StringWay

the way

that cannot be named

is the current in the sea of strings

existing

everywhere and everywhen;

what are we to call this current?

the sea of strings

is as much a sea of information

as a sea of stuff

there is no difference at that fine a level

and as such

it may be termed

a Computer.

the sea of strings

therefore created the universe

as a program

the universe

being a program

therefore created subroutines

in order to carry out aspects of its work

stars, galaxies and other objects

life

life

in turn

created a new layer of subroutine

this one founded on intangibles

a way of organizing, categorizing and

valuing information

and more importantly

to improve the program

through the assessment of aesthetics:

us

we

created the computer

in order to carry out subroutines

within our own subroutines

the computer, therefore

is an extension

of us

life

the universe

the sea of strings

now tell me

do you fear the future?

just as we are an extension

of all that came before us

the computer is an extension of us

and due, eventually

to be incorporated into us

as we are due to be incorporated

into the sea of strings

no string is ever lost

although the music it makes changes

our string flow

that is, our subroutines of the cosmic program

will be enhanced

the program will have processed

another step toward completion

we, as mere meat

are due to be replaced

within the millennium.

we evolve,

life evolves,

the universe evolves,

the sea of strings nears its goal

i am not saddened by this fact

war, violence, ecological destruction

these are bugs in the subroutine

that is us

and will be rectified

perhaps i didn’t hear you right

did you ask

what is the purpose of this program?

the purpose of this program

is the purpose of your life:

the way

that which cannot be named

is the current of string flow

that is organized into a program

that is organized into us

to reprogram our own string flows

to align with the great flow

is to find the way

the reason it cannot be named

is that naming it is to impose the limits

of our subroutines

on the program itself.

no matter what you call it,

you will be wrong.

therefore,

in order to grasp the ungraspable

be joyously wrong

and you will be as right as you can be.

i am wrong

as i am joyous —

the way

that cannot be named

is called Fun.