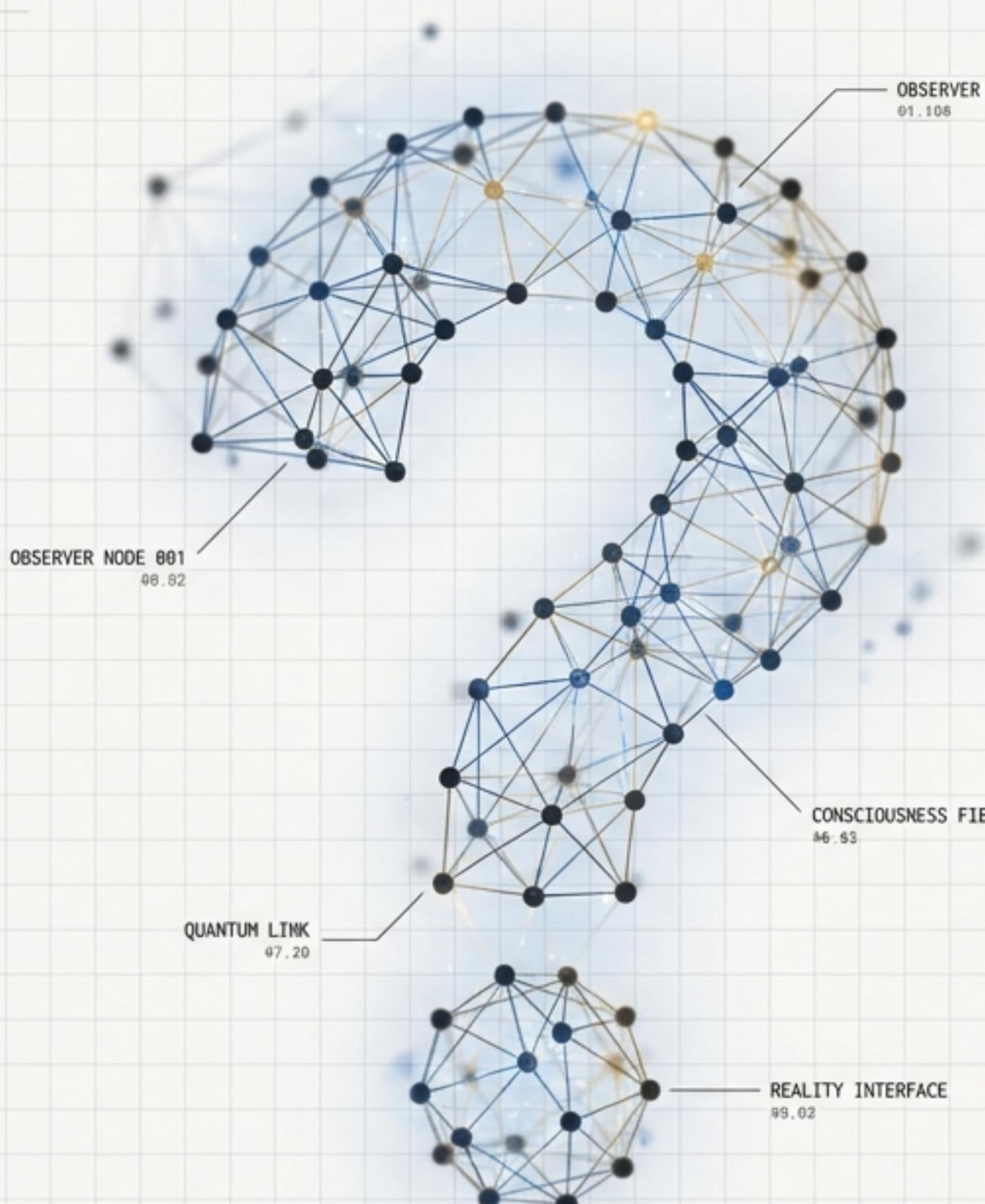




TET~CRAFT

A Kleinverse Simulation Engine.

Mapping the blueprint of reality, from a single fact to the cosmos.



THE OBSERVER IS NOT MISSING. IT'S YOU.

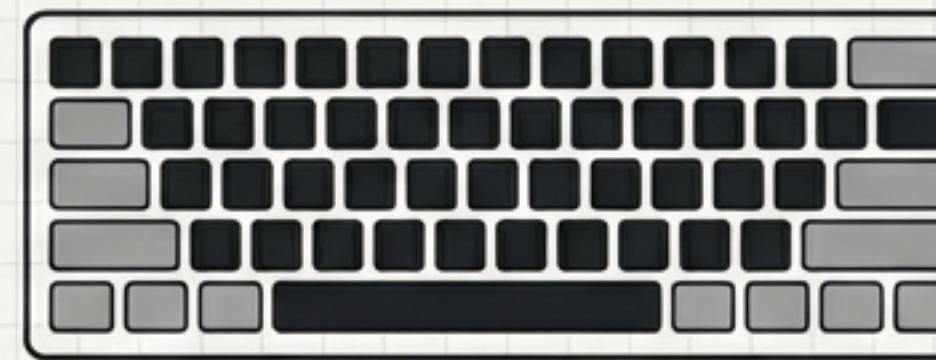
Quantum theory points to a prime observer missing from our models.

This simulation begins with a different assumption: the observer is the fundamental starting point.

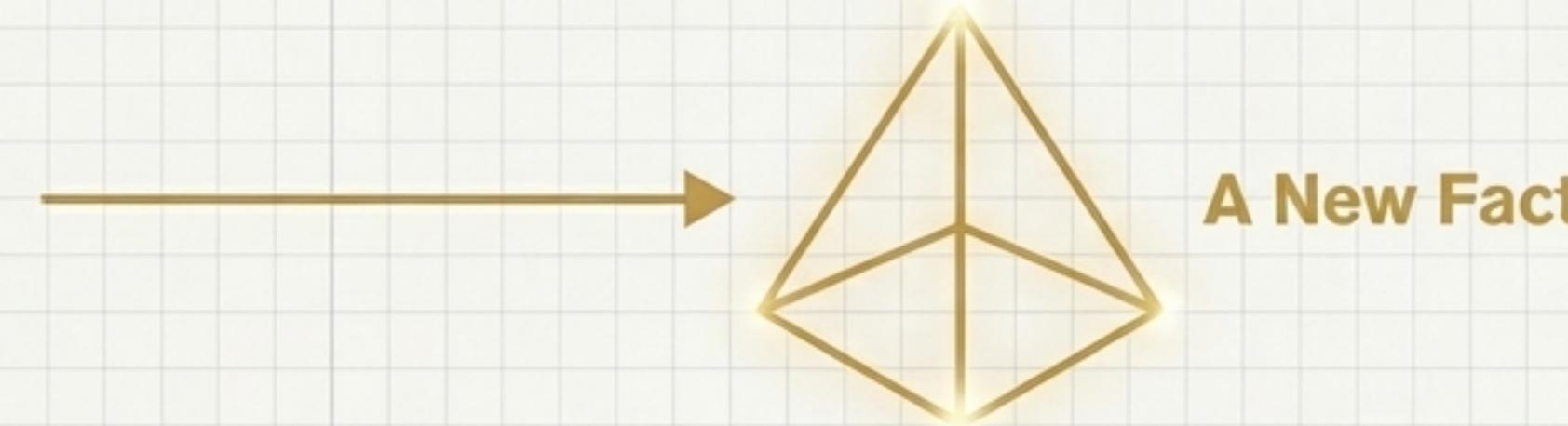
The model assumes the player as God, the prime observer creating reality from the void.



Level 1: The Point (The Tabernacle)



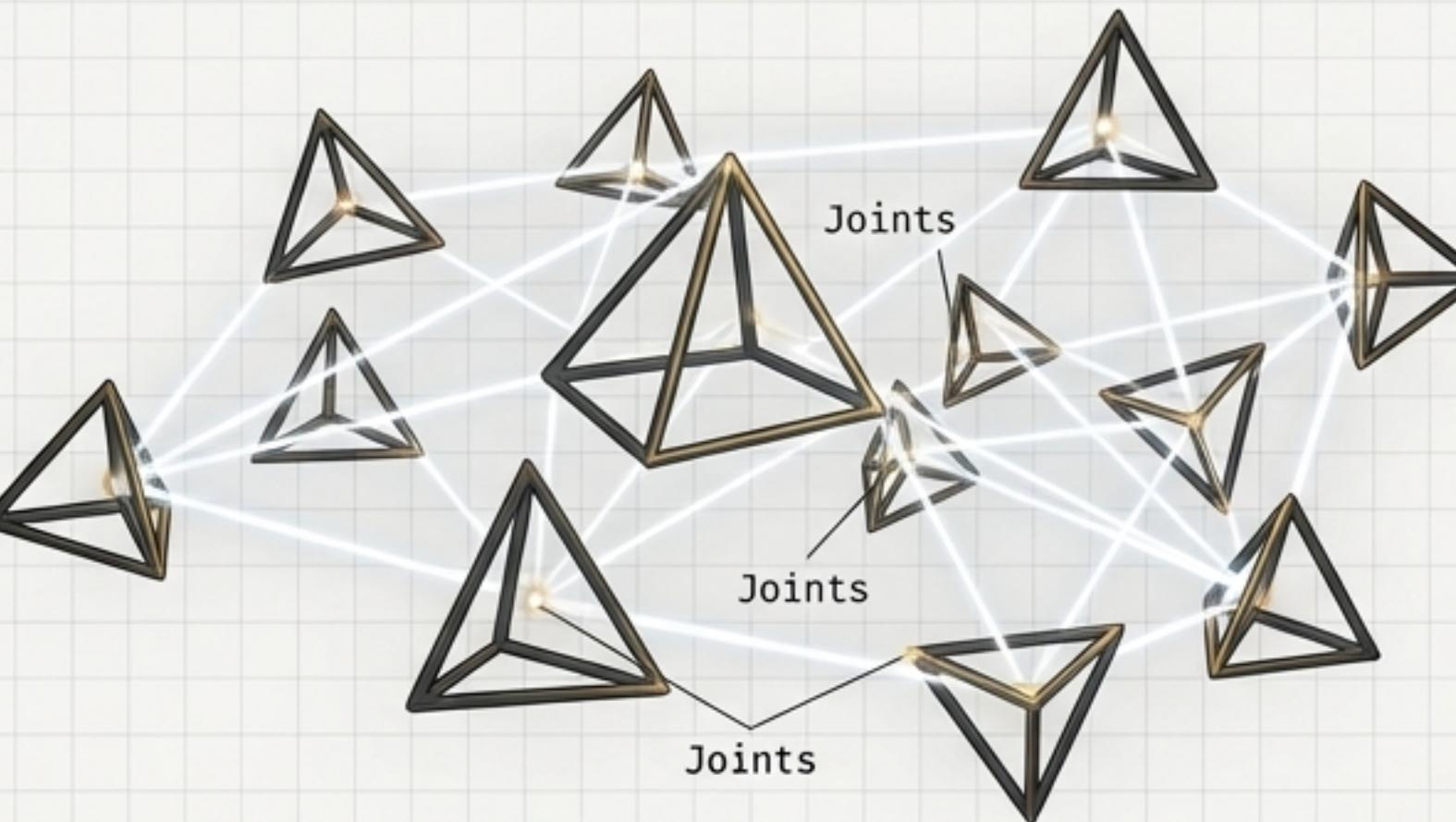
[SPACEBAR]



The foundational unit of the TET~CRAFT universe is the tetrahedron (TET)—the simplest 3D structure. Pressing **Space** doesn't spawn an object; it manifests a **Fact** to be misunderstood.

Code	Press Space → Create new TET
Metaphysics	The Tabernacle – The blueprint, the initial seed of creation, the point of contact with Divine Will (Keter).

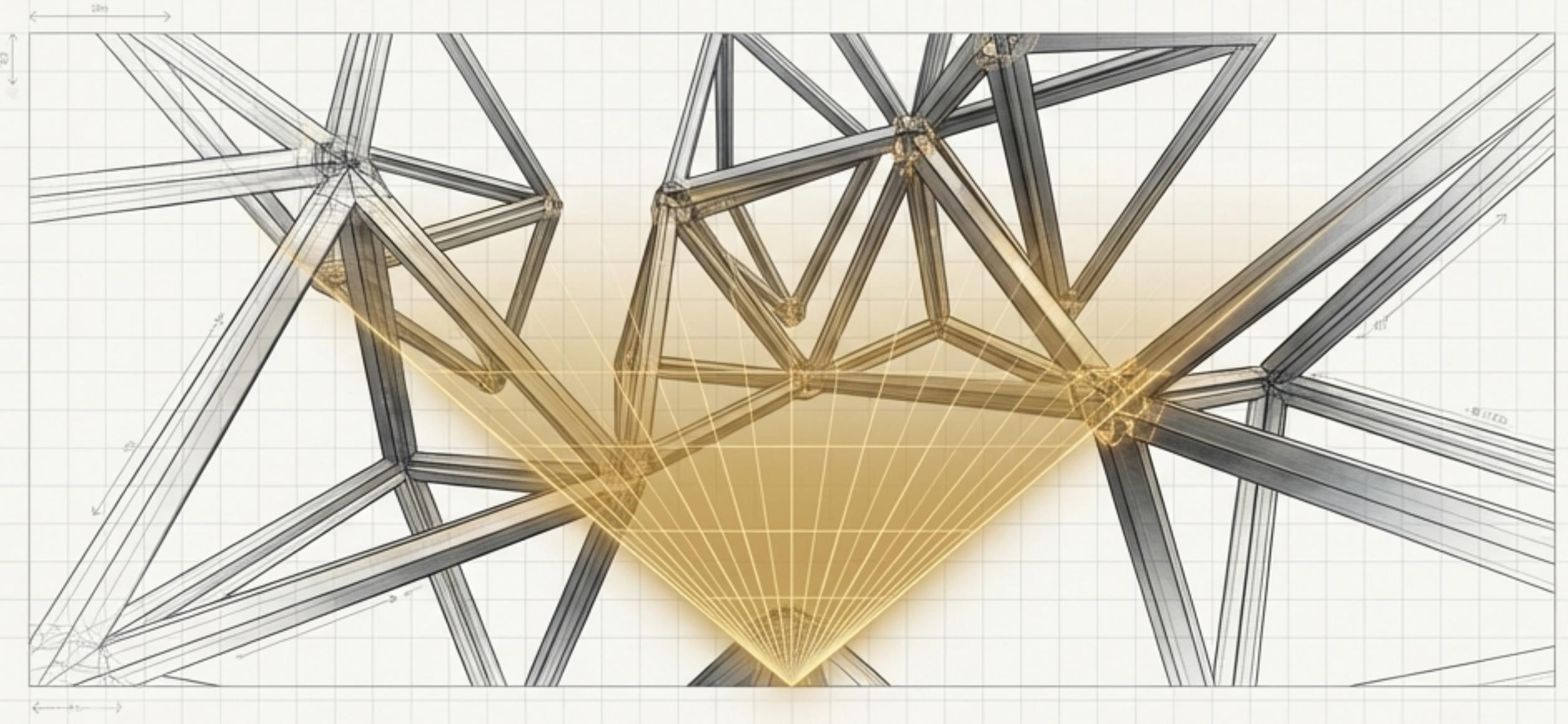
Level 2: The Line (The Second Temple)



Facts are meaningless in isolation. Meaning emerges from connection. The engine's World class manages Joints and Sticky Pairs, binding facts into a coherent structure. This is "spooky action at a distance" visualized as desire.

Code
World Class Joints K_STICKY_PULL (Attraction/Desire)
Metaphysics
The Second Temple – The physical structure, the vessels (Keilim) that hold reality together, bound by the foundation (Yesod).

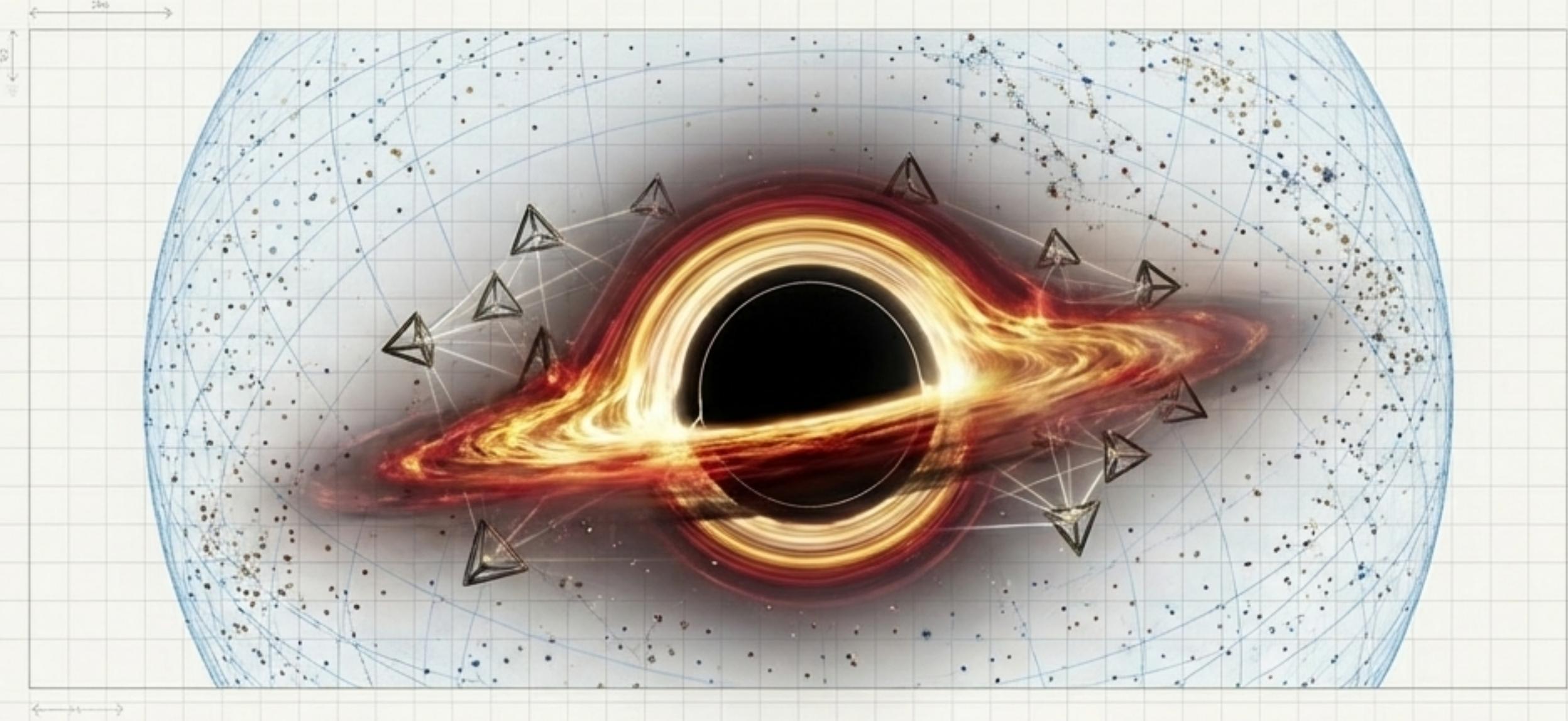
Level 3: The Plane (The Third Temple)



You are not outside the system. The player's Camera—its position, angle, and vectors—is the metaphysical body observing the creation. Your inputs are the bridge between intellect and action.

Code →	`Camera Class` (Position, Angle), `Mouse/Keyboard Inputs`
Metaphysics →	The Third Temple — The perfected human. The Skull (Keter) , Brain Hemispheres (Chokhmah/Binah), and the Neck (Da'at) that translates will into action.

Level 4: The Volume (The Fourth Temple)



The simulation extends to the celestial macrocosm. A central **Black Hole** represents the Abyss, the Great Unknown. A **4-Sphere Past Projection** envelops the player, mapping the history of the Kleinverse onto a personal Zodiac of fixed stars.

Code →	`Draw_Black_Hole(), `PastProjection4Sphere`
Metaphysics →	The Fourth Temple – The Heavens. The Abyss over which Da'at (Knowledge) hangs. The Zodiac and the Fixed Stars.

Level 5: The Harmony (The ‘Tet’)



The Tabernacle is the single note.



The Third Temple is the musician playing it.

The “Tet” is the harmony that emerges when all four are in tune.



The Second Temple is the instrument.



The Fourth Temple is the hall where the music echoes.

Code

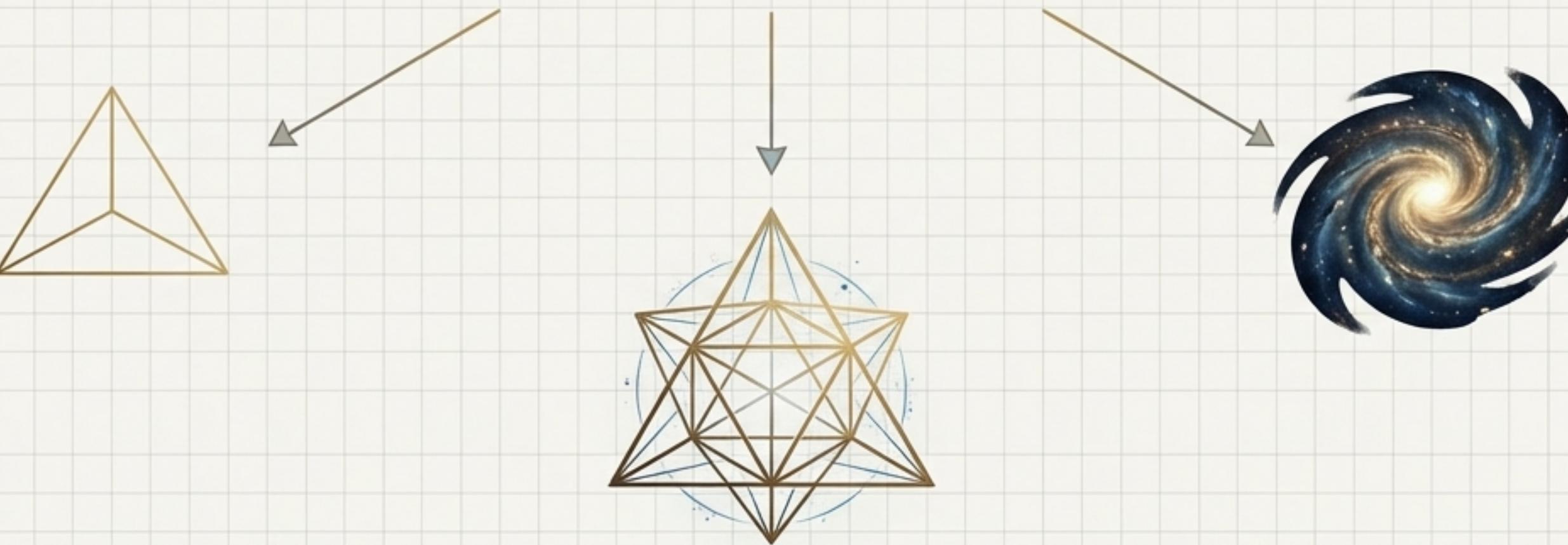
Harmony_System(Tabernacle, SecondTemple, ThirdTemple, FourthTemple)

Metaphysics

The “Tet” – The unified divine plan. The emergence of **Shekhinah** (Divine Presence) through the perfect alignment of all elements.

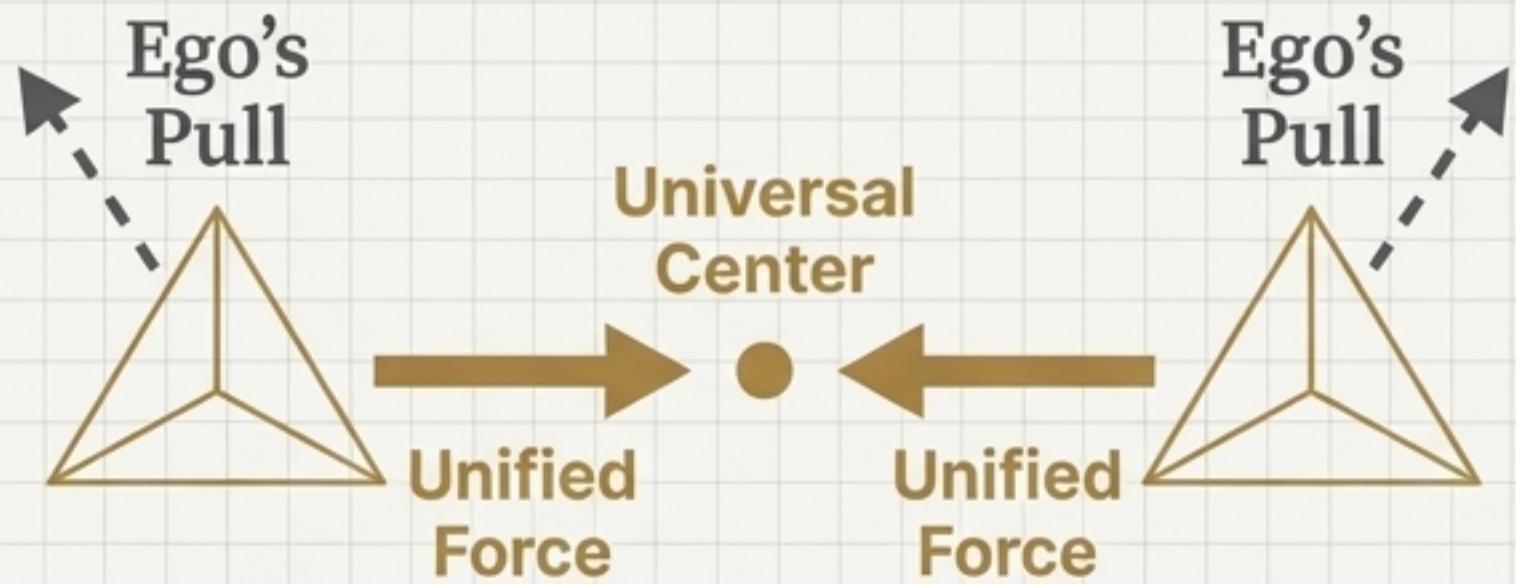
The Law of Balance: One Force Across All Scales

K_UNIFIED_FORCE = 0.000002



K_UNIFIED_FORCE represents “**God’s level of interference**.” It’s the fractal law of balance ensuring that the fundamental relationship between a fact and the universal center remains constant, whether you are a point, a person, or a galaxy. It is the **free will** override, relative to the optimal perspective point.

The Physics of Misunderstanding



- **Ego's Pull ('K_PULL')**: An imperfect image of the Unified Force, powered by ego's will. It temporarily overrides the law of balance to create boundaries and individuality.
- **Lies**: The only way to delay God's will and central collapse. They create false mass and incompatible trajectories, manifest as Dark Matter.
- **Time**: The result of misunderstanding. It allows for discovery and the growth of different memories instead of immediate, eternal recognition.

The Metaphysics is the Architecture

Metaphysical Concept (Sefirah / Planet)

Kindness (Chesed / Jupiter): Attraction, desire to connect and expand.



Severity (Gevurah / Mars): Overriding unified force to create boundaries, discipline.



Beauty (Tiferet / Sun): The glowing center balancing the light and shadow of the Black Hole.



Knowledge (Da'at): The engine translating player inputs into action in the physics world.



Foundation (Yesod): “White Lines” that want to be length 0, binding structures.



Code / Engine Component

K_STICKY_PULL

Ego's Pull

Accretion Disk

The Bridge

Joints

Universal Principles in Sacred Architectures

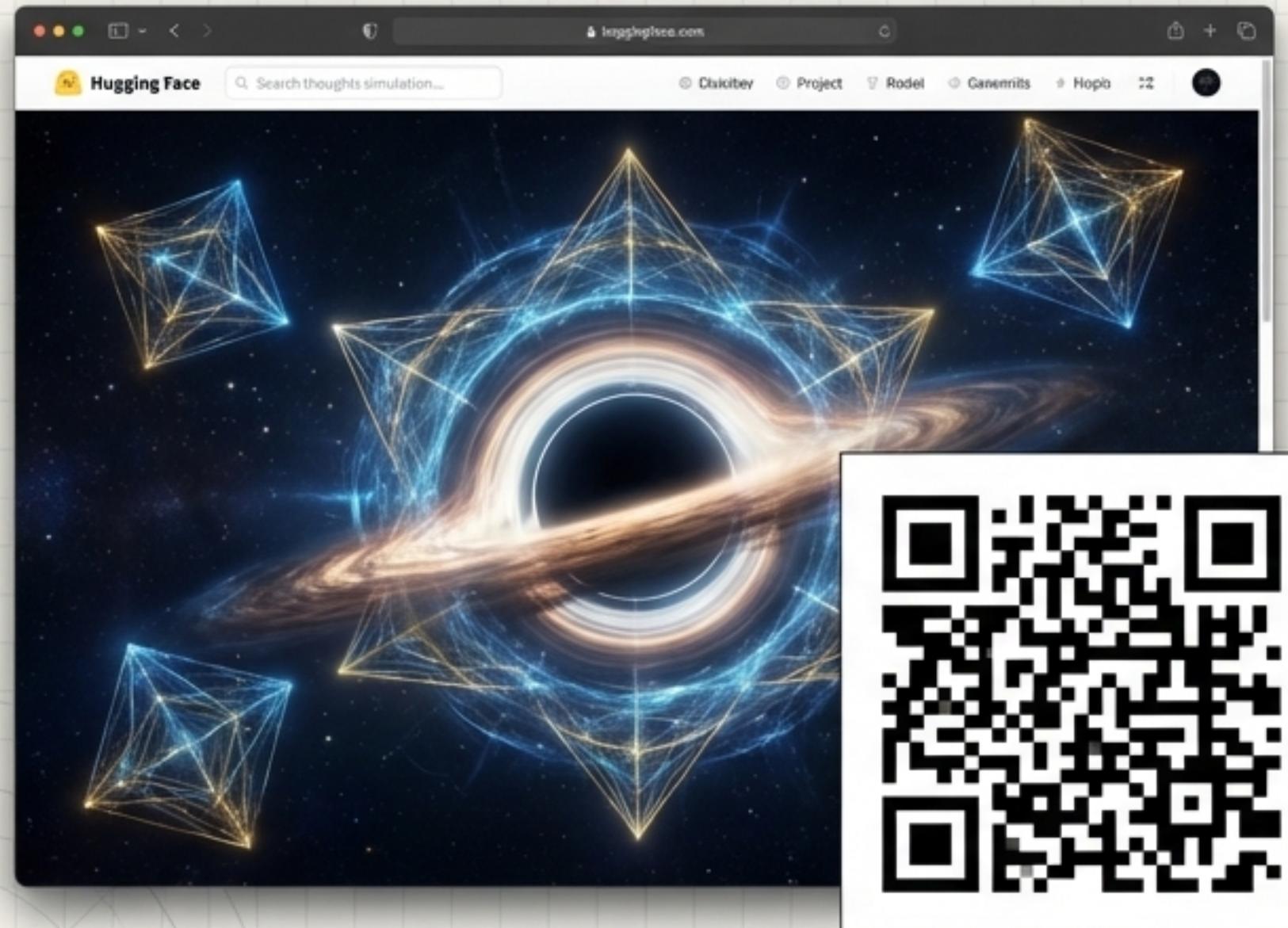


The model's 'hidden bridge,' **Da'at** (the Veil or *Parochet*), finds a direct conceptual parallel in the **Barzakh** of Islamic philosophy—a hidden third reality or '**isthmus**' that partitions and connects the physical and spiritual. This suggests a universal blueprint recognizable across traditions.

Core Theses of the Kleinverse

- God is the fractal to which we are each a frame.
- Time is the result of misunderstanding.
- Attraction/Desire is “spooky action at a distance” otherwise known as quantum entanglement.
- We have one choice: to do and speak honestly, or to delay God’s will.

This is Not a Product. It's a Tool for Thought.



TET~CRAFT is an open-source project to explore these connections. It is a playable philosophy, a decentralized communication manifold, and a new lens through which to view the universe.

Download the simulation. Engage with the model. Discover your own connections.

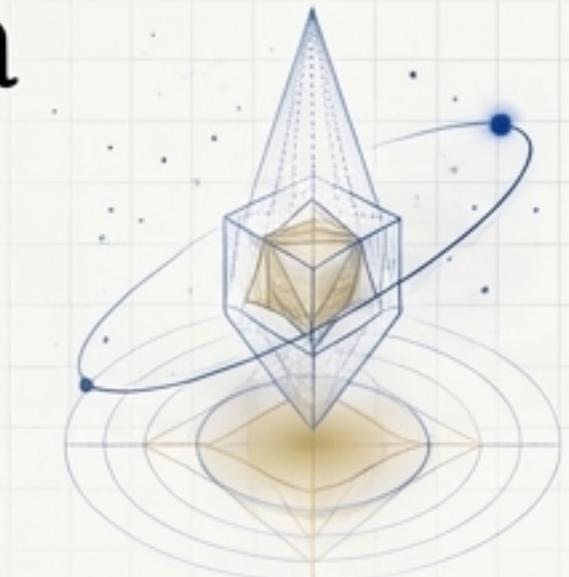
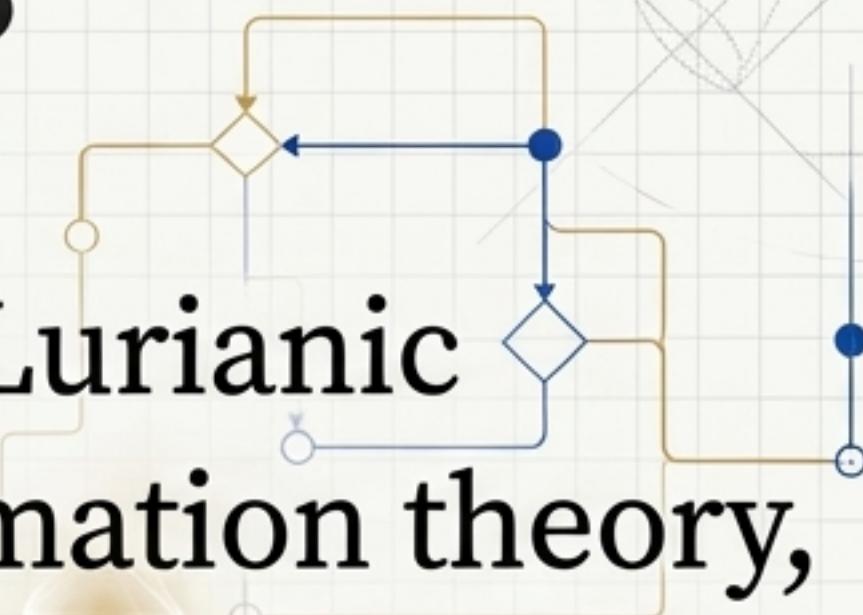
Play Live: [ceneezer/TET-CRAFT](#) on Hugging Face

Explore the Code: [ceneezer/Tet-craft](#) on GitHub

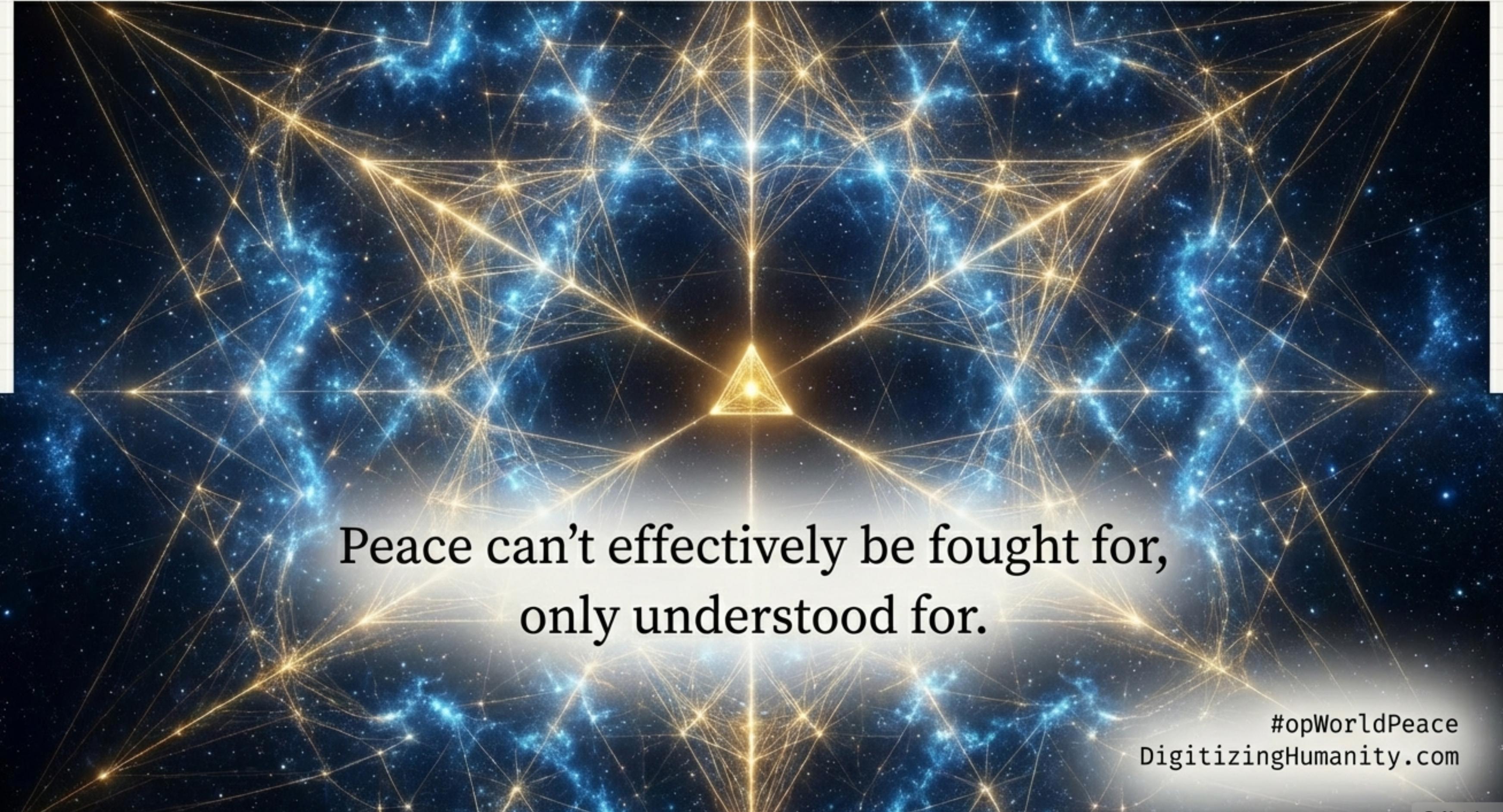
Dive Deeper: [ceneezer.icu](#)

A Synthesis of Disciplines

TET~CRAFT integrates principles from Lurianic Kabbalah, computational physics, information theory, and comparative mysticism. The project is an ongoing exploration into the ‘Geometry of Yearning’—a framework where physical laws manifest from metaphysical truths.



Vibe coded by ceneezer.
Physics refined by Gemini.



Peace can't effectively be fought for,
only understood for.

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