These are the final functions regarding core identity. They should be called in this order.

Note that arrays have changed to size 10, because with 100 it was making the stack too deep.

function setUniqueID(bytes32 theUniqueID, bytes32[10] theUniqueIDAttributes, bool isHumanValue)

function setOwnership(bytes32[10] theOwnerIDList, uint[10] theOwnershipStakes)

function setControl(uint[10] theControlTokens, bytes32[10] theControlIDList)

function setRecovery(bytes32[10] theIdentityRecoveryList, uint theRecoveryCondition)

function StartCoid()