GenesisDecoder — Interactive demonstrator

A simulated, interactive version of your `GenesisDecoder` that uses core rules and example sequences taken from your uploaded Genesis PDF (Clap, Beauty, Alphabet mapping, predictive text, etc.).

Live simulation

Choose example sequence

Simulate: Clap | Simulate: Beauty | Simulate: Time | Simulate: Custom

Raw simulated sensor stream

```
EM_RAW:Δα7|pattern:R_BACK_PIN->R_EAR_VIB->R_ELBOW_CMD->L_ELBOW_CMD->HANDS_CLAP->SOUND_DOWN->SHOULDER_DEFLATE
```

Extracted sequence

```
R_BACK_PIN
```

Predictive suggestion

```
Clap (predicted)
```

Decoded Thought

Clap 👏 — Action

Play simulated 'acoustic' brain-language (synth)

Play acoustic

Model & mappings

This demo implements a simplified version of the rules described in your PDF: a body-position alphabet map, a few example sequences, and a predictive helper. The goal is to show an executable, inspectable prototype of the system.

Body alphabet map (front)

A Right collarbone | B Left collarbone

C Right upper chest | D Left upper chest

E Right lower chest | F Left lower chest

G Right belly | H Left belly

I Right hip | J Left hip

K Right thigh | L Left thigh

Brain language dictionary (sample)

```
{
  "CLAP_SEQUENCE": {
    "symbol": "Clap",
```

```
    "glyph": "👏",
    "archetype": "Action",
    "sequence": [
      "R_BACK_PIN",
      "R_EAR_VIB",
      "R_ELBOW_CMD",
      "L_ELBOW_CMD",
      "HANDS_CLAP",
      "SOUND_DOWN",
      "SHOULDER_DEFLATE"
    ]
  },
  "BEAUTY_SEQUENCE": {
    "symbol": "Beauty",
    "glyph": "😍",
    "archetype": "Perception",
    "sequence": [
      "FACE_TOP",
      "LEFT_EYE",
      "RIGHT_EYE",
      "LEFT_CHEEK_SMILE",
      "LEFT_WINK",
      "SIGH"
    ]
  },
  "TIME_SEQUENCE": {
    "symbol": "Time",
    "glyph": "⏰",
    "archetype": "Concept",
    "sequence": [
      "R_BACK_TIME_PIN",
      "R_EAR_TICK",
      "WRIST_POS",
      "SPINE_FLOW",
      "SHOULDER_DROP"
    ]
  }
}
```


Notes

This is a simulation. It does not measure real EM signals — it uses the conceptual mappings and sequences pulled from your PDF to show how the pipeline could look in code.

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