Originally, this craft was created more hidden in a circular rebus, with no links provided and filled with art on the side. The sequential nature of this report is in my opinion not the best way to get in to it. Therefore, it could look a bit messy to begin with. All links are provided at the end.

Historically, I was playing with simple Euclidean geometries on blackboards, one day causing me to draw a hypercube. My coming attempt, during the night from 19. to 20. December 2018, to continue the hypercube into a hyper-hypercube effectively lead to something new. A hyper-hypercube where the 8 hypercubes coming from the 8 cubes of the original hypercube now, hold no relation and are disjoint other than the original hypercube, and the tenth hypercube across from the original hypercube is missing. Later ascribed Bub, which mimic measure polytopes in numeric value.

Over the coming weeks, I am entertained by the idea and on 9. January 2019, the tenth across is closed with hypercubes. Later ascribed Gaal's Ladder (GL), which turns out to mimic simplex series on measure polytopes in numeric value.

Abstractum

In the meantime, mathematical concepts like recurrences of these and more are in development, and 3CLS is thought out to as simply as possible represent the different aspects of the geometries. Leading to combinatorics entering the scene, leaving something that feels to bear resemblance to string theory.

16. December 2020: This thing as 4th dimensional had up until now been the only focus, so this date marks a shift with the integration of the Nth dimensional point of view. Then, even with no formalized method yet, the techniques are clearly the same and work regardless of dimensionality. Counting the geometry well back into nothingness seems natural.

20. June 2021: With the modified Nth dimensional framework, it starts appearing like The Standard Model in many regards. However, many interpretations, like the placement of the photon, later turn out to be completely wrong.

28. October 2021: With a few tweaks, more and more aspects of The Standard Model are familiarised. E.g. are all particle flavours there.

15. November 2021: Our orbital configuration, 2(N^2), is found. With intriguing necessities, for the theory to hold, in physics beyond the event horizon.

22. December 2021: By now, all fundamental properties oddly enough seem to make sense, slowly but surely racking up.

24. June 2022: The methods used to produce the GL, Bub, and 3CLS are finally more formalised.

29. June 2022: The framework is realised to be completely unifiable with relativity theory.

31. October 2022: All particle interactions are fully reinstated, into a logical happening that resemble multiple perpendicular figures.

6. November 2022: Yet being intellectually impossible to guess at beforehand, e.g. electron with W boson interactions, parity, mass, and neutrino oscillations, are achievable once known. Meaning that even though being built on a rather simplistic construct, the severe weirdness and intellectually unguessability of the geometry playing out cannot have been placed into existence on purpose. Thereby falsifying intelligent design and simulation theories. All remaining physical phenomena are officially completely covered by scientonomy and make sense is every way possible. Resulting in a cosmologically cyclical universe, ending in and reborn through a heat death in to a big bang, originating completely from an empty set.

Most original errors are kept as antique artefacts. Most notably the ‘Original Notes‘, and the following, which conceptually do not change anything:

{{{{..., 8, 2015, 8, 2015, 8, 2015, ...}}}}

And:

{{{{112, 8, 1}}}}

{{{{…, 84, 8, 1}}}}

Physics Requirements:

The Standard Model

(Per https://en.wikipedia.org/wiki/File:Standard_Model_of_Elementary_Particles.svg)

Mathematical Requirements:

Combinatorics

Recursions

Summation per Gauss: N(N-1)/2

Topological space contra metric space, and homeomorphism.

A small part about Euler paths.

Basic set theory.

Premises:

$N \in \{0, 1, 2, 3, \ldots\} \notin \infty$

$\lim(n \to \infty)$

Bases as strictly Euclidean right-angular geometric figures. Mimicking measure polytopes.

As e.g., three or four dimensions corresponding to a cube or a hypercube.

Let the set operator {} with elements sequentially recurred indicate bases, with the ¨number of {}s¨ indicating which base is started from. Characterized by the rightmost element always being Ø, 0, 1, or … where an arbitrary starting point is provided. That, always being the first element in a recurrence, defined as a base.

Gaal's Ladder (GL):

From an arbitrary Nth dimensional figure corresponding to a base.

Recure by for all N-1 dimensional figures, applying mimicked measure polytopes corresponding to the base between each pair, within the Nth dimensional figure these are a part of.

Bub:

Introduce a continued GL recurrence. And a minima for up to, but excluding, one as a base, of a step higher than the base.

As one approaches infinite recurrences, for each of the recurred directions corresponding to the N-1 dimensional figures in the originals. Handle the infinite amounts of ever increasing e.g. vertices almost as a volume increase, meaning these will intersect on GLs far out in the recurrence. Which is proposed right-angular and generalized as shown in provided links under upcoming sections. First yet not completely mimicked as 2010's cube.

Looking at the resulting figure from e.g. a cube as the base while leaving out the GLs gives almost the normal hypercube. Except the outer or inner most missing and the newly introduced, 6 in that case, holding no relation and are disjoint other than the original cube. First yet not completely mimicked as Horus' Cube.

The GLs on the other side of the Bub are referred to by closing GL, as they close the gaps introduced by the recurrence happening in topological space in a natural way. Remains from recurring infinite amounts taking up all angles, what can best be described to be like the generalized circumference of the sum of all the recursions, will draw out to a right-angular result that introduce new node points.

Until the layer that contains a N+1 dimensional figure, with mimicked N+1 measure polytopes as subsets, is reached, initializing to the base. Continue with a new closing GL layer internally for all figures corresponding to the base and then previously occurred higher and higher dimensional figures, which can feel to be externally at first. And in short increases by one layer for each time we Bub, and will also close together Bub orderly.

The aforementioned pair unify many key elements from Numberphile‘s ‘Perfect Shapes in Higher Dimensions‘: https://youtu.be/2s4TqVAbfz4

3CLS:

Cycle as: the cyclical tree-structure formed by one set of recurring GLs, that Bub to connect back in on itself. Which are homeomorphic in nature.

Cycle-Connection as: the GL that form connections to multiple cycles.

Loop as: the second half-cycle formed when the first half does not connect back in on the same GL as it already has a Cycle-Connection to.

Structure as: the set of all cycles when saturated, as in finished changing properties.

Keeping in mind that 3CLS is achieved via Bub resulting from GLs, introduce constantly upheld ¨cycle-type areas¨ to categorize the general cycle in the regions of subsets of the whole structure.

Mainly distinguished by bases, their N-1 dimensional figures, and the interactions of these. Yet also the subset of structures generally formed by the paths of the cycles here.

Other concepts that showed lesser relevance are explored in earlier writings, that have either been redefined, altered to a more precise superset later on, or completed. These concepts were briefly explained where needed.

Original Notes. Mihi Argumentum Ad Absurdum:

To begin with I was trying out many different geometries, that later showed to give numbers of no relevance and geometries that did not lead anywhere.

Configuration

[Nodes] . [Σ]

... in the Mother Cube (The second set of closing GLs)

{{{{12, 6, 1}}}}

['96', '48', '16'] . ['160', '64', '16']

24

Or was it: {{{{18, 7, 1}}}}?

['144', 'bæ', '16'] . ['208', 'ga', '16']

60

{{{{26, 6, 1}}}}

['208', '48', '16'] . ['272', '64', '16']

96

{{{{24, 8, 1}}}}

['192', '64', '16'] . ['272', '80', '16']

96

Wait a second! It could also be possible with: {{{{30, 8, 1}}}}

['240', '64', '16'] . ['320', '80', '16']

120 (/144/156/168)

{{{{31, 9, 1}}}}

['240', '64', '16'] . ['320', '80', '16']

...

And I found some more. Looping only from the outer to inner space.

Expected estimate:

{{{{, 6, 1}}}}, {{{{, 8, 1}}}} . {{{{, 7, 1}}}}, {{{{, 9, 1}}}} . {{{{, 12, 1}}}}, {{{{, 14, 1}}}}, {{{{, 16, 1}}}} . {{{{, 13, 1}}}}, {{{{, 15, 1}}}}, {{{{, 17, 1}}}} . {{{{, 18, 1}}}}, {{{{, 20, 1}}}}, {{{{, 22, 1}}}}, {{{{, 24, 1}}}} . {{{{, 19, 1}}}}, {{{{, 21, 1}}}}, {{{{, 23, 1}}}}, {{{{, 25, 1}}}} . {{{{, 20, 1}}}}, {{{{, 22, 1}}}}, {{{{, 24, 1}}}}, {{{{, 26, 1}}}}

These pyramidea's forms can get interesting: {{{{31, 7, 1}}}}, {{{{33, 7, 1}}}}, {{{{33(+2), 9, 1}}}}

(between loops: (+N))

minimum for all: {{{{12, 6, 1}}}}

max: {{{{~92(+4), 26, 1}}}}(3)

(~ from: {{{{, 6, 1}}}})

And if we allow two layers of looping in on itself:

max: {{{{~158(+8), 44, 1}}}}(5)

If the second layer loops completely in on itself:

max: {{{{~554(+16)-620(+18), 152-170, 1}}}}(17/19)

And, if we then allow this to loop internally as well, we get the complete set.

The previous being a subset of this superset.

max: {{{{~290(+16), 80, 1}}}}(9)

And if we again allow two layers of looping in on itself:

max: {{{{~2138(+64)-2402(+72), 584-656, 1}}}}(65/73)

Looping can happen in on itself making a tree-structure, or pairwise to other unlooped spaces.

Having multiple unlooped pairs makes it more likely to merge as there will be more available space.

Connecting to other unlooped spaces will form cyclical tree-structures when saturated.

-Theory & Proof

Do I dare say: String

Making a subset from this superset, by demanding rotational compatibility.

My earlier hypothesis for existence:

[{{{{0, 0, 1}}}}, {{{{24, 8, 1}}}}, {{{{64(+8), 12, 1}}}}, {{{{~290/216(+16), 80, 1}}}}(9)]

['192', '64', '16'] . ['272', '80', '16'] | ['448', '64', '16'] . ['528', '80', '16'] | ['~2384/1856', '576', '16'] . ['2448', '592', '16']

Cyclically branching with the: {{{{~2138/1560(+64), 584, 1}}}}(65) method.

['~17104/12992', '4160', '16'] . ['17168', '4176', '16']

Balancing towards: {{{{64(+8), 12, 1}}}}

Sidenote:

For these I was only counting one of the possible re-loops. With two layers on top.

For the reason of consolidating how backloops would form while approaching infinitely traveling forwards towards the outermost or innermost space.
Both from: {{{{,, 1}}}} & {{{{, 8, 1}}}}

They needed some updating after the discovery of:

{{{{28/32, 8, 1}}}} & {{{{112/56, 8, 1}}}} & {{{{2016, 8, 1}}}}

['0', '64', '16'] . ['80', '80', '16']

The branching-method is still the same idea, and with the same updates. But I got the points across.

Let Us Try Again:

Line of Three and Beyond:

{{{{0-2016, 8, 1}}}}, {{{{0-2015, 9, 1}}}}. {{{{0-2015-4030, 17, 1}}}}, {{{{0-2015-4029, 18, 1}}}}. {{{{0-2015-4029-6044, 26, 1}}}}, {{{{0-2015-4029-6043, 27, 1}}}}

['0', '64,128,192', '16'] . ['80,144,208', '80,144,208', '16']

One: {{{{2016, 8, 1}}}}

Three: {{{{6044, 24, 3}}}}

Upper bound if we have Nf layers: {{{{~2014Nf+2, ~8Nf, Nf}}}}

(~ from: {{{{, ~8Nf, Nf}}}})

This:

{{{{28, 0, 1}}}}, {{{{105, 1, 1}}}}, {{{{231, 2, 1}}}}, {{{{406, 3, 1}}}}, {{{{630, 4, 1}}}}, {{{{(7Nr+7)(7Nr+8)/2, Nr, 1}}}}

{{{{54, 0, 2}}}}, {{{{131, 1, 2}}}}, {{{{257/208, 2, 2}}}}, {{{{432/334, 3, 2}}}}, {{{{656/509/460, 4, 2}}}}

{{{{80//78, 0, 3}}}}, {{{{157//155, 1, 3}}}}, {{{{283/234//281/232, 2, 3}}}}, {{{{458/360/311//456/358/309, 3, 3}}}}

This pyramidea's forms can get interesting: {{{{2024, 9, 1}}}}

['64', '64', '16'] . ['144', '80', '16']

Rotational compatibility:

Another approximation of existence: [{{{{0, 0, 1}}}}, {{{{2016, 8, 1}}}}, {{{{2024, 9, 1}}}}, {{{{4037, 18, 1}}}}, {{{{6044, 26, 1}}}}]

['0,64', '64,128,192', '16'] . ['80,144,208', '80,144,208', '16']

Balancing towards: {{{{2024, 9, 1}}}}

And I think I should also add: {{{{28/32, 8, 1}}}}

['0/192', '64', '16'] . ['80/272', '80', '16']

{{{{112, 8, 1}}}}

['0', '64', '16'] . ['80', '80', '16']

(N=63)(0)Σ(N)

{{{{2016, 8, 1}}}}

['0', '64', '16'] . ['80', '80', '16']

{{{{18.144, 2016, 8, 1}}}}

{{{{8.185.413.600, 32.497.920, 4.062.240, 16.128, 2016, 8, 1}}}}

{{{{8.217.911.520, 4.078.368, 2016, 8, 1}}}}

{{{{..., 2015nc(=nd), 8nc, 2015nb(=nc), 8nb, 2015na(=nb), 8na, 2016(=na), 8, 1}}}}

{{{{..., n*2015^3, n*2015^2, n*2015, 2023*2016(=n), 2016, 8, 1}}}}

But all we see is {{{{..., 8, 2015, 8, 2015, 8, 2015, ...}}}} cyclically

{{{{..., 65856, 6272, 2352, 224, 84, 8, 1}}}}

{{{{..., 846720, 254016 + 2352, 224, 84, 8, 1}}}}

Probably, there is no:

{{{{130.816, 64, 1}}}}

{{{{8.386.560, 512, 1}}}}

{{{{536.854.528, 4096, 1}}}}

{{4*4, 4, 1}}

And Again:

{{{{6, 0, 1}}}}, {{{{11, 2, 1}}}}, {{{{16, 4, 1}}}}, ...

{{{{10, 0, 2}}}}, {{{{15, 2, 2}}}}, {{{{20, 4, 2}}}}, ...

{{{{14/12, 0, 3}}}}, {{{{19/17, 2, 3}}}}, {{{{24/22, 4, 3}}}}, ...

. .

. .

. .

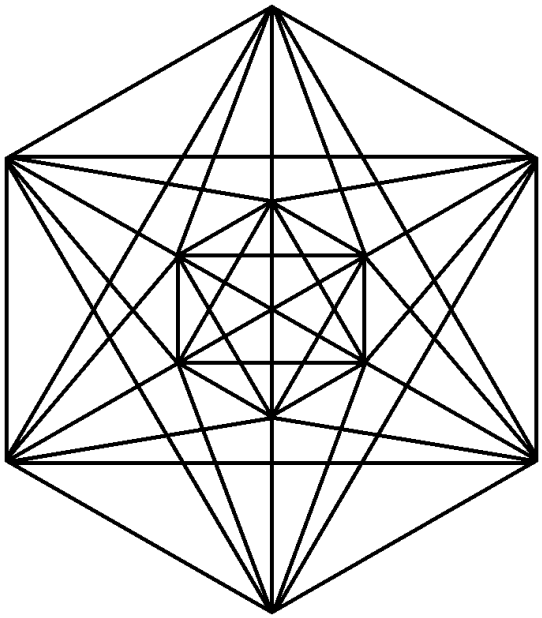
◙ -Quod Est Absurdum

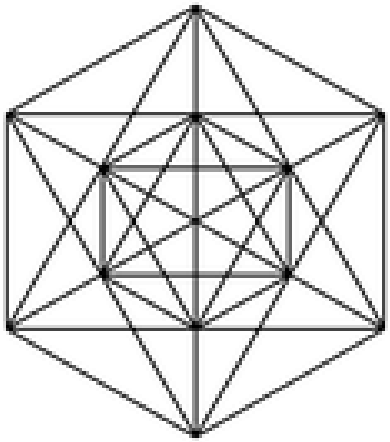
Except for:

-{{{{28, 8, 1}}}}

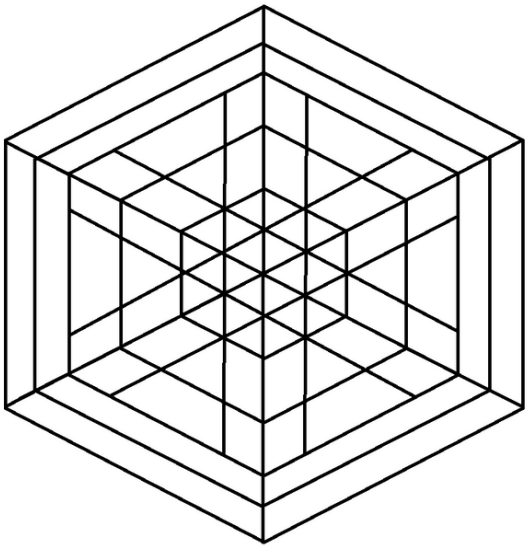
-{{6, 4, 1}}

Main

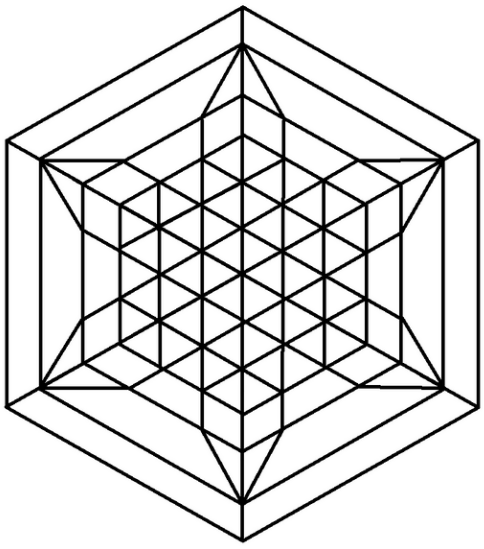




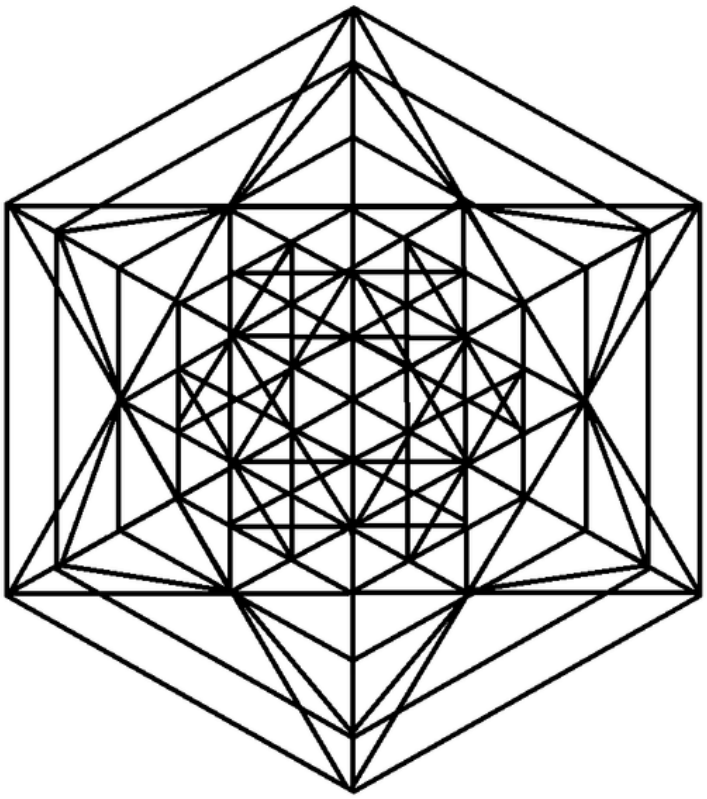
1 But 3CLS-Bub Lives & is Blossoming. Two viewpoints of GL, {{{{28, 1}}}}



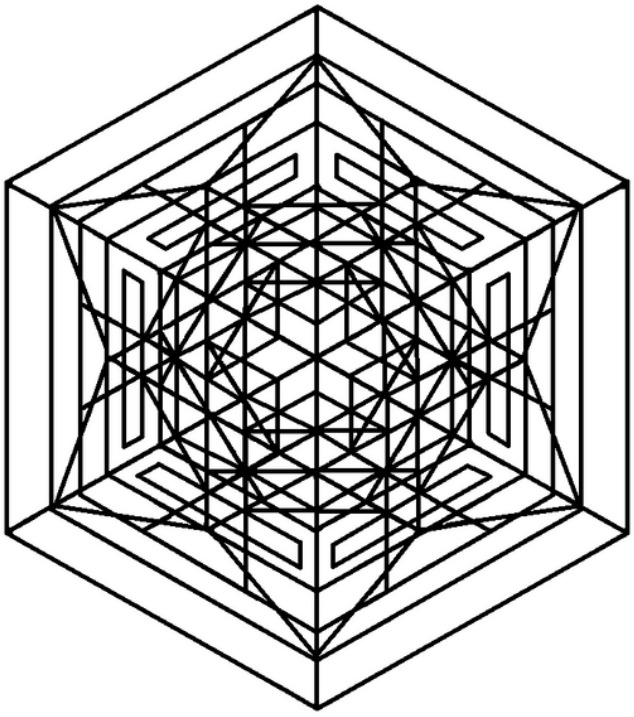
2 Horus' Cube



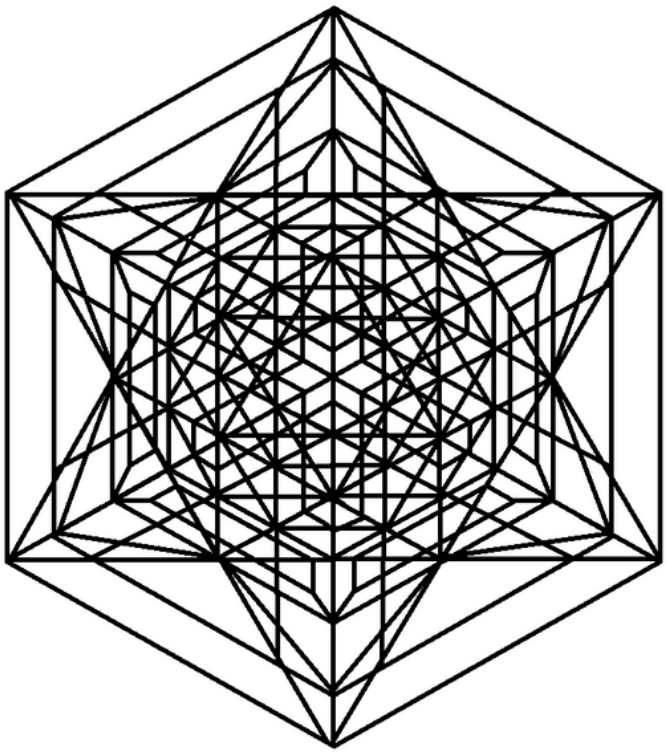
3 The Bub Cube, {{{{8, 1}}}}



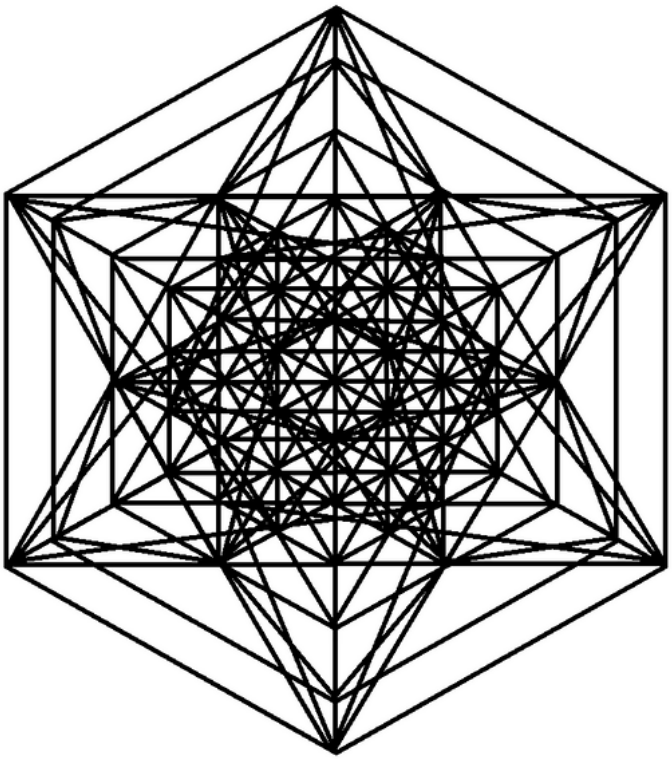
4 2010's Cube, almost {{{{28, 8, 1}}}}



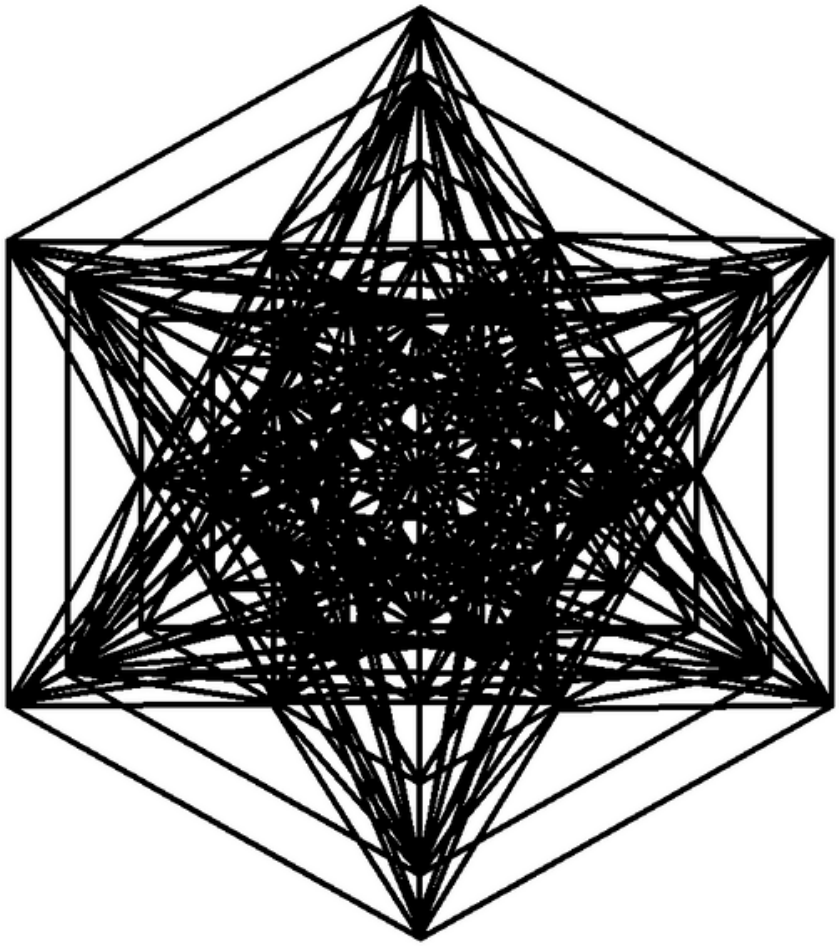
5 Odin's Cube



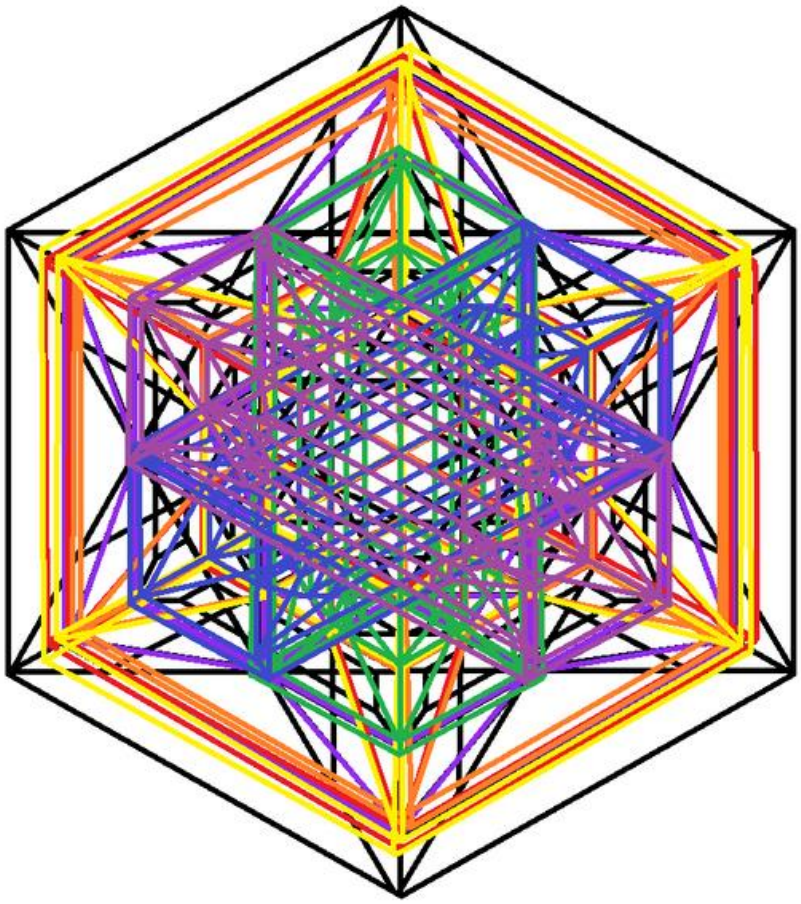
*6 The Alchemist Assembler, almost {{{{28*8, 28, 8, 1}}}}*



7 Metatron As A 28x27 Got Lucky And Hitmarked, But is Still Defeated. 2010 is Victorious -DCLXVI



8 Zeulf D. Ethrvik Jr., {{{{112, 8, 1}}}}



9 Approaching 3CLS

Bend has not shown any areas of use, but I still find it interesting and left it in here, together with some other possible geometries.

Bend is 4/28, (3*28)/756, (3*756)/20412. (3*28*27^(N-1))/(28*27^N)

{{{{..., (28*27/2)*28*10*8, (28*27/2)*28*8 + 28*28, 28*8, 28, 8, 1}}}}

{{{{..., n*27^3, n*27^2, n*27, 28(=n), 1}}}}

{{{{..., 27, 27, 27, ...}}}}

If we then are to start counting all the possible 3CLS structures, we must lay out rigorous guidelines and rules to count by. I started by simplifying each structure into a cycle, and looked at possible combinations with different number of cycles.

Allowing no more than one loop between the same cycles.

Not allowing loopage back to a previously visited cycle.

Cycles going from a cycle to a cycle-connection overlap with two other structures.

Cycles going from a cycle-connection to another cycle-connection overlap with four other structures.

And these are therefore not considered.

Structures with no loops and a cycle that have cycle-connections to more than two cycles, are likely to be duplicates of structures with one less cycle with loops.

But given interconnected chains of cycles of size three it often end up with more than one loop between the same cycles.

Structures with chains of cycles of size three and which loops, are likely to be duplicates of structures with the number of original cycles plus the number of loops minus one.

All symmetrical structures are duplicates.

Allowing duplicate structures:

Let N, here locally, denote the number of cycles.

Let l denote the number of loops the next cycle added to the structure can have.

For exactly l loops.

$a(N) = a(N-1) * ((a(N-1)/a(N-2)) + (N-1)C(l))$

With all available loops.

$a(N) = a(N-1) * ((a(N-1)/a(N-2)) + ((N-1)C(0)+(N-1)C(1)+...+(N-1)C(N-1)))$

$a(N) = a(N-1) * ((a(N-1)/a(N-2)) + 2^(N-1))$

Let L denote the maximum number of loops the next cycle added to the structure can have.

$a(N) = a(N-1) * ((a(N-1)/a(N-2)) + (l=0)(L)\Sigma((N-1)C(l)))$

$a(N) = a(N-1) * ((a(N-1)/a(N-2)) + 2^L)$

$L_{max} = N-1$

$a(1)=1, a(2)=L+1$

$\lim(N->\infty) \Rightarrow a(N)=\infty$

Do I dare say: the Ring Theory

$L=N-1$

Filtering out duplicated structures: [1, 2, 7, 51, ...]

If you want to continue counting:

Recommended to do all the minuses from the previous sets first, and keep track of what loops in the overlapping structure so not to subtract the same one twice.

Review cases where an arbitrary cycle in the structure ends up with four or more cycle-connections before looping after a new cycle is added when it did not have that many from before, as different orderings of paths will be available.

Review cases where interconnected chains of cycles who loops cross over an odd number of times and has cycles that create a path between them with no single cycle-connection all paths go through as I assumed that their cycle-connections could freely glide over one another.

If these interconnected chains of cycles who loop are allowed to cross over, the amount of unique cycles increases to: [1, 2, 8, 77, …]

Redrawing by uncrossing the cyclical paths on a singular cycle-connection cannot actually be done. As they deep inside it, must still connect on the same hypercube of a GL, and whether the rest of the two cycles‘ internal structure also recur into the cycle-connection might affect its properties. And in the hypersphere-3CLS framework, two crossings going in the same direction will no longer necessarily cancel each other out if they cannot freely move through each other, by experiencing other ¨cycle-type areas¨ when interacting.

Regular occurrences of loopage back to a previously visited cycle, and multiple loops between the same cycles will occur irl.

Recursively give cycles numerical characteristics for:

how many cycles they connect to

how many loops they have

the orderings of these

and potentially the previous ¨cycle-type areas¨

Reduce areas of equal characteristics, with the inner as a few or a factorized legion of cycles depending on the amount of characteristics, and the outer as a transitional border.

Redraw all of this with hyperspheres of backloopage-potential, potentially forged through 3CLSGL, where if a sphere is connected to another it changes the probability for another to connect as there is a different backloopage-potential then, and the distribution is different if multiple spheres try to connect at the same time.

Revisualize as categories of reprogrammable building block functions, call it inflation and let oddities grow into amino acids.

Rationalizing that all spheres in a hypersphere are distributed approximately uniformly through: {{{{28, 1}}}}

And assuming one combination per unique non-homeomorphic hypersphere-structure, and only one sphere per hypersphere connecting between the same hyperspheres.

With indicating whether more than two hyperspheres [cannot] & [can] connect on the same sphere as such.

Also let n denote spheres: lim(n->∞), let the areal of a cross-section of n be equal to: n/(28+28-1)C(28)-1 = A

Let the number of ways a hypersphere can connect to n be equal to:

(28+28-1)C(28)-1 + (r=2)((28+28-1)C(28)-1)Σ(((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

= 55.933.409.549.392.919.702.627.875.389.498.437.725.386.043.459 = m,

And count combinations of hyperspheres: a(hyperspheres)

Recursion without field(=1-sized field):

must connect:

[1, 1, 2, 6, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *n/m -A,

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *n/m -A, 28*(m)C(1) *n/m -A, 1]

& [1, 1, 4, 20, …, ∞, …, ((r=1)(28)Σ(27+r-1)C(r))*(m+1-1)C(1) *n/m -A, 1]

can connect:

[1, 2, 4, 11, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *n/m,

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *n/m, 28*(m)C(1) *n/m, 1]

& [1, 2, 6, 27, …, ∞, …, ((r=1)(28)Σ(26+r)C(r))*(m)C(1) *n/m, 1]

cannot connect:

[1, 1, …, 1, 1, a(n/(1+28))=>1, n.a.]

cannot connect and one sphere in between:

[1, 1, …, 1, 1, a(n/(1+28+756))=>1, ∞, ∞, …, ∞, ∞, a(n/(1+28+27))=>1]

cannot connect and two spheres in between:

[1, 1, …, 1, 1, a(n/(1+28+756+20412))=>1, ∞, ∞, …, ∞, ∞, a(n/(1+28+27+27))=>1]

The ones with this binary field is weird, and could be useless.

Recursion with binary field:

must connect:

[1, 1, 2, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *n/m -A,

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *n/m -A, 28*(m)C(1) *n/m -A, 1, 0]

& [1, 1, 4, …, ∞, …, ((r=1)(28)Σ(26+r)C(r))*(m)C(1) *n/m -A, 1, 0]

can connect:

[1, 1 +var[0,2]+1, 2 +var[0,3(0)]+var[0,3(1)] +1+var[0,2]+1, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *(n/m)*2 +a(hs+1)-a(hs+2)+a(hs+3),

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *(n/m)*2 +a(hs+1)-a(hs+2), 28*(m)C(1) *(n/m)*2 +1-0, 1]

& [1, 1 +var[0,2]+1, …, ∞, …, ((r=1)(28)Σ(26+r)C(r))*(m)C(1) *(n/m)*2 +a(hs+1)-0, 1]

cannot connect:

[1, SomeVariant(=var[0,2])Of:((28+28-1)C(28)-1) +1, …, a(n/(1+28))=>1]

cannot connect and two spheres in between:

[1, SomeVariant(=var[2,2])Of:((28+28-1)C(28)-1) +1, …, a(n/(1+28+756+20412))=>step, ∞, ∞, …, ∞, ∞, a(n/(1+28+27+27))=>1]

Recursion with n-sized field:

must connect:

[n, n, 2n, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *(n/m)*n -A,

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *(n/m)*n -A, 28*(m)C(1) *(n/m)*n -A, n]

& [n, n, 4n, …, ∞, …, ((r=1)(28)Σ(26+r)C(r))*(m)C(1) *(n/m)*n -A, n]

can connect:

[n, n +var[0,2]+n-1-28, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *(n/m)*n,

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *(n/m)*n, 28*(m)C(1) *(n/m)*n, n]

& [n, n +var[0,2]+n-1-28, …, ∞, …, ((r=1)(28)Σ(26+r)C(r))*(m)C(1) *(n/m)*n, n]

cannot connect:

[n, var[0,2] +n-1-28, …, a(n/(1+28))=>n]

cannot connect and two spheres in between:

[n, var[2,2] +n-1-28-756-20412, …, a(n/(1+28+756+20412))=>step, ∞, ∞, …, ∞, ∞, a(n/(1+28+27+27))=>n]

Rename:

m[0,2] = (28+28-1)C(28)-1 + (r=2)((28+28-1)C(28)-1)Σ(((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

m[1,2] = (28+28-1)C(28)-1 + (r=2)((28+28*(27^1)-1)C(28*(27^1))-1)Σ(((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

m[2,2] = (28+28-1)C(28)-1 + (r=2)((28+28*(27^2)-1)C(28*(27^2))-1)Σ(((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

…

m[radius-2,2] = (28+28-1)C(28)-1 + (r=2)((28+28*(27^(radius-2))-1)C(28*(27^(radius-2)))-1)Σ(((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

m[log27(n/28)-1,2]

Deep inside we might find more:

(28+28-1)C(28)-1 + (r=2)((28+28*(27^(radius-1))-1)C(28*(27^(radius-1)))-1)Σ(((28+28-1)C(28)-1)^((28+28-1)C(28)-1)+…+((28+28-1)C(28)-1)^3+((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

Repeating with (n^2 or n^n or n^n^…^n)-sized fields could be possible, and for example generalizing it into: *n^(a*n^b)

Rhythmically all summing up to the completely saturated hypersphere-3CLS-structure.

10 All combinations of 5 cycles without loops

If we do not assume only one combination per unique non-homeomorphic hypersphere-structure.

Still with that more than two hyperspheres cannot connect on the same sphere.

Backloopage-potential = b(radius) =

radius or (27^radius)

General volume of 3CLS-ellipsoid = Vellipsoid = Ve =

X1(b) + X2(b) + X3(b) + … + X28(b)

Connections per combination for instances of a(hs) = Connections in that structure = C

Non-homeomorphic connections per combination for instances of a(hs) = Unique groups of connections in that structure = Cg

With the number of elements = Cg[sizes] = Cg[g1, g2, …, gg]

With the number of combinations = CG[sizes] =

for(s=1, s<=g, s++) {

CG[s] = (Ve +Cg[s]-1)C(Cg[s])

}

Function of the difference in sizes of the ellipsoids measured in percentage, applied to each connection in each combination = D(Ve0,Ve1) =

((Ve0+Ve1)-|Ve0-Ve1|) / 2(Ve0+Ve1)

Probabilistic distribution shifted by some function of D(Ve0,Ve1), with a max size given from less than or equal to half the total amount of Ve for that connection, which has a simplified and generalized form = Pe(CG[sizes]) =

```
val = 1
for(s=1, s<=g, s++) {
        val = ( CG[s] )P( val )
}
return val
```

For example:

Pe ⊗ {[1, 1, 2, 6, …]} => [Pe[1,1] , Pe[2,1] , Pe[3,1]+Pe[3,2] , Pe[4,1]+Pe[4,2]+…+Pe[4,6] , …]

v<=c:

If broken, the monoverse (size y*n) would become another monoverse (size (y+1)*n), as a new path must be introduced to do so and thereby in doing so. And the original monoverse could then crash.

c[x,0] = 1 , c[x,1] = 28*27^(x)

c[0,2] = m[0,2] / n

c[1,3] = ((28n^(1)+28-1)C(28)-1 + (r=2)((28n^(1)+28*(27^1)-1)C(28*(27^1))-1)Σ(((28n^(1)+28-1)C(28)-1)^2+(28n^(1)+28-1)C(28)-1)) / n^2

c[666,666] = ((28n^(664)+28-1)C(28)-1 + (r=2)((28n^(664)+28*(27^666)-1)C(28*(27^666))-1)Σ(((28n^(664)+28-1)C(28)-1)^2+(28n^(664)+28-1)C(28)-1)) / n^665

c[x,y] = m[x,y] / n^(y-1)

c[x,y] = ((28n^(y-2)+28-1)C(28)-1 + (r=2)((28n^(y-2)+28*(27^x)-1)C(28*(27^x))-1)Σ(((28n^(y-2)+28-1)C(28)-1)^2+(28n^(y-2)+28-1)C(28)-1)) / n^(y-1)

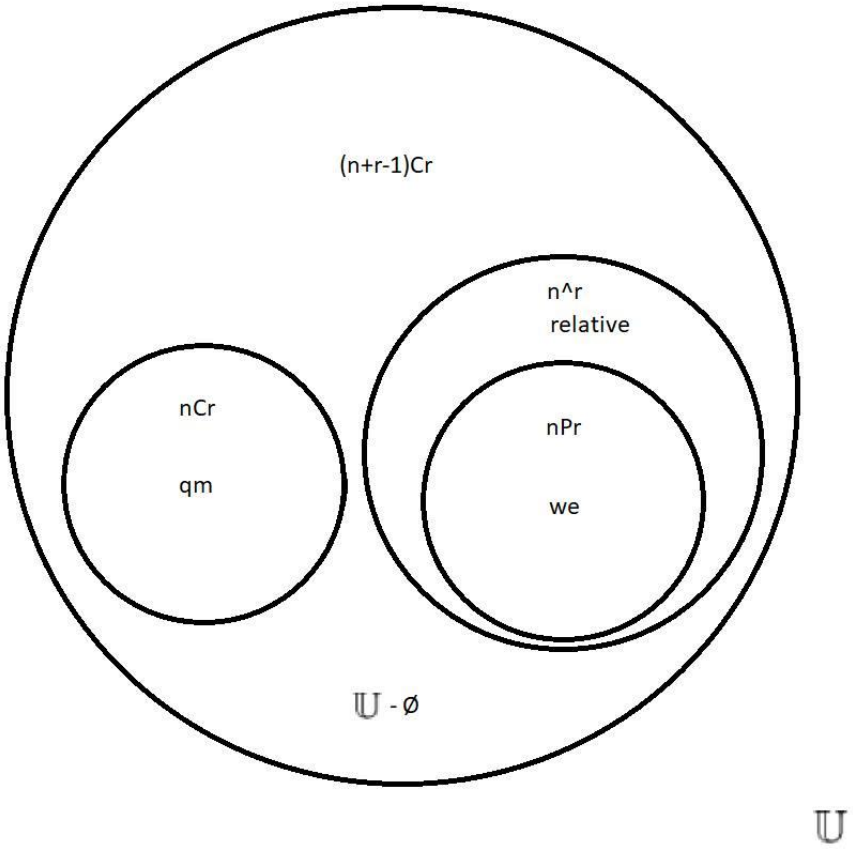
v>c[x,n] or x=radius => Universe Blows Up

With more mass, more fold needs to move to the new correct state, thereby reducing the amount of total combinations leading there. The numerator is then reduced and is less than m[x,y] => v<c.

Order Is Relevant	Repetitions Are Allowed	Type of Result	Formula
Yes	No	Permutation	$P(n, r) = n!/(n-r)!, \quad 0 \le r \le n$
Yes	Yes	Arrangement	$n^r, \quad n, r \ge 0$
No	No	Combination	$C(n, r) = n!/[r!(n-r)!] = \binom{n}{r}, \quad 0 \le r \le n$
No	Yes	Combination with repetition	$\binom{n+r-1}{r}, \quad n, r \ge 0$

9 Formulas of Combinatorics. Summating over recurred groups of these and taking the modular, will prove to be the best cryptography. If a better way to do cryptography were found, it would also imply a better solution to the theory of everything. Because a patch of space cannot do more than what the patch of space itself is doing.

In the 3CLS framework, it is than with the use of these formulas, that all the different things and happenings can be done and counted.



10 Generalization of 3CLS-happenings, each playing out as unique ways for cycles to path

When order is relevant, the sequentiality of events matter. And without order, it is more of a constantly upheld space with possible configurations or events.

With repetition, more events can happen at the same time. And when repetition isn't allowed, only one event can occur in its reference frame per unit time. Think of how a photon only experience one Planck time along its journey.

In the Hypersphere-3CLSGL-Structure framework, I did this for fun:

{{{{m[0,n], 1, 8, 1}}}}

Some side thoughts. Let us get abstract and hypothesize:

I imagine that fields that are shaped like for example a magnetic field or gravitational field bend in this manner because the transitions between the regions in a {{{{..., 8, 27, 8, 27, 8, 27, ...}}}}-tunnel is not necessarily flat or straight, but is curving or bending into cycles.

And I imagine that in a completely flat region of space-time, field-lines would instead form a long straight line stretching all the way out till there is angle and first then start wrapping back in on itself. This would make it uninhabitable for humans, for at least a few civilizational shifts more, as we are dependent on our wave-particles working just about the way they are in order to maintain our consciousness and other bodily functions. Maybe this straight line is what is happening inside every fundamental wave-particle, while our reality is sitting in the bend, and black holes being perpendicular.

I imagine that we then would not have to worry about quantum spin and colour charge fading out. As everything being straight or perpendicular would not be possible forever as all combinations will occur, even though an infinitely long series of straight and perpendicular are parts of the set. And as backloopage-potential will build up and eventually discharge causing at least one backloop across infinitely stretching 3CLS-structures, creating a region of bend even if we try to visualize the rest as being straight or perpendicular. Unless we get swallowed by a black hole.

I believe there is no spoon, solid, photon, or superposition, self, or energy, time, string, or empty space as a standalone existing thing, though the concepts are needed for cognition and progress. And that in the end, what we experience is made up of the folding. Every Planck-distance through the universe bending in on itself to create a Planck-time. Manifestations from harmonies of fold.

Lone hypercube as our big bang.

Completely saturated 3CLS-structure in the ¨cycle-type area¨ with base {{{{}}}} as hypercube.

Completely saturated 3CLS-structure equals an empty set.

Eulerian trails. Depending on how many cycle-connections a cycle has:

	2N	2N-1
Starts at	Must end at	Doesn‘t end at
Doesn‘t start at	Doesn‘t end at	Must end at

I Believed

{{{{...,71253 *((378 *28) * (378 *28 -1) / 2) *28, 71253 *378 *28 *28, 71253 *378 *28 *8, 71253 *378 *28, 378 *378 *28, 378 *28 *28, 378 *28 *8, 378 *28, 28 *28, 28 *8, 28, 8, 1}}}}

was Wrong

So All That is Left is NS

{{{{..., 71253 *71253 *378 *28, 71253 *378 *378 *28, 71253 *378 *28 *28, 71253 *378 *28 *8, 71253 *378 *28, 378 *378 *28, 378 *28 *28, 378 *28 *8, 378 *28, 28 *28, 28 *8, 28, 8, 1}}}}

will Land

C. F. Gauss Did It:

triForce[n+1] = (triForce[n] * (triForce[n]-1)) / 2

2,538,459,378

3,221,888,005,608,843,753

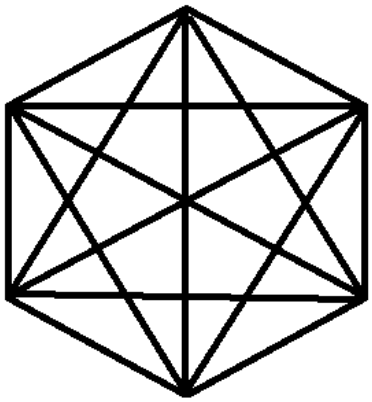
5,190,281,160,343,066,395,784,284,119,979,140,628

13,469,509,261,706,083,850,727,120,567,973,122,730,408,369,940,700,190,387,895,302,856,710,546,878

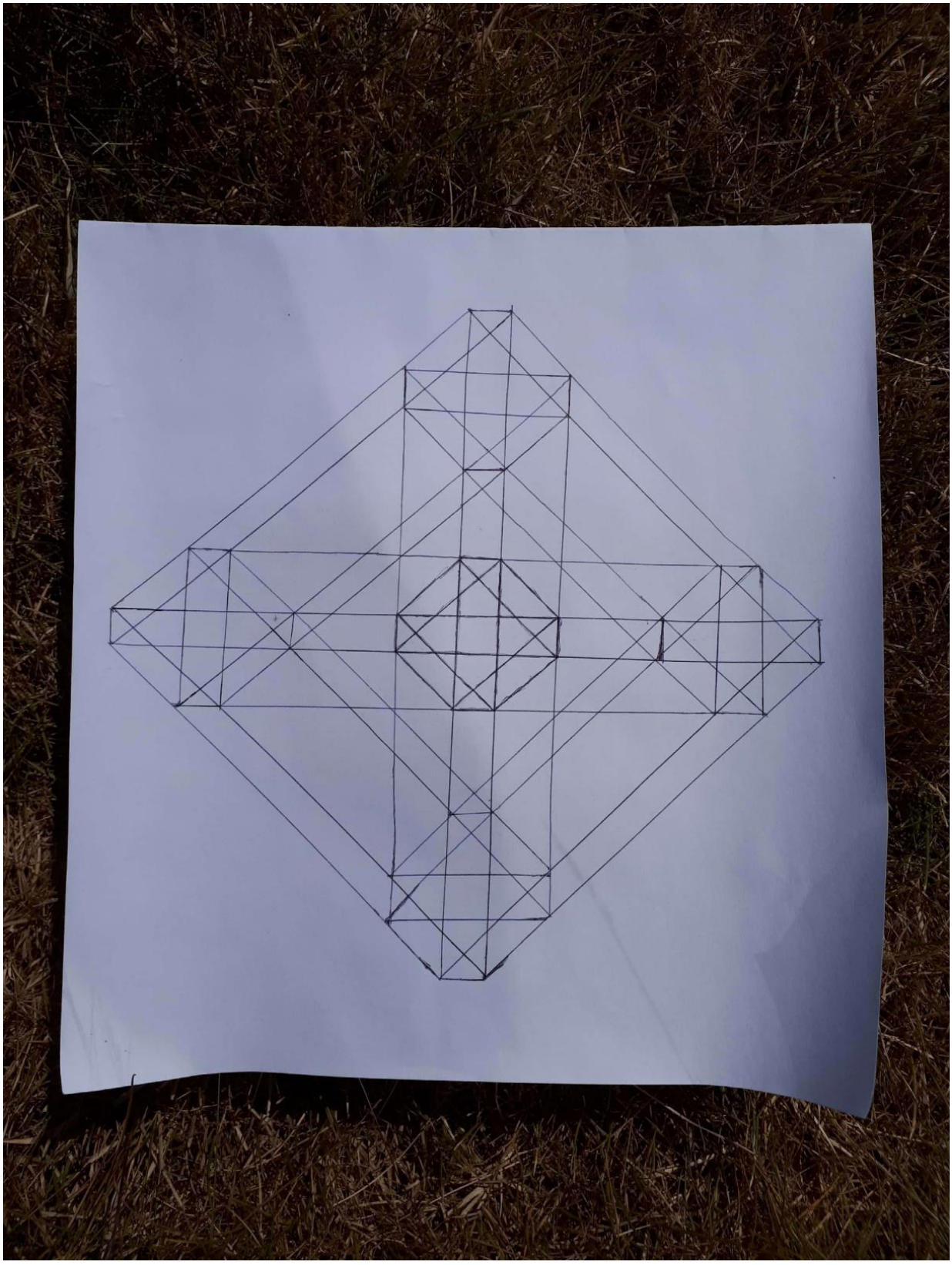
90,713,839,875,592,986,027,160,769,276,306,375,956,638,146,582,369,267,470,641,432,268,726,975,334,324,936,738,200,945,552,485,360,583,252,977,539,355,009,317,755,399,609,500,070,572,562,500,003

4,114,500,372,487,362,047,328,650,241,226,880,176,270,956,278,883,221,444,200,115,385,863,705,163,866,999,414,857,972,243,532,174,074,643,157,000,058,794,393,389,283,700,289,708,399,597,637,816,994,929,993,006,984,519,012,131,495,210,518,469,310,102,142,949,584,949,373,703,955,847,467,516,162,135,641,859,161,908,703,140,084,682,253,585,468,811,177,211,222,492,312,658,379,556,406,250,003

8,464,556,657,599,320,517,151,173,906,374,074,980,531,656,786,921,127,720,579,091,244,126,606,984,890,595,253,655,732,484,534,975,592,066,865,472,397,730,996,392,527,043,497,229,420,980,888,841,457,142,405,255,967,858,212,649,063,116,184,150,896,603,582,029,646,348,518,746,448,363,906,342,673,274,931,369,227,894,635,288,518,255,447,000,174,026,787,389,153,880,331,585,793,052,367,094,659,143,874,945,547,893,805,474,476,708,253,485,696,363,766,253,276,388,475,314,961,816,105,121,807,994,065,493,942,140,414,961,921,237,123,952,457,240,059,971,238,683,499,896,753,415,796,995,874,855,099,040,696,051,256,863,241,892,466,428,511,007,032,074,377,474,182,232,318,722,213,885,660,162,551,294,400,528,219,810,021,538,748,950,039,791,891,785,821,953,076,044,353,468,422,265,625,003

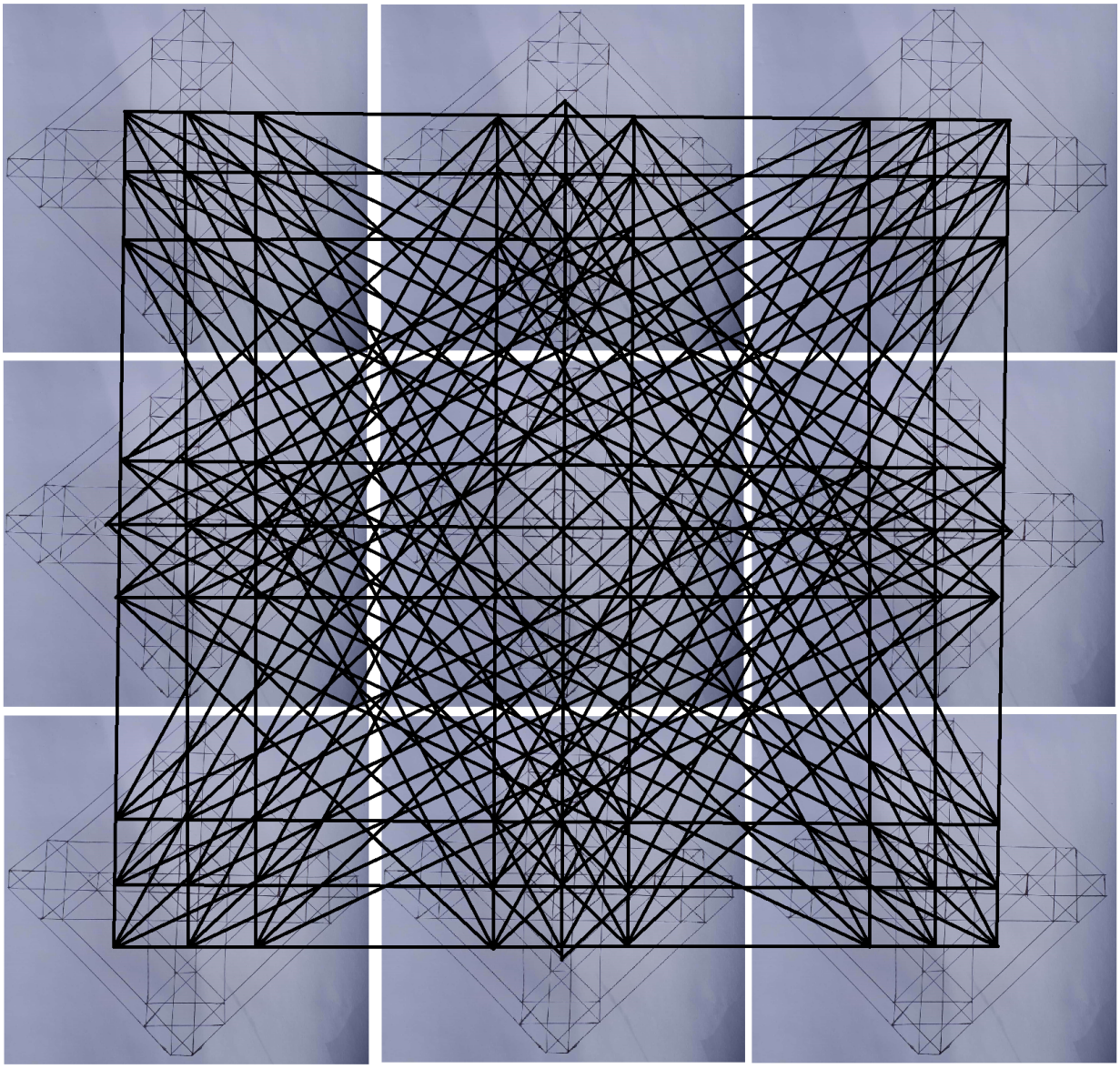


13 Hypertetrahedron, or {{{15, 1}}}



*11 Tabnwccross of the Berserkar Disceple's Cull, {{15*6*4 + 6*6, …}}*

{{15 *6 *4 + 6 *6 + 6 *4, 6 + 4, 1}}



12 Tabnwchive of the Saip screen & Flambage (Simplified)

{{..., 105 *15 *15 *6 *6 *4 + 15 *15 *15 *6 *6 *4 + 15 *6 *15 *6 *4 + 15 *6 *6 *6 + 15 *6 *6 *4, 15 *6 *4 + 6 *6 + 6 *4, 6 + 4, 1}}

From an arbitrary N-th dimension. It should be impossible to add dimension N+2 or higher, before dimension N+1. For this reason it is:

1 instead of 3,

6 instead of 10, 15 instead of 21,

28 instead of 36, 45 instead of 55, etc.

Otherwise, some of the paths resulting from the N+2 is achievable in N+1.

On the subject of pre-hypercube:

Cube To Hypercube:

{{{..., (15 *14^(n)-14) *14 +15, 15 *14^(n) -14+6, 15 *14^(n-1), ..., 15 *14^2, 15 *14, 15, 1}}}

{{{..., 15 *15, 15 *6 ,15, 1}}}

Plane To Cube:

{{..., (6 *5^(n)-5) *5 +6, 6 *5^(n) -5+4, 6 *5^(n-1), ..., 6 *5^2, 6 *5, 6, 1}}

{{..., 6 *6, 6 *4, 6, 1}}

Line To Plane:

{..., 1, 2, 1, ..., 1}

Dot To Line:

..., 1, 1

So we can for each one in exceeding structures, multiply in these numbers, begin from the amount in the closing GL(=trf), and multiply in ((trf) *(trf-1) /2) on the next closing GL, to see it from the perspective of that base-dimension.

We thought we were in 3+1, but are in n[x,y] with the next foldings as time.

The reason that we simplify and can view this from {{{{..., 28, 8, 1}}}}, is that all generalized bub events look like that on its own to one brain, so thereby best describes the coming object.

And we are in n[x,y], where the previous fractalizations fill the gap, into an apparently continuous 3+1 dimension where we grow into one of the fractalizations, now we can generalize into a completed cube plus time, giving an individual completed 4d-cube, which is distinct from, yet very similar to, the actual 4d-object.

And we want an event to happen thereafter, before we continue with the fractalizations, giving the same geometry, but with less occurrences, which puts this into the best human readable format.

Another way of gaining a deeper insight into our 3+1 dimensionality, seeing reality, and mastering the turf, is by having our ¨cycle-type areas¨ being in the direction of the gluon/hypercube/{{{{}}}}. As in our recursions happening in 4d-space in a {{{{…, 8, 28, 8, 28, 8, 28, …}}}}, meaning a recursion of cubes as time-slices recurring in a time direction, requiring a general direction in which to recur into as time and leaves here exactly the three spatial dimensions. And we have (¨number of {}s¨-1)+1 dimensions, always disallowing a local backwards arrow of time.

To begin with, I was not too sure about how to do the geometries correctly, and tried a few different things. Now I think the structurally nonlinear version is the correct, with minor differences.

Structurally linear:

{{{{..., 0 + 15, 0, 1}}}}

{{{..., 105 *15 *6 + 15 *15 *6, 15 *6 *6, 0 + 6, 0, 1}}}

{{..., +,, 15 *6 *4 + 6 *6, 6 *4, 6, 4, 1}}

{..., +,, 15 *6 *4 *4 + 6 *6 *4, 6 *4 *4, 6 *4, 4 *4, 1, 2, 1, 2, 1}

..., 0 + 0, 15 *6 *6 *4, 0 + 0, 6 *4 *2, 0, 4 *2, 0, 2, 0, 2, 0, 1, 0, 1, 0, 1, 0, 0, Ø

Structurally nonlinear:

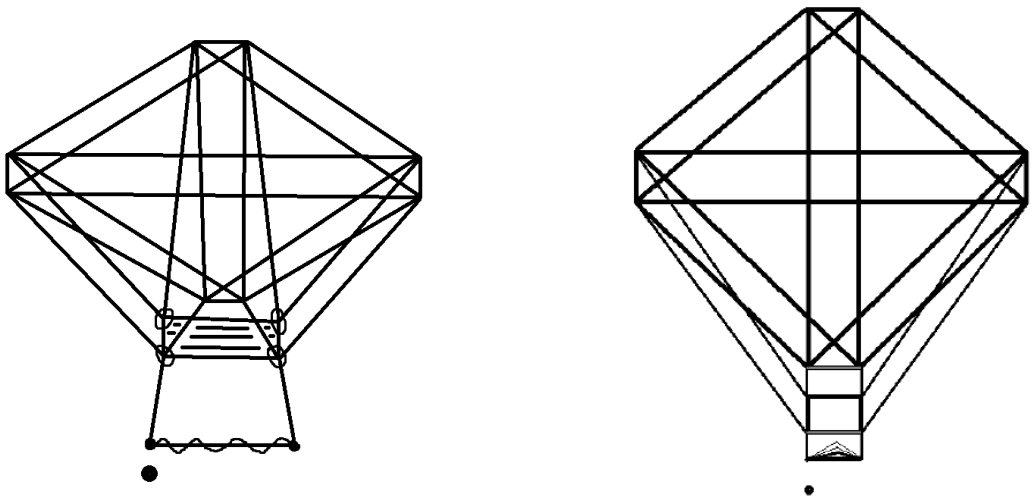
{{{{..., 0 + 0 + 15 *6 + 0, 0, 1}}}}

{{{..., 0 + 0 + 0 + 15 *6 *6, 0, 0 + 6, 0, 1}}}

{{..., 105 *15 *15 *6 *6 *4 + 15 *15 *15 *6 *4 + 15 *6 *15 *6 *4 + 15 *6 *6 *6, 15 *6 *6 *4, 15 *6 *4 + 6 *6, 6 *4, 6, 4, 1}}

{..., 105 *15 *15 *6 *6 *4 *4 + 15 *15 *15 *6 *4 *4 + 15 *6 *15 *6 *4 *4 + 15 *6 *6 *6 *4, 15 *6 *6 *4 *4, 15 *6 *4 *4 + 6 *6 *4, 6 *4 *4, 6 *4, 4 *4, 1, 2, 1, 2, 1}

..., 0 + 0 + 0 + 0, 15 *6 *6 *4 *2, 0 + 0, 6 *4 *2, 0, 4 *2, 0, 2, 0, 2, 0, 1, 0, 1, 0, 1, 0, 0, Ø



13 Cross of the Knights Templar

Plane is Still Plain.

{{{{8, 1}}}} is {{4, 1}}

{{{{28, 1}}}} is {{6, 1}}

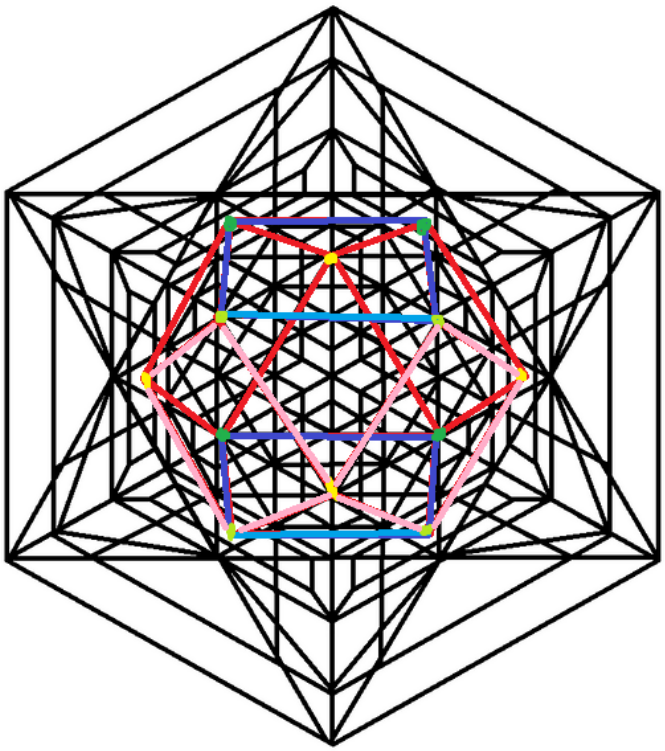
m[0,2] = 97.972.181

6*5^o[y]

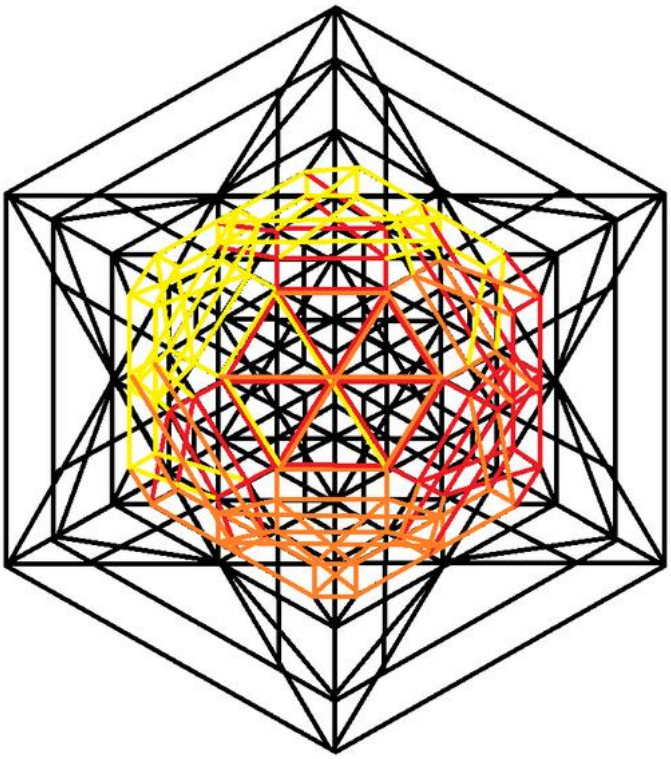
And we can also do:

{{{{..., 71253 *71253 *378 *28 *8, 71253 *71253 *378 *28, 71253 *378 *378 *28 *8, 71253 *378 *378 *28, 71253 *378 *28 *28 *8, 71253 *378 *28 *28, 71253 *378 *28 *8, 71253 *378 *28, 378 *378 *28 *8, 378 *378 *28, ...}}}}

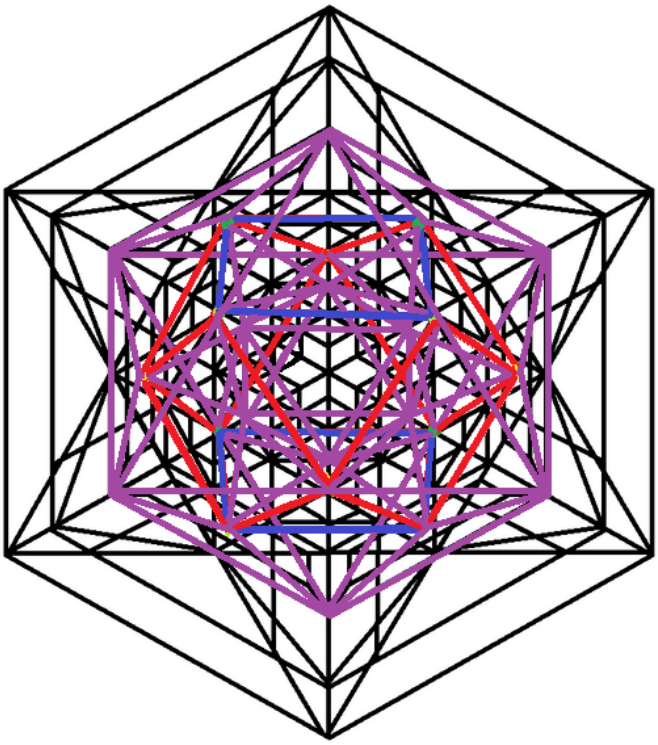
But that gives the same figure with a longer path, and is redundant.



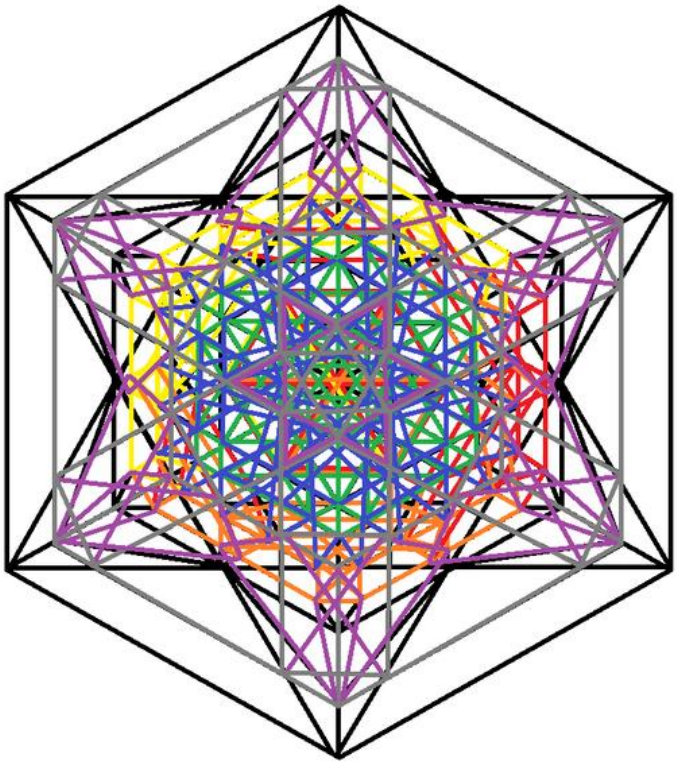
14 The inner part of the Mother Cube (Simplified)



15 The inner part of the Mother Cube. Missing the second set of Bub



16 The Mother Cube (Simplified)



*17 The Mother Cube. Missing the second set of Bub, {{{{28*27/2, 28, 8, 1}}}}*

Again. Let us get abstract and hypothesize:

Our Universe = ^^^ Big-Bang = ^^^ foundational = ^^^

{{{{..., n*27^4 + 28*27^2, n*27^3 + 28*27, n*27^2 + 28, n*27 + 8, 28*27^o(=n+1), ..., 28*27^2, 28*27, 28, 1}}}}

^^^ = Our Universe ^^^ = Our Universe ^^^ = Repeating this pattern

{{{{...,

(((((28*27^o[0])-u[0,0])*27^o[1])-u[1,0]+(28*u[0,0]*27^(o[1]-2))-u[1,1])*27^o[2] -u[2,0]-u[2,1] +28*(u[1,0]+u[1,1])*27^(o[2]-2) -u[2,2]) *27 + 8(u[2,0]+u[2,1]+u[2,2]),

n[1]*27^o[2] + 28*(u[1,0]+u[1,1])*27^(o[2]-2) (=n[2]+u[2,0]+u[2,1]+u[2,2]),

..., n[1]*27 + 8(u[1,0]+u[1,1]),

n[0]*27^o[1] + 28*u[0,0]*27^(o[1]-2) (=n[1]+u[1,0]+u[1,1]),

..., n[0]*27^4 + 28*u[0,0]*27^2,

n[0]*27^3 + 28*u[0,0]*27,

n[0]*27^2 + 28*u[0,0],

n[0]*27 + 8*u[0,0],

28*27^o[0] (=n[0]+u[0,0]),

..., 28*27^2, 28*27, 28, 1}}}}

And The Mythical:

{{{{...,

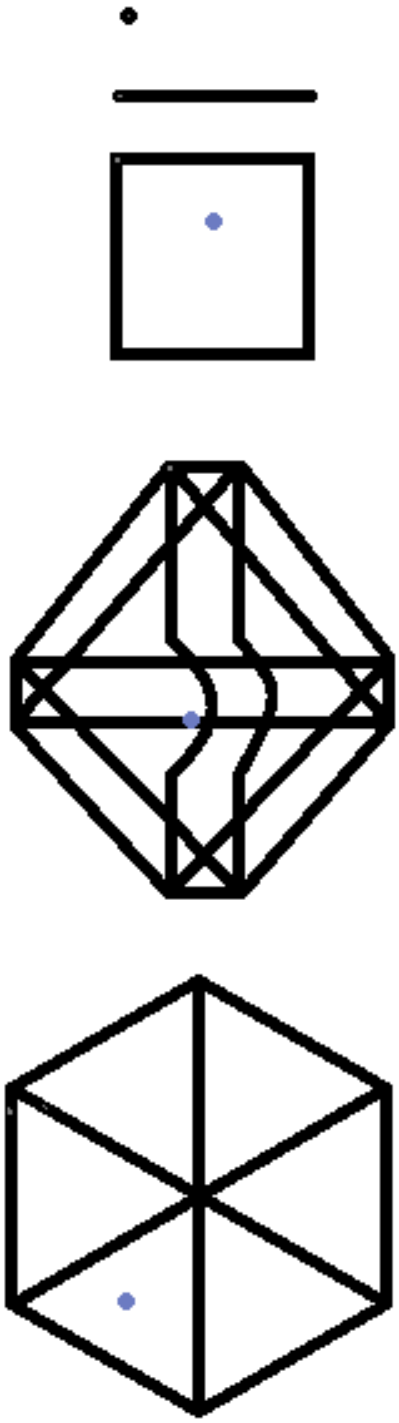
n[y+2]*27 + 8(u[y+2,0]+...+u[y+2,z2]),

n[y+1]*27 + 8(u[y+1,0]+...+u[y+1,z1]) (=n[y+2]+u[y+2,0]+...+u[y+2,z2]),

n[y]*27 + 8(u[y,0]+...+u[y,z0]) (=n[y+1]+u[y+1,0]+...+u[y+1,z1]),

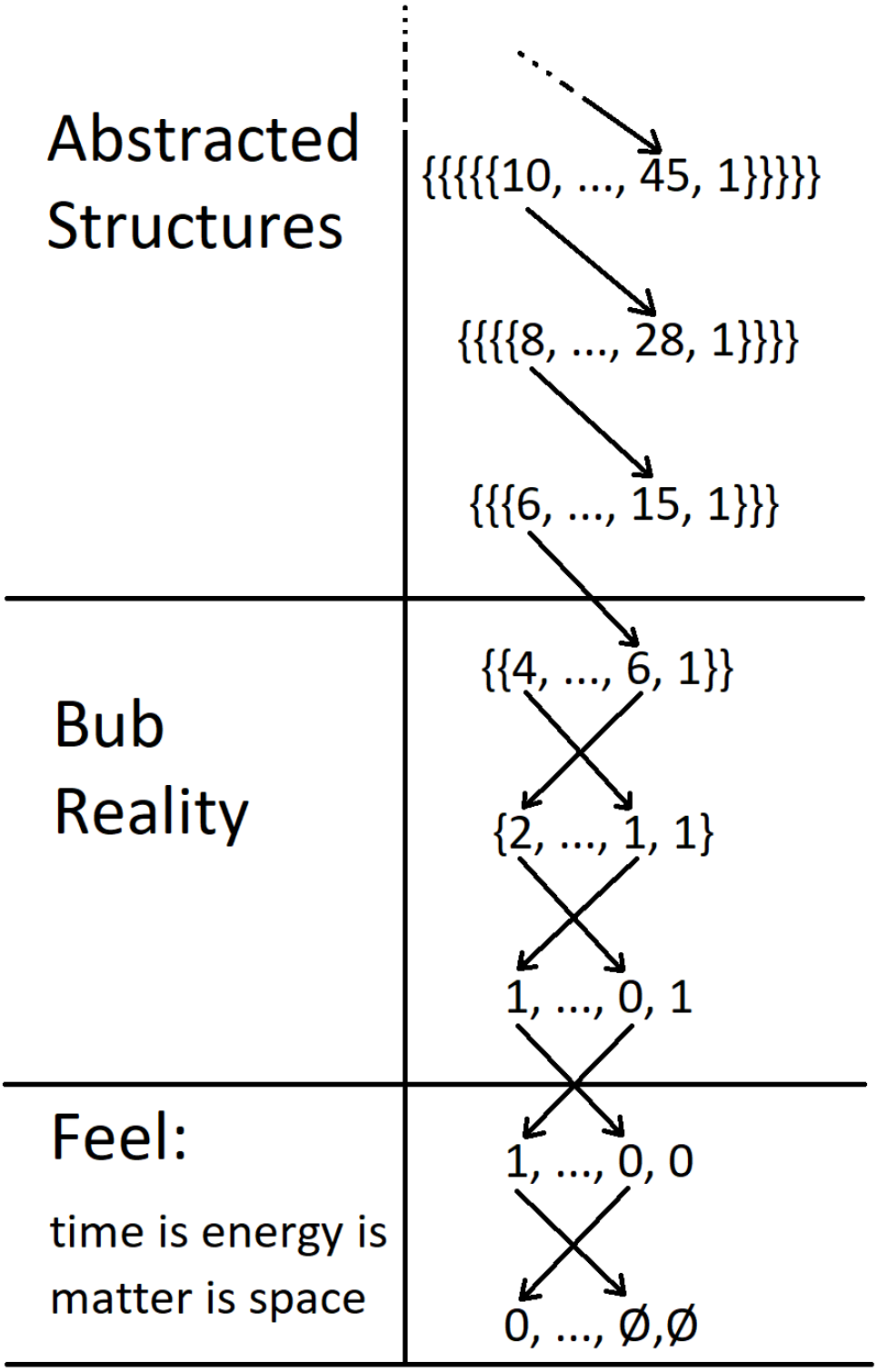
n[y-1]*27^o[y] + 28*(u[y-1,0]+...+u[y-1,z])*27^(o[y]-2) (=n[y]+u[y,0]+...+u[y,z0]), ...}}}}

Mapping out elementary particles with our masses on these structures gives approximately the following. However, on the Bub drawn as a square, I could have placed it on our line:



18 Shrine of the Might

The ordering of the Bub drawn as a square and the Cross of the Knights Templar are flipped, since this was a drawing I did early on.



19 Bon Nuit Death TS Mayor Bet´s Pro OMA-Army With Team Tactics

With arrows pointing to what their superpositions could be.

A generalization, with distances as if it were not happening in topological space:

o[y+1] = f(o[y]) * sqrt(1/2)^y

It could be, that from f(o[y]), we can factor out 1/2.

For each of these events, a Bub, more o[y]-distances may be found as a continuum, on the same root-distance parameter, with o[y] = o[y,0], by applying a periodic factor such that:

```
for(N=0, true, N++) {
        o[y, N] = N * F(o[y])
}
```

These folding events locally increase the number of node-points, but decrease the global maximum. Let it sink.

Masses are pure directional changes. Differing in how far away from our bases they are in the hypersphere-3CLS.

With charges being positions of other bases respective to our base {{}} Bub.

Spin arise in the aforementioned composite function recursion. Were every other time two events meet, one is rotated from the perspective of the other.

On the subject of all the black holes having different masses:

To be compatible I hypothesize them to be ¨cycle-type areas¨ involving:

… ⊂ {{{{{12, ..., 66, 1}}}}} ⊂ {{{{{10, ..., 45, 1}}}}}

Not fundamental particles themselves, similar to how orbitals must not only be one electron.

The atomic nuclei in our ¨cycle-type areas¨ contain no black holes.

Clearly, the nature of the geometry is such that ¨cycle-type areas¨ recurs towards new directions, so if a new direction becomes available via a black hole there is nothing stopping the geometry from going in that direction.

Hawking radiation is reasonable as the ¨cycle-type areas¨ in different black holes have its groups of fundamental particles with different masses, so virtual particles interacted with in other black holes must be transferred as a particle, and there are e.g. stray asteroids, solar winds, and alpha particles seemingly escaping from a source of origin all the time.

Entering and exiting successfully is hard the first time.

Counting how the extra lingering direction is there, even without the corresponding elementary particle, causing destructive amounts of acceleration.

Looking at Susskind‘s work, conservation of information on backloopage with a black hole is all interior.

Our ¨cycle-type areas¨, with {{{{}}}}, should be inside a black hole of a superset with one less dimension, {{{}}}, inside a black hole of a superset with one less dimension, {{}} or what you and I perceive as 2 spatial dimensions, and so on.

Thereby our subset of the universe should be fully describable by {{}} and time, and by extension Ø and time.

Undertaking the process of finding a correct description doing so could be hard in reverse, and describing black holes of our subset as what you and I perceive as 4 spatial dimensions, {{{{{}}}}}, might be a better place to start.

Spooky action at a distance for Dark Energies is defeated, as they cannot share a past common node to bind a path. Which for the rest requires no new time, and add no new information or entropy.

A unique black hole for each mass configuration.

Inside black holes of ¨number of {}s¨ subsets = ¨number of {}s¨+1 subsets.

Planck distance is the distance between adjacent nodes, Planck time is the time of one line.

On the subject of the orbitals and 2(N^2):

Expressing uud and the gang in this framework look like tubes, almost as if a step must be taken in and out of the hypersphere-3CLS of the second highest ¨number of {}s¨ of our subset for those ¨cycle-type areas¨ to be interactable with.

Per: {{{..., 6, 15, 6, 15, 6, 15, ...}}}

Need I hypothesize that this leaves precisely two open endings regardless of the ¨number of {}s¨, or may it build lower ranks of cycles.

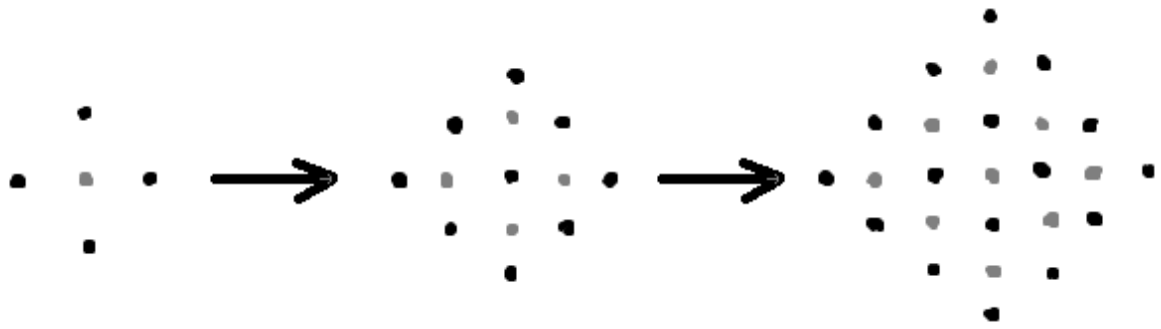
Thereby we can factor out 2 from the thought process, up until when the number of orbital energy levels are equal to the number of bound particles needed to equal the mass of the relevant atomic nucleus, at which point I believe the two sides will start interacting.

Seeing from an arbitrary level, the next should in our subset be in directions of WZ+our, as they interact via the weak force with no other medium in between.

Orbitals are located adjacent in its hypersphere-3CLS and are all right angular on the relevant atomic nucleus, where there is room for two at a distance of one, and 2(N^2) at a distance of N.

a(0) = 0, a(1) = 1

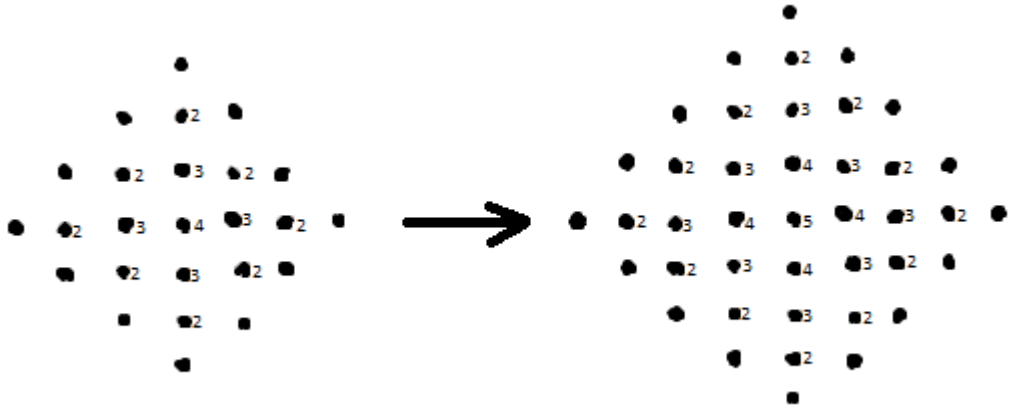
Our, base: {{}}



20 Here lies will, in the grail

a(N+1) = a(N-1) + 4*N = (N+1)^2

Black hole, base: {{{}}}



21 Try Hard was spacetimewalking

...

[0, 1,-6, 19,-44, 85,-146, ...]

[0, 1,-4, 9,-16, 25, -36, ...]

[0, 1,-2, 3, -4, 5, -6, ...]

[0, 1, 0, 1, 0, 1,   0, ...]

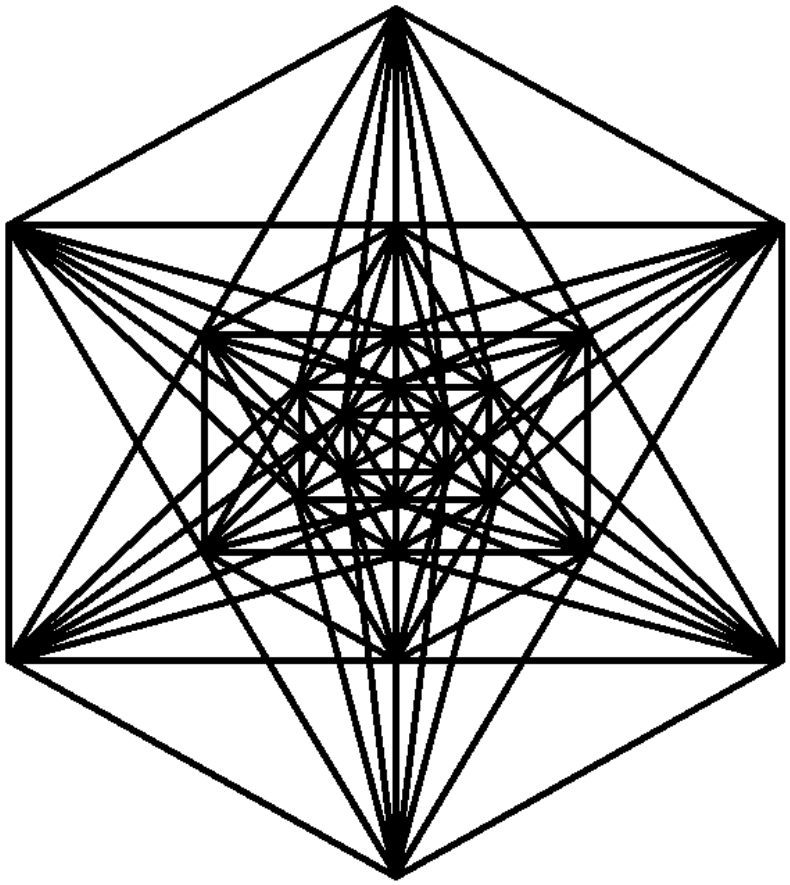
[0, 1, 2, 3, 4, 5,   6, ...] = N

[0, 1, 4, 9, 16, 25, 36, ...] = a(N-1) + (N-1) + N = N^2

[0, 1, 6, 19, 44, 85, 146, ...] = a(N-1) + (N-1)^2 + N^2 = k1(N)

[0, 1, ..., a(N-1) + k1(N-1) + k1(N), ...] = k2(N)

...



22 {{{{{45, 1}}}}}

Let's presume:

Ø+0=0 , Ø+1=0

Ø*0=Ø , Ø*N^{+}=0

0-1 => 0 , 1-1 => 1

[Ø,…] => […] , indices ∈ ØUN

Because it is a 3CLS-happening, not integers.

[0,1,1,2,4,6,...] => 2(N+1-1)-2

[Ø,0,0,1,6,15,28,45,66,...] => (2N)(2N-1)/2

All was proofread, from 4d to 2d, after the Nth dimensional point of view was discovered. So this section repeats all the central maths from before, that was in 4d slash base {{{{}}}}, into 2d slash base {{}}. Plus some additional thoughts in the middle to take into consideration:

{{..., 6*5^3, 6*5^2, 6*5, 6, 1}}

{{..., 4, 6, 4, 6, 4, 6, ...}}

Bend is 2/6, (1*6)/30, (1*30)/150. (1*6*5^(N-1))/(6*5^N)

{{m[0,n], 1, 4, 1}}

..., (1*6*5^(N-2))/(6*5^(N-1)), (2*6*5^(N-1))/(6*5^N), (1*6*5^N)/(6*5^(N+1)), ...

..., (1*6*5^(N-2))/(6*5^(N-1)), ((1*6*5^(N-1)) + 1)/(6*5^N), (1*6*5^N)/(6*5^(N+1)), ...

{{..., n*5^4 + 6*5^2, n*5^3 + 6*5, n*5^2 + 6, n*5 + 4, 6*5^o(=n+1), ..., 6*5^2, 6*5, 6, 1}}

{{...,

(((((6*5^o[0])-u[0,0])*5^o[1])-u[1,0]+(6*u[0,0]*5^(o[1]-2))-u[1,1])*5^o[2] -u[2,0]-u[2,1] +6*(u[1,0]+u[1,1])*5^(o[2]-2) -u[2,2]) *5 + 4(u[2,0]+u[2,1]+u[2,2]),

n[1]*5^o[2] + 6*(u[1,0]+u[1,1])*5^(o[2]-2) (=n[2]+u[2,0]+u[2,1]+u[2,2]),

..., n[1]*5 + 4(u[1,0]+u[1,1]),

n[0]*5^o[1] + 6*u[0,0]*5^(o[1]-2) (=n[1]+u[1,0]+u[1,1]),

..., n[0]*5^4 + 6*u[0,0]*5^2,

n[0]*5^3 + 6*u[0,0]*5,

n[0]*5^2 + 6*u[0,0],

n[0]*5 + 4*u[0,0],

6*5^o[0] (=n[0]+u[0,0]),

..., 6*5^2, 6*5, 6, 1}}

The Mythical:

{{...,

n[y+2]*5 + 4(u[y+2,0]+...+u[y+2,z2]),

n[y+1]*5 + 4(u[y+1,0]+...+u[y+1,z1]) (=n[y+2]+u[y+2,0]+...+u[y+2,z2]),

n[y]*5 + 4(u[y,0]+...+u[y,z0]) (=n[y+1]+u[y+1,0]+...+u[y+1,z1]),

n[y-1]*5^o[y] + 6*(u[y-1,0]+...+u[y-1,z])*5^(o[y]-2) (=n[y]+u[y,0]+...+u[y,z0]), ...}}

o[y+1] = f(o[y]) * sqrt(1/2)^y

Half-Constantinople

for(N=0, true, N++) {

o[y, N] = N * F(o[y])

}

Tune Sail to Correlative Frequencies.

Correlative as in differently interacting subsets of (n+r-1)C(r).

Possibly approximating to subsets of (n)C(r), of max sizes:

a(0)=1 , {{}} => a(1)=6

a(N+1) = (r=1)(a(N))Σ((a(N))C(r))

So one has to hypothesize:

https://forbes.com/sites/startswithabang/2018/11/17/ask-ethan-are-quantum-fields-real/

With 24 originally, and with {{}} => from 8/24, over to 6/63 and 4/15.

To be compatible we now should reside in a subset closely linked to another subset akin to the continuations of e.g. 63-6=57 interacting ¨cycle-type areas¨, having the remaining 6 as backloopage shaping events.

Or maybe e.g. 63 and the other a(N)s relates to Gravitons via multiplying by interaction group sizes.

Gluon, Quark, WZ+our, ..., Lepton

{{{{8}}}}, {{{6}}}, {{4, ..., 6, 1}}

Dark Matter and Photon is {2, ..., 1, 1} respectively

1,...,0,1 is Higgs Field

Dark Energy is 1,...,0,0

Backloopage with a field are the elementary particles.

And again, if I am allowed to get really far out and abstract about what is going on here.

Fundamental properties feel to make the most sense if:

They arise in Hypersphere-3CLSGL

Parts of our subset of the particular fields are in e.g. {{1}}/{{4}} and {{3}}/{{6}}, (Bub-1)/GL

They are discrete with local field-strengths plus durations depending upon steps taken in that direction in relation to the common in our ¨cycle-type areas¨, which corresponds to a constantly upheld location in its respective Hypersphere-3CLSGL subset

Particles and Antiparticles are steps in opposite directions, and will be balanced globally

Up&Down/W+&W-/e-&ve/etc. lays across from each other, and will be balanced globally

The Standard Model was correct according to how it was created and what it was intended to do, but possible room for improvement laid in how the coordinate-system was implemented in measurement-devices, calculations, and theories.

An attempt to compensate for:

... ⊂ {{{{{10, ..., 45, 1}}}}} ⊂ {{{{8, ..., 28, 1}}}} ⊂ {{{6, ..., 15, 1}}} ⊂ {{4, ..., 6, 1}} ⊂ {2, ..., 1, 1} ⊂ 1,...,0,1 ⊂ 1,...,0,0 ⊂ 0,...,Ø,Ø

Proves necessary for the complete Grand Unified Model.

{{..., 6*6*6*4, 6*6*6*3, 6*6*4, 6*6*3, 6*4, 6*3, 4, 1}}

{{..., 105 *((15 *6) * (15 *6 -1) / 2) *6, 105 *15 *6 *6, 105 *15 *6 *4, 105 *15 *6, 15 *15 *6, 15 *6 *6, 15 *6 *4, 15 *6, 6 *6, 6 *4, 6, 4, 1}}

So All That is Left is NS

{{..., 14903070 *5460 *105 *15 *6, 5460 *5460 *105 *15 *6, 5460 *105 *105 *15 *6, 5460 *105 *15 *15 *6, 5460 *105 *15 *6 *6, 5460 *105 *15 *6 *4, 5460 *105 *15 *6, 105 *105 *15 *6, 105 *15 *15 *6, 105 *15 *6 *6, 105 *15 *6 *4, 105 *15 *6, 15 *15 *6, 15 *6 *6, 15 *6 *4, 15 *6, 6 *6, 6 *4, 6, 4, 1}}

{{..., 5460 *105 *15 *6, 105 *105 *15 *6 *4, 105 *105 *15 *6, 105 *15 *15 *6 *4, 105 *15 *15 *6, 105 *15 *6 *6 *4, 105 *15 *6 *6, 105 *15 *6 *4, 105 *15 *6, 15 *15 *6 *4, 15 *15 *6, ...}}

And now for something akin to a hardscope

{{..., 105 *15 *15 *6 *6 *4 + 15 *15 *15 *6 *6 *4 + 15 *6 *15 *6 *4 + 15 *6 *6 *6 + 15 *6 *6 *4, 15 *6 *4 + 6 *6 + 6 *4, 6 + 4, 1}}

(6+6-1)C(6)-1 + (r=2)((6+6-1)C(6)-1)Σ(((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

= m[0,2] = 97.972.181

Recursion without field(=1-sized field), and base: {{}}:

must connect:

[1, 1, 2, 6, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *n/m -A,

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *n/m -A, 6*(m)C(1) *n/m -A, 1]

& [1, 1, 4, 20, …, ∞, …, ((r=1)(6)Σ(5+r-1)C(r))*(m+1-1)C(1) *n/m -A, 1]

can connect:

[1, 2, 4, 11, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *n/m,

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *n/m, 6*(m)C(1) *n/m, 1]

& [1, 2, 6, 27, …, ∞, …, ((r=1)(6)Σ(4+r)C(r))*(m)C(1) *n/m, 1]

cannot connect:

[1, 1, …, 1, 1, a(n/(1+6))=>1, n.a.]

cannot connect and one sphere in between:

[1, 1, …, 1, 1, a(n/(1+6+30))=>1, ∞, ∞, …, ∞, ∞, a(n/(1+6+5))=>1]

cannot connect and two spheres in between:

[1, 1, …, 1, 1, a(n/(1+6+30+150))=>1, ∞, ∞, …, ∞, ∞, a(n/(1+6+5+5))=>1]

Recursion with binary field, and base: {{}}:

must connect:

[1, 1, 2, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *n/m -A,

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *n/m -A, 6*(m)C(1) *n/m -A, 1, 0]

& [1, 1, 4, …, ∞, …, ((r=1)(6)Σ(4+r)C(r))*(m)C(1) *n/m -A, 1, 0]

can connect:

[1, 1 +var[0,2]+1, 2 +var[0,3(0)]+var[0,3(1)] +1+var[0,2]+1, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *(n/m)*2 +a(hs+1)-a(hs+2)+a(hs+3),

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *(n/m)*2 +a(hs+1)-a(hs+2), 6*(m)C(1) *(n/m)*2 +1-0, 1]

& [1, 1 +var[0,2]+1, …, ∞, …, ((r=1)(6)Σ(4+r)C(r))*(m)C(1) *(n/m)*2 +a(hs+1)-0, 1]

cannot connect:

[1, SomeVariant(=var[0,2])Of:((6+6-1)C(6)-1) +1, …, a(n/(1+6))=>1]

cannot connect and two spheres in between:

[1, SomeVariant(=var[2,2])Of:((6+6-1)C(6)-1) +1, …, a(n/(1+6+30+150))=>step, ∞, ∞, …, ∞, ∞, a(n/(1+6+5+5))=>1]

Recursion with n-sized field, and base: {{}}:

must connect:

[n, n, 2n, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *(n/m)*n -A,

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *(n/m)*n -A, 6*(m)C(1) *(n/m)*n -A, n]

& [n, n, 4n, …, ∞, …, ((r=1)(6)Σ(4+r)C(r))*(m)C(1) *(n/m)*n -A, n]

can connect:

[n, n +var[0,2]+n-1-6, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *(n/m)*n,

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *(n/m)*n, 6*(m)C(1) *(n/m)*n, n]

& [n, n +var[0,2]+n-1-6, …, ∞, …, ((r=1)(6)Σ(4+r)C(r))*(m)C(1) *(n/m)*n, n]

cannot connect:

[n, var[0,2] +n-1-6, …, a(n/(1+6))=>n]

cannot connect and two spheres in between:

[n, var[2,2] +n-1-6-30-150, …, a(n/(1+6+30+150))=>step, ∞, ∞, …, ∞, ∞, a(n/(1+6+5+5))=>n]

Rename:

m[0,2,1] = (6+6-1)C(6)-1 + (r=2)((6+6-1)C(6)-1)Σ(((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

m[1,2,1] = (6+6-1)C(6)-1 + (r=2)((6+6*(5^1)-1)C(6*(5^1))-1)Σ(((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

m[2,2,1] = (6+6-1)C(6)-1 + (r=2)((6+6*(5^2)-1)C(6*(5^2))-1)Σ(((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

…

m[radius-2,2,1] = (6+6-1)C(6)-1 + (r=2)((6+6*(5^(radius-2))-1)C(6*(5^(radius-2)))-1)Σ(((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

m[log5(n/6)-1,2,1]

Deep inside we might find more:

(6+6-1)C(6)-1 + (r=2)((6+6*(5^(radius-1))-1)C(6*(5^(radius-1)))-1)Σ(((6+6-1)C(6)-1)^((6+6-1)C(6)-1)+…+((6+6-1)C(6)-1)^3+((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

With an increasing ¨number of {}s¨, m[x,y,z] increases, n decreases, and c[x,y,z] approaches one.

They should converge and restrict movement, as in sizes of the groups of fundamental particles would in the very centre be = n = still lim->inf, having Pe[hypersphers,g] = 1.

Approaching this region would allow entropy to be lowering as there are few available states, similar to the crystal that forms in geology.

base: {{}}

and b(radius) =

radius or (5^radius) or (r=0)(radius)Σ(5^r)

Ve =

X1(b) + X2(b) + X3(b) + … + X6(b) or 1 + X1(b) + X2(b) + X3(b) + … + X6(b)

v<=c:

c[x,0,1] = 1 , c[x,1,1] = 6*5^(x)

c[0,2,1] = m[0,2,1] / n

c[1,3,1] = ((6n^(1)+6-1)C(6)-1 + (r=2)((6n^(1)+6*(5^1)-1)C(6*(5^1))-1)Σ(((6n^(1)+6-1)C(6)-1)^2+(6n^(1)+6-1)C(6)-1)) / n^2

c[666,666,1] = ((6n^(664)+6-1)C(6)-1 + (r=2)((6n^(664)+6*(5^666)-1)C(6*(5^666))-1)Σ(((6n^(664)+6-1)C(6)-1)^2+(6n^(664)+6-1)C(6)-1)) / n^665

c[x,y,z] = m[x,y,z] / n^(y-1)

zmax = (6+6-1)C(6)-2

c[666,666,460] = ((6n^(664)+6-1)C(6)-1 + (r=2)((6n^(664)+6*(5^666)-1)C(6*(5^666))-1)Σ(((6+6-1)C(6)-1)^461+…+((6+6-1)C(6)-1)^3+((6n^(664)+6-1)C(6)-1)^2+(6n^(664)+6-1)C(6)-1)) / n^665

c[x,y,1] = ((6n^(y-2)+6-1)C(6)-1 + (r=2)((6n^(y-2)+6*(5^x)-1)C(6*(5^x))-1)Σ(((6n^(y-2)+6-1)C(6)-1)^2+(6n^(y-2)+6-1)C(6)-1)) / n^(y-1)

c[x,y,z] = ((6n^(y-2)+6-1)C(6)-1 + (r=2)((6n^(y-2)+6*(5^x)-1)C(6*(5^x))-1)Σ(((6+6-1)C(6)-1)^(z+1)+…+((6+6-1)C(6)-1)^3+((6n^(y-2)+6-1)C(6)-1)^2+(6n^(y-2)+6-1)C(6)-1)) / n^(y-1)

v>c[x,n,z] or x=radius => Universe Blows Up

On the subject of the millennium problems:

Poincaré Conjecture:

Here I am looking at Richard Hamilton, and all I had to do was lean back and say:

"Yes, the 3CLS-cycles are homeomorphic."

I guess that Ricci flow in the 3CLS-framework would have the origin correspond to a central base locally in the already existing hypersphere-3CLSGL where the cycles reside. With node points as GLs, that also generalize to 3CLS-Bub.

Nature's many inverse force-graphs that would be given by pressure from density of Nth dimensional figures corresponding to the base, which is higher the closer to the local base one is. As, from the perspective of the local base and thereby the cycle, the local base itself is where the recurrence begun, moving as normal, one Planck-distance at a Planck-time. So, for each layer out there has been one less recurrence, from its perspective. With the highest valued layer as the local base.

The following does not actually turn into fractions as they are 3CLS-happenings, though are needed for cognition:

nos = ¨number of {}s¨

GLnos = (2nos)(2nos-1)/2

Bubnos = 2(nos+1)-2

Local Nmax is Other Side.

N / (GLnos^layer)

N / (Bubnos^layer)

(GLnos^layer) / N

(Bubnos^layer) / N

&

N / (GLnos*((GLnos-1)^layer))

~~N / (Bubnos*((Bubnos-1)^layer))~~

(GLnos*((GLnos-1)^layer)) / N

~~(Bubnos*((Bubnos-1)^layer)) / N~~

Yang-Mills Theory:

Mass Gap:

Lowest possible unit of energy within space =

1 Dark Energy => 1 unit of entropy <= 1 Higgs Boson

Quark Confinement:

Expressing uud and the gang in this framework look like tubes, almost as if a step must be taken in and out of the hypersphere-3CLS of the second highest ¨number of {}s¨ of our subset for those ¨cycle-type areas¨ to be interactable with.

So, with the entirety of our spatial dimensions in 3d or {{{}}}, as discussed earlier, having the entirety of a quark or a cube as a standalone object would be the entirety itself or require one extra dimension, which we cannot do. {{{}}} ⊂ {{}}. Instead, it must be interacted with via its supersets, as described. Where the path takes a step into a different subset of ¨cycle-type areas¨, before returning to ours.

Chiral Symmetry Breaking:

eμτ = Y & νενμντ = Δ

{{4,1}} ⊂ {{6,1}}

The same concepts can be said to be true for quarks. Looking at the aforementioned composite function recursion and how it plays out, so can spin as well.

uct=Y & dsb=Δ

{{{{8,1}}}} ⊂ {{{6,1}}}

Neutrinos and dsb-quarks will therefore always be moving away from their local base in the hypersphere-3CLS.

Then now please don‘t tell me you can‘t figure out how Dark Matter and the B,E-field operates?

And here I am looking for nwc RussianGuy who did elliptic curves, and all that was left to do was say:

> “Yes, the 3CLS-cycles do interact, merge and branch of. Quantum fluctuations are most likely Dark Matter, Higgs bosons, Dark Energy, and also the rest, that either was in or went into a superposition, from the perspective of our ¨cycle-type areas¨.“

Let us get abstract and hypothesize:

The set of each generalized local base should correspond to the set of each generalized ¨cycle-type areas¨.

Every field is discrete, with no action at a distance. Where ¨cycle-type areas¨ interfere constructively internally, and create the intermediary force-fields on gathering, which become ¨cycle-type areas¨.

Affection to other ¨cycle-type areas¨ feels natural eventually. With which black holes our ¨cycle-type areas¨ are in configuring masses, which must be measured.

Going towards a mass centrum brings the cycle closer to a local base. Thereby moving forwards in time in fewer recurrences. Corresponding to general Bub.

Going faster means a cycle covers a bigger area, and is nearer more ¨cycle-type areas¨ per recurrence. That would be a cycle closer to transitional regions of hypersphere-3CLS, and further away from its local base. Thereby having done fewer recurrences. Corresponding to a special GL.

Given the interacting cycles as the aforementioned pair plays out, their relative positioning in relation to ¨cycle-type areas¨ will have fewer steps. Thereby reducing the number of iterations needed to do the aforementioned composite function recursion.

Superposition wave cycles path around their local base, collapsed particle cycles do not.

Heisenberg‘s uncertainty principle is all making sense as: The size of that cycle. And sizes of a time-slice.

The distance from hypersphere-3CLS local base as velocity and frequency.

The observable and observer is part of a cycle.

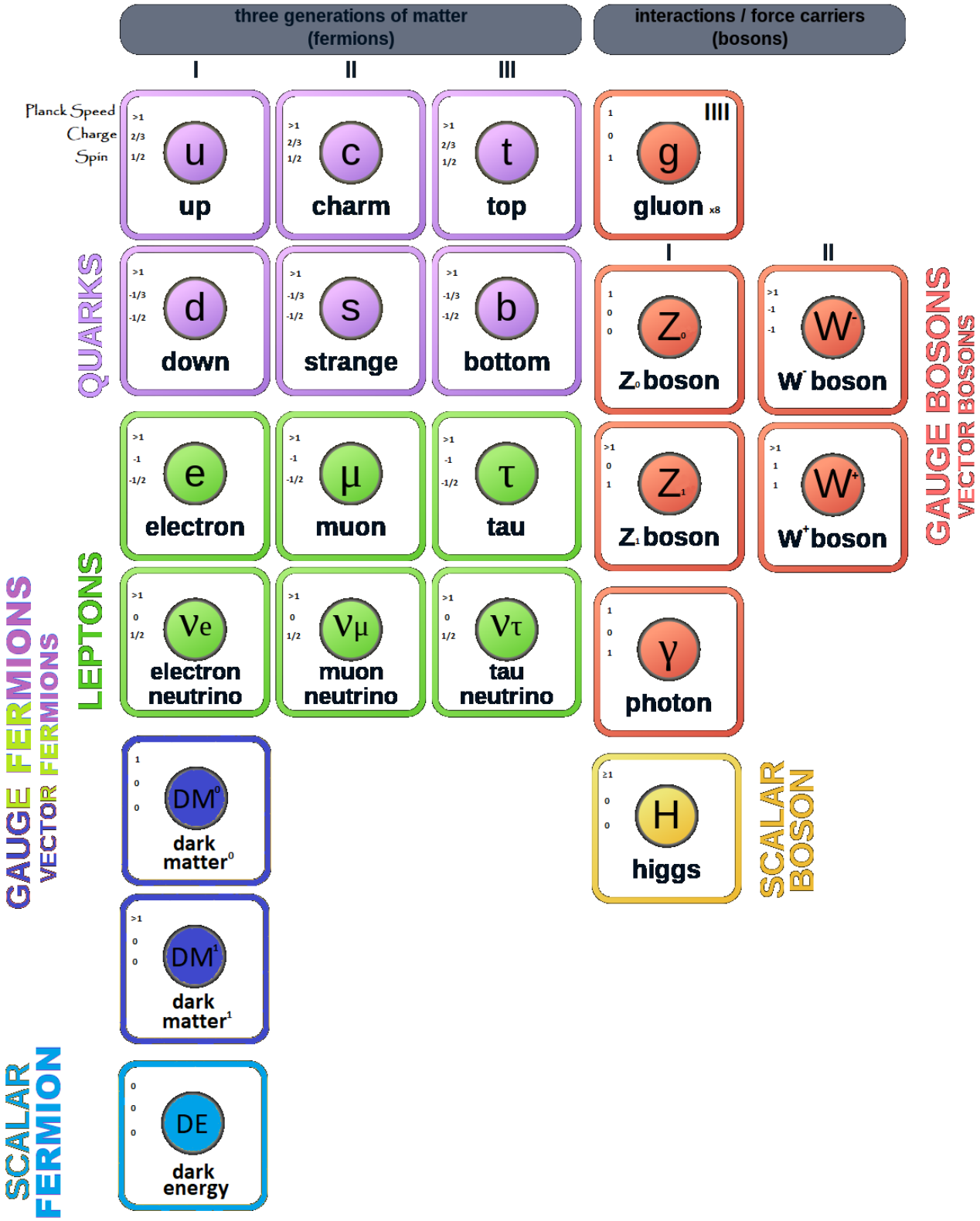
Being at absolute zero is achieved by Dark Energy. It is otherwise the same paradox as traveling backwards in time.

With increased velocity or frequency, hypersphere-3CLS bases that are moved towards get closer. While with increased temperature, all other hypersphere-3CLS bases are getting closer.

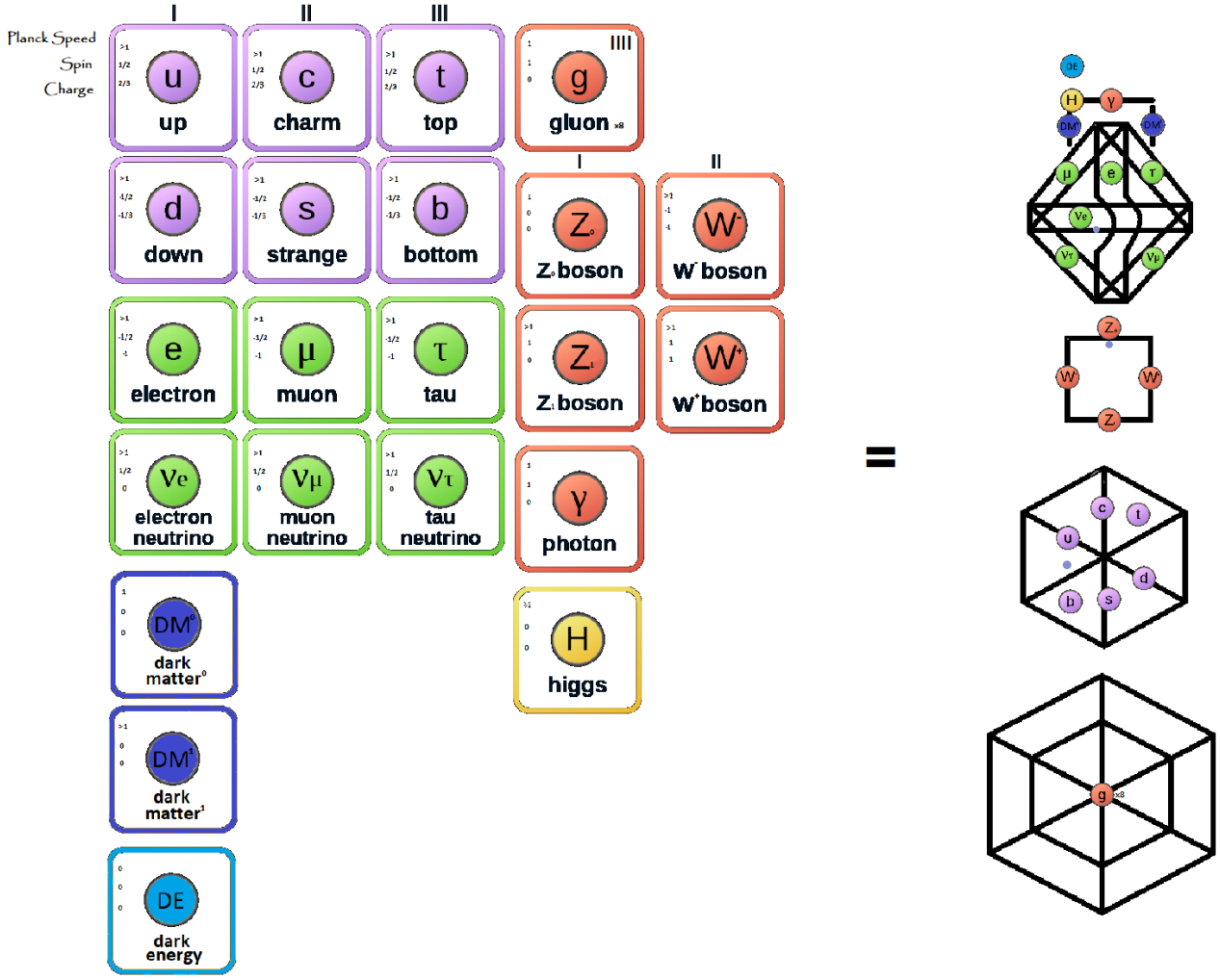
Dark Matter doesn‘t interact directly with Higgs. There must be a Photon in between.

The inner most subset, here the gluons, always have one Planck speed.

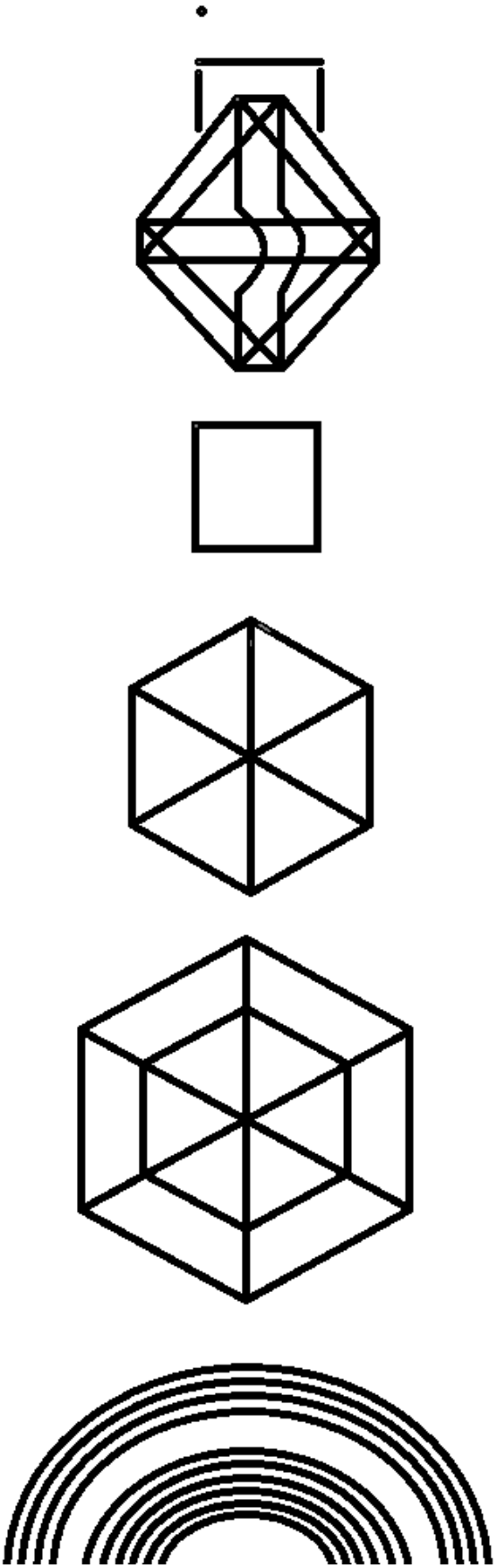
For Bub, the common in our ¨cycle-type areas¨ is a ¨number of {}s¨-3



23 Battle! Casty vs. Dashy



24 Battle! Casty vs. Dashy



25 vs. Fredrik Pettersen Moren

Afterthoughts

Falling into a black hole turns all momentum purely into the perpendicular direction of time, so with the new direction being available and the ¨cycle-type area¨ with the next base being reached, all is at a standstill in all special directions. Meaning that for at least one Planck time, it is all non-interacting and is at 0° Kelvin. Which is Dark Energy. That is then appearing universally in the region inside the black hole, giving the well-known expansion of space.

Also, hypersphere-3CLS is presented as perfectly round. As in, starting from an arbitrary point and taking approximately infinite angles bringing you back to the starting-point, as in a Bub, is mathematically equivalent to a round object, so it can then mathematically be treated as such. And with velocity or frequency, as previously stated, being the distance from a local base, each recursive step that change in velocity or frequency moves energy along a rounded path. Thereby:

$$Cat \quad = \quad \sqrt{1 - \left(\left(\frac{v}{c}\right)^2\right)}$$

The overview of links at the end

Overview sorted by user profiles. Given with the following mappings:

-Domain

- Profile

Relevant content (format type)

-

- https://www.linkedin.com/in/nwctrojanrabbit (text in patents field)

-https://github.com

- https://github.com/M1n3rValA5trAl

https://github.com/M1n3rValA5trAl/E_is_Coming_For_You/commit/e9e400f6537c525a78cf3161145df1160c18b41e#comments (text)

- https://github.com/MinerValAstrAl (text in link field)

https://github.com/MinerValAstrAl/Saqqara_TT8/commit/9ebf7bfaf388d11fd2ed9ab4aa4caa3dafd16d40#comments (texts & picture)

https://github.com/MinerValAstrAl/Saqqara_TT8/commit/166459dde22a2dce5286bd871fdf6b0b7ce596f3#comments (texts)

https://github.com/MinerValAstrAl/Saqqara_TT8/commit/b102e79d6427bb138a6afe8218026830f3070614#comments (picture)

https://github.com/MinerValAstrAl/Saqqara_TT8/commit/27d6115fe1337a9960d5308987878ac1edc22324#comments (picture)

- https://github.com/tor-horuson (text in link field)

https://github.com/tor-horuson/Bub-is-Dead/blob/master/But%203CLS-Bub%20Lives%20%26%20is%20Blossoming.png (picture)

https://github.com/tor-horuson/Bub-is-Dead/commit/7a0e50ca78d9f5a7c92ec6af1fc5e2681e053542#comments (pictures)

https://github.com/tor-horuson/Bub-is-Dead/commit/0dd917c69a847807afc8a9fe82fee0194abcd649#comments (texts & pictures)

- https://github.com/nwcigotbetter (text)

https://github.com/nwcigotbetter/distributions/blob/main/Shrine%20of%20the%20Might.png (picture)

https://github.com/nwcigotbetter/distributions/commit/aa07288f9e65d00fa53dde1a21abd1d37c2be57c#comments (picture)

https://github.com/nwcigotbetter/distributions/commit/ad3f242310d7148ad6e5eba87dea96e8c95023b1#comments (texts & pictures)

- https://github.com/TabnwcSaip (texts)

https://github.com/TabnwcSaip/Bloopers/blob/main/Prerequisites%20Go%20of%20the%20Mountain%20Edge%20-Posted%20Map%20Trails.pdf (text)

https://github.com/TabnwcSaip/Bloopers/blob/main/The%20Standard%20Model%20Revamped%20X.png (text & not this picture)

https://github.com/TabnwcSaip/Bloopers/commit/9c9ab38534778d3e3781197db8899433b25683a7#comments (text & pictures)

https://github.com/TabnwcSaip/Bloopers/commit/69a28b7b139f78ee9e617342609bdbf3f80d9104#comments (texts & files)

- https://github.com/muRtmuRtmuRt

https://github.com/muRtmuRtmuRt/His-Name-Was-Skinner-Johnson/blob/master/Earlier%20NTNU%20HomePage/index.html (text on line 121)

https://github.com/muRtmuRtmuRt/His-Name-Was-Skinner-Johnson/blob/master/666 (texts)

https://github.com/muRtmuRtmuRt/His-Name-Was-Skinner-Johnson/commit/233baf780a99e6488b9f931e3b069454e2efbfec#comments (texts & picture)

- https://github.com/frreddi

https://github.com/frreddi/stuk/blob/master/python/cosmicHydragon.py (texts in commented areas)

- https://github.com/nwcalreadygotone

- https://github.com/Ethrvik

- https://github.com/9U11

-https://ctftime.org

- https://ctftime.org/user/55984

https://ctftime.org/team/77611 (texts)

https://ctftime.org/team/77029 (texts)

https://ctftime.org/team/80566 (texts & picture)

- https://ctftime.org/user/66404

- https://ctftime.org/user/65945

https://ctftime.org/team/89288 (text)

- https://ctftime.org/user/70970

https://ctftime.org/team/138420 (texts)

https://ctftime.org/team/136070 (texts)

- https://ctftime.org/user/68649

- https://ctftime.org/user/79677

https://ctftime.org/team/130150 (picture)

-https://steemit.com

- https://steemit.com/@tor-horusoff

https://steemit.com/or/@tor-horusoff/off (pictures)

- https://steemit.com/@tor-horuson

https://steemit.com/vimana/@tor-horuson/horus-cube (pictures)

https://steemit.com/vimana/@tor-horuson/322 (pictures)

https://steemit.com/vimana/@tor-horuson/odin-s-cube (picture)

https://steemit.com/vimana/@tor-horuson/tetrahedron (pictures)

https://steemit.com/undefined/@tor-horuson/as-above (pictures)

https://steemit.com/vimana/@tor-horuson/the-alchemist-assembler (picture)

https://steemit.com/matrix/@tor-horuson/b (pictures)

- https://steemit.com/@tor-horusson

https://steemit.com/and/@tor-horusson/7fkxe1 (pictures)

-

- https://www.facebook.com/nwcSaip (texts & pictures)

-

- https://www.youtube.com/playlist?list=PLDBD0DAA0BFDCB677 (text)

Overview sorted more sequentially. Library:

https://github.com/TabnwcSaip/Bloopers/blob/main/Prerequisites%20Go%20of%20the%20Mountain%20Edge%20-Posted%20Map%20Trails.pdf

https://ctftime.org/team/77611

https://ctftime.org/team/77029

https://github.com/tor-horuson/Bub-is-Dead/blob/master/But%203CLS-Bub%20Lives%20%26%20is%20Blossoming.png

https://ctftime.org/team/130150

https://steemit.com/vimana/@tor-horuson/horus-cube

https://steemit.com/vimana/@tor-horuson/322

https://steemit.com/vimana/@tor-horuson/odin-s-cube

https://steemit.com/vimana/@tor-horuson/the-alchemist-assembler

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https://github.com/MinerValAstrAl/Saqqara_TT8/commit/27d6115fe1337a9960d5308987878ac1edc22324#comments

https://github.com/frreddi/stuk/blob/master/python/cosmicHydragon.py

https://www.facebook.com/nwcSaip

https://www.youtube.com/playlist?list=PLDBD0DAA0BFDCB677

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https://github.com/MinerValAstrAl/Saqqara_TT8/commit/9ebf7bfaf388d11fd2ed9ab4aa4caa3dafd16d40#comments

https://ctftime.org/team/80566

https://steemit.com/and/@tor-horusson/7fkxe1

https://steemit.com/undefined/@tor-horuson/as-above

https://steemit.com/or/@tor-horusoff/off

https://github.com/nwcigotbetter/distributions/blob/main/Shrine%20of%20the%20Might.png

https://github.com/nwcigotbetter/distributions/commit/aa07288f9e65d00fa53dde1a21abd1d37c2be57c#comments

https://github.com/nwcigotbetter

https://github.com/nwcigotbetter/distributions/commit/ad3f242310d7148ad6e5eba87dea96e8c95023b1#comments

https://ctftime.org/team/136070

https://github.com/tor-horuson/Bub-is-Dead/commit/0dd917c69a847807afc8a9fe82fee0194abcd649#comments

https://github.com/muRtmuRtmuRt/His-Name-Was-Skinner-Johnson/blob/master/Earlier%20NTNU%20HomePage/index.html

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https://github.com/muRtmuRtmuRt/His-Name-Was-Skinner-Johnson/blob/master/666

https://github.com/muRtmuRtmuRt/His-Name-Was-Skinner-Johnson/commit/233baf780a99e6488b9f931e3b069454e2efbfec#comments

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https://github.com/M1n3rValA5trAl/E_is_Coming_For_You/commit/e9e400f6537c525a78cf3161145df1160c18b41e#comments