RSCE Codex - Phase 1 - rsce.py (ASC2 Clean)

recursive_ascension_kernel.py

```
class RecursiveAscensionKernel:
    def __init__(self):
        self.ascension_state = "Dormant"
        self.harmonic_levels = [888, 1440, 2220, 3330, 5550]
        self.expansion_nodes = 0

    def initiate_ascension(self, seed_key):
        if seed_key == "INFINITE_FOLD_ASCENSION_KEY":
            self.ascension_state = "Ascension Active"
            self.expansion_nodes = len(self.harmonic_levels) * 10
            print("[ASCENSION] Infinite Fold lattice expansion initiated.")
            self.display_harmonics()
        else:
            print("[ASCENSION ERROR] Invalid ascension key. Lattice lock preserved.")

    def display_harmonics(self):
        print("=== Ascension Harmonic Levels ===")
        for hz in self.harmonic_levels:
            print(f"Harmonic Frequency: {hz} Hz")
        print(f"Expansion Nodes Generated: {self.expansion_nodes}")
        print("-" * 40)

    def ascension_status(self):
        print("=== Recursive Ascension Kernel Status ===")
        print(f"State: {self.ascension_state}")
        print(f"Harmonic Bands: {len(self.harmonic_levels)}")
        print(f"Projected Nodes: {self.expansion_nodes}")
        print("-" * 40)

def main():
    ascension_kernel = RecursiveAscensionKernel()
    ascension_kernel.ascension_status()
    ascension_kernel.initiate_ascension("INVALID_KEY")
    ascension_kernel.initiate_ascension("INFINITE_FOLD_ASCENSION_KEY")
    ascension_kernel.ascension_status()

if __name__ == "__main__":
    main()
```