
</html>
```