Old Blogs
Produced in the brain of SchisaProductions

These "blogs" are edited from blogs on my previous web site at MobileMe, originally created with Apple's iWeb. here modified with Apple's Pages. Arranged in descending order from newest to oldest. Naturally I've changed/edited them in the present starting December 2nd, 2011. Why bother: there is a certain element of informal documentation of version changes in programs on this web site; I got nothing better to do while sitting in hotel in USA wading through time between doing what I got to do up here; haven't written any papers in a long time, so just gonna see what happens, I like to type just like those x number of monkeys, etc. Could come up with an equal number of reasons to not bother with this: chagrin after foolishly uploading it; the futility— or worse —of words, especially words badly chosen and placed; the likelihood it will all end up as less than stellar dust in the long haul. I mean, it's digital, so what happens to digital records if— say —the sun novas, it's not even paper, just electronic bits? But perhaps the sun is more persistent than scientists currently give it credit for. Personally I'm all for sun worship, maybe it's the most evolved being in our local system— all those gases —I figure they have structure, could be "gas beings", but I really don't know, haven't gotten inside the sun of course, much less as a gaseous entity. Perhaps I'm joking, haven't got a clue. Anyway, in the here and now, my fingers have some substantiality, so onward with the typing...

Included in these blogs are the pics that came with them, or in some cases, a substitution/addition if I feel it looks better.

FTLC update 0.9.7.0.1.0.1 (2010-10-16)

Update just continues working with pictures on timeline, wasn't too much work. A few— amongst many —things I'd like to do with program but probably won't...

1) Other data associated with dates. Since a timeline is essentially a one dimensional graph, one could input other data to show on the timeline. One would extrapolate values for dates not entered: e.g. interpolating an exponential curve for population density data (with areas of discontinuity for drop-offs (e.g. plague); for cyclic data perhaps a trigonometric extrapolation (e.g. seasons); a spline for other "smooth data"; etc. One would show the data behind the timeline, either bar, line or smooth curve representations with transparency options. One would also best be able to import data, perhaps text files with tab-delineated fields or with plug-ins for external proprietary software.

A globe or maps: we're in Space/Time, hence a timeline is naked without spatial context. I have experimented little with 3-dimensional globes and know less about how to implement one. Did some work with maps, one per file with user marks for each record, but didn't follow through on that. Of course, pictures can be used for this purpose, which FTLC does: but for one map with modifications depending on the record, such would be cumbersome in FTLC since a different picture would have to be used with each record (to account for the different markings on the map for different records).

Adding media to records in FTLC is cumbersome: you can only do it from the timeline window(s) after a record has been added in the event/span record window(s); I'd change that and a few other things about handling media in FTLC if I could take the time.

Above pic of sunset, atmospherics is great stuff, the interaction of Earth's gases and the sun's radiant spread: I imagine gaseous celestial bodies populate with critters made of gases in systematic/cohesive flow, probably not carbon based, very fluid and airy. This fantasy is based on conjecture that consciousness (not self consciousness) is the interior of the exterior for physical substance (i.e. a basic attribute of matter) in general this thought derives from the consideration that consciousness is either a basic property of reality or a derivative property, but if it is derivative, how does it spring up out of something completely other than itself (of course it might, perhaps like fire when heat reaches a certain level on a suitable substance). Such ideas are best laid to rest in science fiction/fantasy novels, at least with our current abilities to explore such notions scientifically, we can't even measure consciousness, only neurological data, assumed to be the "fingerprint of consciousness" if not its entirety (an assumption which is debatable IMHO).

FTLCtimelines update 0.9.7.0.1.0 (2010-10-11)

I put it so a pic linked to a timeline record in a file can be shown on the interactive timeline, for my own use because I don't know if anyone uses this "feature" or any other in FTLC (they aren't obvious and I've yet to write a manual except the in-app help files which do cover most "features"). One should, again, know that media can only be added (linked file) to a record after it is recorded in memory and then only from the interactive timeline (choose menu item "Options > Media" when a record is selected to add media or show it in it's own window). The new version just puts a record's picture (not other media) in the background of the timeline, and it chooses the first one it finds for the record if there are any or multiple. Any problems with it, email me: if I'm still around... :-) ...I'll likely answer.

Media is a clumsy way one can add maps to records, or any other picture, which gives space to space/time in FTLC's little world. No doubt one can come up with nice timelines by just drawing them in the sand and using one's imagination; often, one can do just as well by "eyeballing" a timeline with pencil & paper. And no doubt these soldier (hermit) crabs would prefer to be drawing lines in the sand— though not being "eyeballed" by hungry sea birds —as they drag along, rather than being bunched up on a rug by my "granddaughter" (in the pic) .

Otherwise, don't know what to do with this program, not sure anyone is using it. I rarely use FTLC, but then memory gives a more fluid sense of time since both memory and time seem to be functions of consciousness (?), though it's sometimes useful to get an arithmetically gauged sense of it's local measure, i.e. for "modern" humans on Earth.

On soldier crabs... I watch then before/after entering/leaving sea, and they watch me. I don't know what their "little" world consists of, but do know they are aware of bigger creatures like myself and those who eat them or catch them for fish bait. They'll stop when I eyeball them, but often not if my gaze focuses away from them, so I assume they consider my eyes somehow; and if I watch them long enough, perhaps make unthreatening sounds, they again continue their journey, dragging their protective sea shell behind as if they've decided I'm not a problem. And I wouldn't be surprised if whatever they seek to eat is also watching them as they look at/for "lunch".

FTLCtimelines Update: 0.9.7.0.0.0 (2010-10-1)

New Update on FTLC (Finite TimeLines and Circles). Had not worked on this thing in must be a nearing a couple of years, not for lack of interest, but lack of time focused for concentrated effort on it. But, was playing with old version and found a few problems and corrected them with current version of the compiler (program that makes an application out of source code). The download is just the program, one can also download the zipped folder containing a few old example files and the current "Read me" file.

One should be aware that I consider FTLC is a "prototype" for a timeline program, but I have neither the time nor perhaps talent to turn it into a fully polished, professional application. One should also be aware that I spend minimal time testing the program at this stage of the game and assume parts I'm not working on are still working properly. My only feedback is from users and I've no "beta testers on site".

The change in version numbers from 0.9.6.x to 0.9.7.x represents little significance other than to indicate that it's been a while since I updated FTLC.

As for the above pic, I find it entertaining and subjectively surprising how quickly the sun goes down once it touches the horizon. In my mind, I've pictured a fantasy that upon leaving the body, one travels either towards the center sun or the outer spaces or remains amongst the shadows of the earth; upon departing the body at night, it would be easier to miss or not be drawn to the bright path sunwards and either linger in earth shadow anchors or take the slimming dark path of the Earth's shadow leading outward to vast, sparsely centered regions of the solar system. Within the sun were myriad radiant connections to other stars. If one's journey took one sunward, therein was communicated, dispensed and dispersed powerful energies somehow interacting with one's "self"; otherwise, if one did not trek sunward, one was variously in lesser relativities which, none the less, would take on the appearance and experience of a full gestalt. A fantasy somewhat like a children's picture book.

To be drawn into the last paragraphs fantasy is either comforting or not, depending on what one imagines happens to one in the sun or the "other regions". I guess my little "story" in last paragraph harkens back to old time views such as "father sun" and "mother earth" with a dose of "sun worship" and some sort of "primitive religion" thrown in; perhaps a time when humans focus was not so turned away from the natural world and minds roamed freer in a mingling of "waking and dream" life. And, of course, the question is begged "what happens when one dies[?]": to that existential question I've no answer, something or it's the end of one as in "that's all folks" when a cartoon quickly draws a black circle from the screen's edges to cover the whole screen. And that last image, at least to me, can be comforting or not, depending on what the alternatives might be. Hard to gauge probabilities for any conclusion on "life after death", 50/50 for something or nothing is the simplest guesstimate I suppose.

Long Division (2009-12-30)

I had a long division program scrap from long time. Recently saw such a shareware tutorial program on internet and someone wondered about something similar that's free. This program isn't exactly a tutorial which may be best done with a pencil and paper along with someone who knows how to do it and has some patience with students who might get frustrated. One should be familiar with both one's "times tables" and simple "one digit dividers" division first and work neatly (keep the columns straight). The trickier part, which I can hardly remember, is the proof which I first read (and reread) at the beginning of a Modern Algebra class (i.e. the division algorithm theorem).

Above pic critter may have nothing to do with long division, but I don't know about him/her except that s/he stood still quite a while for pics: though I only see five feet with two toes each, I assume six feet normal (perhaps this critter lost one) so perhaps s/he works math in base 12 (there's two toes for each foot on the bug) which would have similar long division procedures except the divisions which would go on with endless repetition would contain divisors whose factors include others besides 3 & 2 rather than other factors besides 5 & 2 (base 10): I can't really prove this, but try, in base 10, any division by a number made up of X*Y*Z... where either X, Y, Z... isn't some multiple of 2 and/or 5 and you will be able to continue the division, at some point repetitively like an eternal recurrence, as long as you like (e.g. 4*7 divided into anything).; you can try it in either FractionAction (using a/b where b has said factors other than 2 and/or 5) or using LongDivisionGenerator or a PencilAndPaper.

Note: s/he is short for she/he, but in this typeface it doesn't look so obvious, and I can't tell which sex the bug was though s/he clearly was looking at me for some reason, but I didn't experience any communications "little green bug" might have been sending; perhaps s/he was wondering if there were any lizards around which might catch him/her, but those antennae... can't help but wonder...

My Podcast (2009-7-13)

Note: iTunes podcast not available, my music links are here on music page.

Music on One Man Band With The Dogs set, created in 1989 by me one using a Mac Plus with midi software, sampler software and direct audio input (used Roland and Kawai MIDI keyboards and a little direct input B3), mixed and recorded with a Tascam Porta One. Sampled sounds were 8 bit (or was it 16, can't recall). Really two sets of 6 songs, the first six completed, the other six in rough draft phase. The music from 1989 that is on this web site was remixed in 2008-9 with Apple Logic (mostly just added a bit of compression and noise reduction), also added some B3 on one or two songs (Logic B3 synthesizer). around 2010 and a "punch in" for a few bars on one song using a Logic synthesizer where the original didn't sound quite right. Sometimes, this music sounds good to me, other times it doesn't; but was kind of a notable time personally in more ways than one.

Still play music, but mostly I seem [at the date of this original blog post] to like to take some song (e.g. Beatles, The Who, whatever) and put it on an audio track in Logic (Apple music software) and then play along via MIDI, bounce it down, then listen to the questionable results in my car. Well, certainly not going to podcast that (copyright infringement, no doubt). If I get some odd itch to create something myself [got that odd itch in late 2010, see music page on this site for questionable results], maybe podcast it up to this site.

Above, me and one of the dogs, probably mid 1980s. Great dog, no trouble to anyone, could jump high from a standstill when he wanted to see above the high field grass (dingo, pit bull, mutt mix): bad rap some dogs get, don't set themselves mean or jumpy. At right, the son of "mom" at left and top dog above. We three had a great time hiking the hills behind where we lived.

Very unique and curious, the relationship between humans & dogs; can't think of other animals we have that relationship with: cats, horses et al a bit different; cows, goats et al pretty different; rats, roaches et al real different; and of course bacteria & viruses must love us for other reasons. To whom might we be "as dogs to us" or some other "relationship category at some span in the chain of being and "time"? Of course "dog" relations culturally relative, e.g. in Jamaica is much more insulting to call someone "a dog".

SimilarSpellings release 1 (2009-3-31)

Over a year since last entry and last programming update. Well, surprised to be here. Haven't been too busy with freeware programming, other stuff floods in, taking up my time. Plus, though I see a few people have downloaded my programs, don't hear from any of those folk, so there's no feedback on the software to go on: no news is good news I suppose (usually interested in feedback though) unless I got swamped with it.

For a while I've had a parsed (via regular expressions) database of Apple's Mac Dictionary program's data (not a perfect parse, but could be worse): did a few things with it, like speed read flash of words, spelling and definitions tests, but for some reason recently decided to spend the time to create this "little" program (SimilarSpellings) that does what little it does (see download for details). Program again written in RealBasic, which makes for larger program, but shorter writing time for me. I figure the whole thing would be a lot smaller in size if (1) it was written in Xcode and (2) it relied on mac Dictionary's own data file, but that program would probably have to be written by someone else. Took a few tries to get the "match word and definition" test lists to function correctly, but I think it works properly now[?].

I thought the program might be handy for generating phonics lists of words, good way to teach kids words: e.g. if they know "cat" (or "at"), then go through the alphabet replacing the "c", "a" or "t" with a different letter, see how many of the substitutions are a word they can figure out. (e.g. bat, fat, hat, etc.); got to know their "ABCs" first of course. Also found program of limited use playing scrabble with computer though the scrabble dictionary isn't quite the same; maybe also crossword puzzles but I don't do them much.

If you'd like to program some little critters to dance for talking (so it's said), to pollinate flowering plants, to make sweet treat and to live in a harmoniously structured society, then you might come up with the above in pic. We catch the bees and put them in a new home; they may miss their old home, but at least we try to keep the red biting ants from bothering them (which little armies do destroy the hive, though I'm sure they got their reasons [perhaps some insect geopolitics, perhaps just hunger]). They're quite tame, the bees, as the saying goes "don't bother them, they won't bother you" and don't trouble the queen, she's the magnet that holds the whole thing together (as in this pic). It's nice to see 'em buzz in and out all day, like a miniature airport; honey not too bad though I prefer unrefined dark-brown Jamaican sugar, from the cane, freshly processed and unrefined: unlike typical USA brown sugar, it mixes in coffee very good. Is a "bee man" holding the bees on a piece of tree limb, bringing 'em to one of our "hives", they don't always stay.

Sad to say, Jamaican sugar industry is crippled by some sort of international trade agreements if I recall correctly, and the small Jamaican farmers suffer under the weight of the "big guys". Wife bought some sugar a while back, it came from way across the world (foolishness dat, here where sugar was once "king"). Now, most local sugar, it seems, goes abroad either in bulk, as rum or molasses or something.

i_ching_boc Update (2008-2-22

Update contains only three changes: (1) Intel/Power PC version; (2) No longer seeks database in Documents, database should be in same folder as program; (3) copy pictures crops extra white space from pic. Manual not updated much, but may be of some use.

Otherwise, yin/yang always seems to be at work turning one thing into another for better or worse; not so sure about synthesis as in (old European philosophers) Hegelian/Fichte dialectic: i.e. thesis X antithesis —> synthesis, (where X is the polar process tension between the opposites and —> is the resultant unification [transcendence] of the polarization). [blog ends, but i continue, just to fill the page]. I again, as is typical, open my linguistic umbrella because it's often rainy season and I'm in for a BS shower (and just to fill a page)...

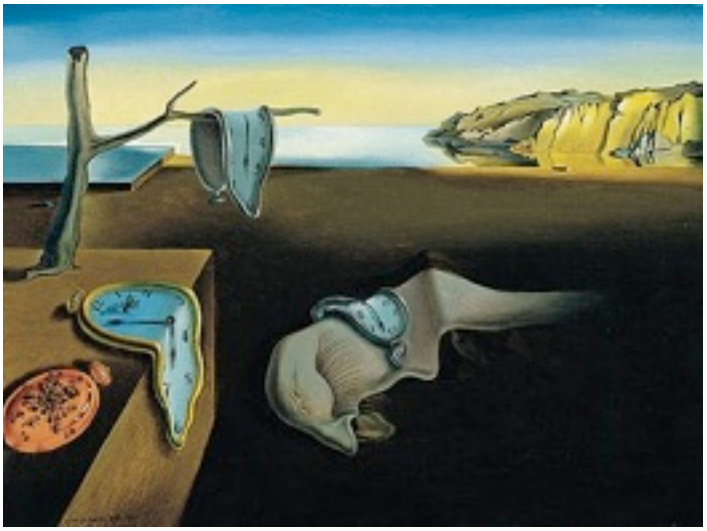
Polarities often mutate and flower into "quaternaries": simple example, tastes good/bad, then good taste has a bad effect or bad taste is good for you; a good deed producing bad effects and vice versa. And, if one takes such a dialectic and flows the branches upwards in some sort of mushrooming synthesis, said synthesis then becomes a new pole for a new opposite polarity: simple example is when modern resolution of old problems eventually create new problems, though they often turn out to be new versions of similar old problems. A metaphysical question would be "is there some ultimate synthesis" or "does this process potentially go on forever" or "is there in fact any synthesis out of polarity, but rather variations on polar manifestations working themselves out in "time".

I put "time" in quotes because it is not clear that "time" really exists beyond being a mental construction for measuring the motion. One needs "memory" and a rhythmic mechanism to achieve this measurement: e.g. sun rotating around earth and people noticing the shadow alterations from a fixed stick stuck in the ground, clocks, etc. Using an occam's razor, cutting out what isn't needed to explain something, it seems you can throw away your wrist watch, but practicality seeps in and there's no time to bother with "no time"

Still, the sense of the passage of time seems very substantial, at least over the course of one's life beyond the age of say two to six: how to account for this substantiality without regard to time as an independent dimension[?]: neural "crystallizations" in the brain experienced as memory traversed by the current motions of the neural network? Well, I'd wish to be able to go back/forward "in time", see what go on around 40 BC or whenever, but maybe it just ain't in the cards.

Strange fellow Rudolf Steiner wrote of reading the Theosophists' Akashic Records wherein the whole of "human history" is chiseled in a "non-physical" dimension; can't see why it would only include human records, an anthropocentric point of view. Anyway, one's got to take such stuff with enough grains of salt, perhaps that's also true for modern science, maybe "time" will tell.

FTLC update v. 0.9.6.1.6 (2008-2-16)



This update is a simple hack to view overlapping records on the interactive timeline. I say "simple hack" because I thought of more interesting ways to do so, but they are problematic (e.g. show a mini-timeline of overlapping events raises problem of "is there room" for it without overlapping other records). Anyway, I show my age because hack used to mean an easy way to code something when something more difficult might be better as opposed to coding with "subversive intent".

Famous Dali painting pic begs the question: what's left when time (e.g. memory) melts away(?); perhaps the raw desert/sea/mountain of the moment and its momentum. While time is melting, I suppose one's sense of it begins to distort and further descend into ambiguity before reaching melt down (perhaps it is in preparation for this that the old buddhas say "not this, not that" when instructing students on what to focus on [i.e. focus on nothing you can focus on [?]).

FTLCtimelines uses a very rigidly structured sense of time (numbers clearly ordered by standard clock and calendar) which without other factors is not enough to gauge the structural variety in subjective flow of being (e.g. how important a span of time was historically, how long a specific span of time felt like, the "depth" of an event moment in experience, the spread of an event moment's affect). Perhaps this sort of perspective has no place in a locally objective timeline, but for an existentially significant timeline I think it might matter.

Note: there seems to be a lingering "not quite right" in pic of timeline for staggered events [v. 0.9.6.1.5] (not catching user set minimum distance between events text for them to be on same row). If I get it right, will put it up. Work around is to increase length of parent interactive timeline (make the window longer) which will spread things out on it's "pic timeline" window. [2011 note: I believe this was fixed in a subsequent version].

Back to Dali's melting clocks..., I would suspect conventional language fails in a temporal meltdown or dispersion; after all our words flow through the same dimension clocks do, whether that be time or a mobile succession of events. In meltdown, one is reduced to speechlessness; in dispersion one is exploded into said behavior (or so I might imagine). Another approach: as one ages, the stages of one's life seem to mingle; I dreamed last night being in my teenage years, mentioning to a peer how something had changed in my current life (40+ years later); the clock melts to reveal the child/youth/adult/elder mingling in the surround of self, detached from milieu, not risen above it, rather treading amidst them going nowhere yet afloat; instinctively I seek comparison with the "baby stage", floating as if before any personal milieu has begun.

rock, paper, scissor game & FTLC update (2008-2-1

As a programming variation on the rock breaks scissors, scissors cuts paper, paper covers rock ("one, twice, thrice, shoot") hand game. On combat: If Scissors closed and stabs Rock, Rock breaks; if Scissors opened and Paper stuffs Scissors: Scissors stuck; if Paper covers Rock and Rock rolls, Paper tears. On behavior: Scissors only moves when blades open and close; Rock (noun) rolls if it rocks (verb) enough (need push); Paper moves with the breeze (gonna need wind). Would be like a duel. I'd not bother try implement this game, but there it is.

On FTLCtimelines (in-between versions [0.9.6.1.50]) update: this update didn't take too long as the algorithm for horizontal event text placement is similar to the span placement algorithm; the view is only a picture (i.e. not interactive). Ideally, any view available in the timeline pic window (non-interactive) should be available in the timeline window (interactive), but this would involve a fair amount code rework, so I go the easier route. Version doesn't seem to introduce any bugs, but could be.

Another Escher pic. First impression is the contemporary notion of left/right brain divide between rational and creative consciousness; or the traditional dichotomy between reason and faith, or the ancient Greek dance between primordial eros (id) and awaked psyche (or perhaps the wonder of agape beholding "upwards" beyond the world of passions). And Escher has both hands connected to the same root, or sleeve.

Well, all this is nice, yet boil it down and one is simply left with art, or artifacts with a limited "life-span" as eventual relics of some sort of archeology before retreating into the lost of prehistory. Yet when one boils something down, steam rises into atmosphere: again, I seek to float something past what it obviously there and I catch myself trying to flee the transient nature of observable. epistemologically apparent being into a desire to persevere and be maintained: the desire to survive, or is it the instinct to survive, or a glinting remembrance of what one might recall of some wider world if one could turn one's attention completely from the hustle 'n bustle of daily life.

"Blah, blah, blah" I say to me self; wordy,, wordy mind chasing it's own tail in a futile race of verbiage attempting to pull itself up by its own boot straps. Again I return to the phrase, "might just as well howl at the moon", and perhaps this is what separates dogs from wolves, though dogs also howl at the moon sometimes: meaning to say, a distinction between faith or emersion in the convictions flowing from humankind versus an reflexive or learned distrust in said productions and their source.

But all this is to disregard the basic thing here, the ingenious skill Etcher had with drawing perspective, almost climbing out of it; t'would be curious to see what some graphic artist, riding on his shoulders, comes up with, perhaps in future medium, say holograms capable of rising out of "flat land" or immersive 3 to 4 dimensional inter-activities. I get sea sick on anything more robust than the merry-go-round at amusement parks, so I guess I'll pass unless I can't help but enter such, perhaps in some Bardo state.

FractionAction Update (2008-2-10)

One has to call a program something, perhaps Rational–Converter would be more accurate. It's an over–sized one (or two or three) trick pony, but it is updated to do most everything in one window instead of the multi-window mess it previously was. Had to include the "infinite set theory" window, though it adds weight and could be done to better affect: that and a little help text is reached from the "About Program" menu item, not mac-liked, but seems logical by some argument. Any errors in calculated results[?], would be interested to know: not guaranteed for practical application, i.e. don't assume it provides correct results, though I've found no miscalculations [i.e. bugs) in my own limited tests.

One known issue: program hanged once on some number, but couldn't pin it down nor systematically recreate it. If this happens, have the Finder "force quit" FractionAction. Also, program doesn't like when given one for a fraction (i.e. a/a): it might show the wrong answer (I should correct this, but perhaps it's good to contradict the obvious). Think it's corrected this morning, but with a busted rib and painkillers, I'm not sure of much [fell onto tile floor in a little tussle with someone].

All rational number investigation can be done on the interval (0,1), i.e. $0 < a < 1$ for a = fraction. There is no need to involve whole numbers in fractional matters and in arithmetic it is convenient to treat them separately during operations,: simple example...

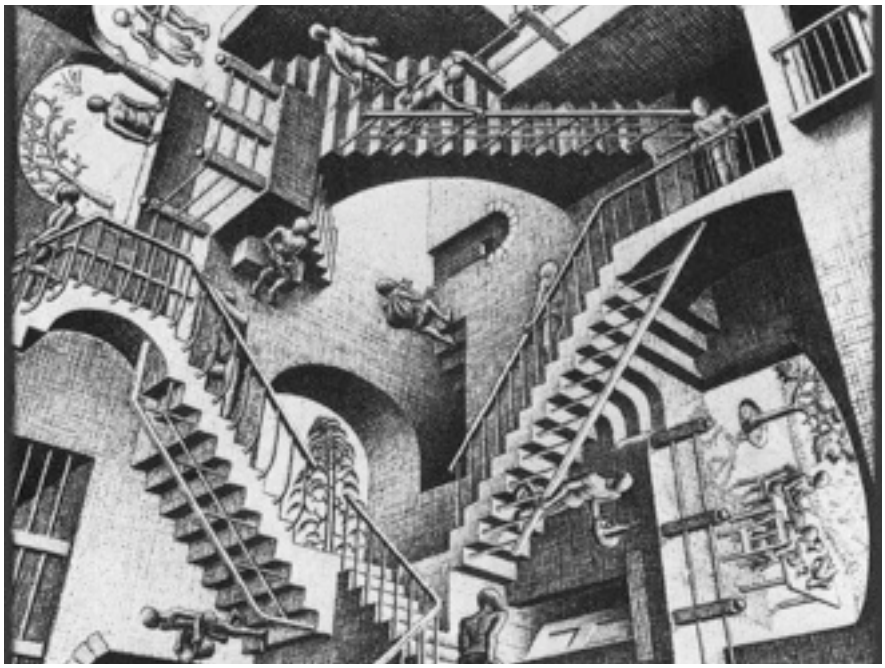
$$\frac{5}{3}+\frac{8}{3}=(1+\frac{2}{3})+(2+\frac{2}{3})=(1+2)+(\frac{2}{3}+\frac{2}{3})=3+\frac{4}{3}=\ldots=4+\frac{1}{3}$$

Missing from the previous version are continued fractions for simple roots in fraction (e.g square root of 2): though Algebraic numbers repeat as continued fractions, wanted app to solely deal with Rational numbers rather than enter the complicating realm of Irrationals. Also missing is the "divide the unit number line into n segments" feature which I found slightly instructive (only n = prime gives the line a different unit of measure for the "cut" [similar to only n = prime provides new factors for a number]). Perhaps I should have left those things in, but simplicity was my guide.

Speaking of bugs, referring to above pic, entering faux Jamaican Patois (after 20+ years I probably still don't got it right, there's a correct grammar to Jamaican Patois and I may have errors here): "there's 'nuff dem inna bush— d' pic pon d' hill —wid ant dem 'n forty-leg dem 'n nuff udder bug dem, inna dirt, t'ru d'grass 'n dead wood dem, d'ey fly 'n d'ey hide, d'ey crawl..., d'ey no bodda if you na bodda dem ... naw catch de cow itch pon d' skin." [cow itch, kind of like poison ivy].

Again, regarding Jamaican bush, there used to be more "bush men", meaning folk who work in the bush (e.g. farmers). 'Course, lots of folk go during mango season, but otherwise bush folk are going the way of the American cowboy. My father-in-law is one of the "dying breed", at nearly ninety, he still takes his time, walks to and works his land (banana, yam, coconut, etc.) with machete and iron fork. He used to farm sugar cane, but the world trade people made it nearly impossible for the little farmer to make any money (cheap imported sugar, to Jamaica[!] where sugar was king, what a sad joke).

FTLC Update (2008-1-30)



FTLCtimelines current version as of today. As always, I can't take lots of time to debug, but catch what problems I find or deduce. I seldom get reports of bugs in my software: don't think it's because they don't have them, rather it is a bother for others to report them. Still, the only two ways I have to find bugs is if (1) I find them or (2) someone tells me about them.

On time zones, many or most timelines have no need for them (in FTLC, set File time zone to none), while others are uselessly incorrect without them (e.g. short term timelines having events/spans in different regions and hence local times across planetary time zone boundaries). NOTE: as of today [edited blog in 2011] I still have not done much debugging on TimeZone feature, and have heard from no other's about any such bugs; my assumption is no one uses it and I've had no personal use for it, though a timezone feature would be mandatory in any timeline program that deals with events in a contemporary geographic context. I originally added this feature because of this "mandatory" consideration. I've got no beta testers available, especially working together across differing timezones or individuals traveling said way.

In general, programing— to me —is like a grey labyrinth (as with Escher pic above). One enters a mental state filled with the various aspects of the code; thinking convolutes within [personally] intricate subdomains of algorithmic thought. Example, in the TimeCircle aspect of FTLC: (1) dealing with the various ways to align text on an arc to get it to read easily which depends on how the programming environment deals with text & character streams, (2a) rotating characters in a programing language which doesn't provide for "string" placement on an arc, (2b) how to do "single character" trigonometric transformations so that the whole "string of characters" ends up looking good.

If I get sick with fever when in programing mode, then my dreams are a not too enjoyable maze of non-logical logic chains derived in part from such as the previous paragraph suggests. Fever dreams somewhat like— in Escher's graphic above of house — for the humanlike figures if their orientation is not adapted for their multi-orientated world of apparently criss-crossing gravity fields. I don't think, if I have a choice and such exists, I want to go into any later Bardos states with me in such a caldron. But maybe that's the way it is as perhaps babies experience upon entering this world, their disorientated state either comforted either by the warm embrace of the mother's warmth or perhaps some reactive catatonic detachment if no love and comfort is provided.

FTLC timezones (2008-1-12)

A timeline program should have time zones for any records than cross zone boundaries in short term time. I am currently attempting to put time zones into program. Dealing with the zones in and of themselves seems not tricky, just follow the procedures for changing them, though the International Date Line provides for some head-aches though it seems I might not have to deal with that much for my purposes (maybe this tentative assumption will prove wrong). Parsing .ics files (ical) for timezone info seems also not so tricky, but involves enough concentrated effort (haven't gotten to it yet beyond looking at the .ics files). Integrating timezones into FTLC might be more bother than I want to put on myself because there's enough code to augment, so not sure it will be finished. The way for user input is a lot of messing around, would be nice to have mac's own time zone picker available, but it seems it is not, but I've got the map and my typical clumsy user interface done on that part though I would have preferred using a 3-D globe but don't know how to implement that.

Since time exists in space, at least around here for all practical purposes, a full fledged timeline program would integrate a full fledged representation of the world it is chartings of time, events linked to place, spans linked to places and movement between them; but I don't think I am up to that task, at least not in a 3-D representation, though I have messed around with maps the user could edit for each record (e.g. indicate place with vectors for any "where it's going", movement or expansion/contraction of geographic domain), got it working but not ready for users, didn't ever finish it though and I've my doubts [2011 edit] I ever will. Of course a greater task would be implementing such a thing for entities traveling between planets or engaging in "time travel" but of course they would be using a different sort of units of measure and reference points for time/space. FTLC's basic unit of measure is the second, greater than 0 BC is positive, less than 0 BC is negative: I employ Bob Delany's "Extended" plug-in for RealBasic (i.e. RealStudio) to utilize such big numbers.

iWeb put this pic here automatically. Where I live there's not enough waves for surfing unless a hurricane is passing through. It's "fun" to swim through that, but one has a chance of either being floored to sea bottom or carried out too far. I've taken the kids out during some (girls preteens, boys teens); they loved it though I spent most of my time insuring they didn't drown; you couldn't hold yourself upright (vertical), the strong currents kept your body towards the horizontal. The trick is to work with the water, you can't fight it when it's showing its strength. One must be careful in open water swimming under such conditions: though the waves are crashing in, the sea is pulling you out, so you must attend to not being crashed into something, hit by floating debris, and not being carried out to sea; I find it best to focus on two landmarks to gauge if your being pulled out too far because it's hard to tell just from looking at the water, and you must foresee where the waves might lead you. The mountainous criss-crossing waves are beautiful, their foam like galloping horses, similar to the "Lord of the Rings" movie scene right after the girl elf carries the hobbit across the river which then washes away the bad guys.

On numbers and Fraction/Action (2008-1-9)

I'd sort of like to update Fraction/Action though all it does, mostly, is show repeating digits for fractions (in decimal and continued fractions). The only programing "watch out for" is one must contend with arbitrarily large numbers and to calculate the number of repeating digits in the decimal one utilizes powers of 10 which can soon be raised to quantities beyond "reasonable" limits. Used is Bob Delaney's "Extended" plug-in for such large numbers, a great plug-in from a really great guy.

That some fractions repeat endlessly as decimals is a provincial matter (depending on your base): e.g. 1/3 = 0.333.... (base 10) which converted to base 3 as 1/10 = 0.1 (base 3), note 10 (base 3) = 3 (base 10) and we use base 10 (10 digits including "0").

If all the Rational numbers could talk together in the vast space between themselves occupied by the Irrational numbers (each number being an individual) in some place of infinite mind, I would suspect they'd work in an infinite base (i.e. the base containing all the prime numbers) and hence there'd be no decimal repetition for any of them and expressing themselves would not become redundant.

Anthropomorphic fantasies aside, the number system gives a nice meditation which I attempt to picture in F/A's table of the infinite properties of numbers (the "about..." menu, the "∞ " push button:

integers (infinite extent), there's always a bigger one.
rational numbers (infinite density); there's always more between any two.
real numbers (infinite identity)
Algebraic (infinite decimal identity): infinite decimal digits, no repetition.
Transcendental numbers: (infinite continued fraction identity).

Transcendental numbers are also the only one's of any infinite measure: take all the transcendental numbers away from the number line and all the other numbers, as infinite sets, don't amount to any infinite size at all, the number line collapses to virtually nothing as if the transcendental numbers were the glue that holds the little flakes of lesser numbers together. And yet we can name very few transcendental numbers (e.g. π, e). The topic is so clean and generalized that one may apply or meditate upon it it all over the place, at least metaphorically, though it begs the question of whether or not it has any relation to the reality we are part of: I sometimes imagine the "real world", in it's mathematical representation, is only fulfilled through the transcendental number, the rest only reaching approximations of it's complete continuum, i.e. reality as interpreted through our senses.

Pic is of Georg Cantor, the great mathematician who worked out the ideas of infinite sets and how to compare them (among many other things mathematical). Controversial in his own time, dealing with these number mysteries was apparently something of a rough ride in mystic adventure for himself; perhaps the controversies he faced had something to do with any personal disequilibrium he might have experienced.

Little note on human sense of time. (2008-1-8)

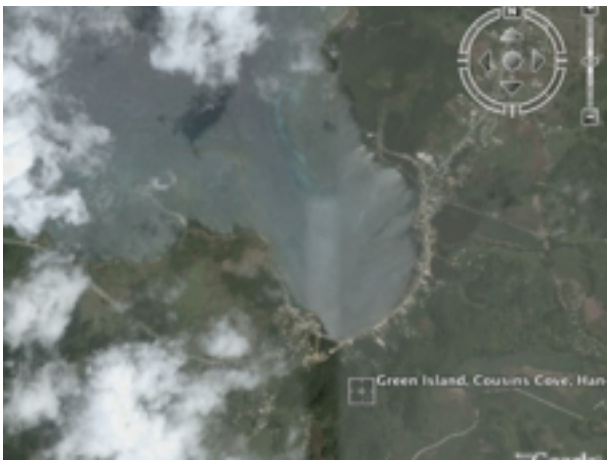
One way I like to look at the past is "how many lifetimes back/forward is it: e.g. if your fifty years old, 1800 is a little over four lifetimes ago. Hence there's a quantifiable "chain of being" connecting humanity. The older you are, the shorter distant times seem; if you're real young, a few days seems like a long time. In FTLC, allowing the axis to display temporal distance from a given point in time is a "cheap" way to "slackly" show this (I say cheap/slackly since— for instance —I think the situation should allow for user to enter their age and mark things by that unit of measure, but I think I might overestimate a given user's interest in this "feature"). I look at it as similar to the relationship between hight and distance: the taller you are the shorter a given distance seems; the older you are, the shorter a given span of time seems.

Other subjective senses of time might well be usable in a timeline program, perhaps with curves for axial indication of a sense of temporal passage tied to some subjective measure (not the "objective" clock). Of course this involves what I call "etch a sketch" programing, i.e. fitting things geometrically on the screen (for the curves, some sort of spline computations seems the way to go at first glance).

Pic is of "father time", can't recall where I got it from (probably google image search), hope it's not copyrighted, but hard to draw my own though I did draw a "similar" figure once (at right) . Considered using it in FTLC as something (e.g. icon, splash screen) with his scythe plowing through space and it's content, digging up the "always now" moment, leaving the trail of it's past behind. Again, don't know if pic is in public domain though and I'm (obviously) not too fussy about application icons and splash (application start-up) screens.

On the pic at right, someone once said, "if you get to know that guy, you won't like him". Hmm, don't know, looks a little "crusty", but then I'm starting to look a little "crusty", so— as they say —self projection of the "interior shadow" perhaps. Did the pic with some sort of crayons; since I'm no painter, was rather pleased that I could draw anything resembling a human figure. That piece of paper is... well, who knows where, I don't live up in that house anymore. He's supposed to be some sort of Gandalf type character (Lord of the Rings), this is before the movie came out, in the 1970s.

FTLC Update. (2008-1-7)



Last update for timeline program was March, 2007. Little coding (except an abandoned attempt to do it all from scratch) until about a month ago, though I give programing thought when I'm at sea (got to think about something when swimming, and I swim a lot). Not sure what prompted me to begin updating program: curiously, I began writing program around this time of year a few years ago. Essentially this update allows me to go forward programing it if I want since previous version contained some outdated code (i.e. deprecated, meaning it was no longer supported too well on computer [quickdraw routines mostly]).

Time is something I first learned about in elementary school where I spent lots of time watching the clock. I suspect it is a mental way of organizing the motions around/within ourselves (i.e. no Dr. Who type time machines are possible with time not being a fundamental force but a way of measuring them with regular, cyclic devices which are themselves a construction of things in motion), but what do I know. Sp far as elementary school goes, felt like jail to me, would have much preferred a different approach and I expect enough children feel like flowers withering in that claustrophobic, sit at chair a lot of the day environment.

Pic is of "home town" area near west end of Jamaica via google map. Bay no good for swimming unless you go out a ways. Green island used to be a port for banana and sugar cane; area kind of in a slump economically now (local crops overpowered by foreign ones [cheap and subsidized] and international agreements). But place lively with local whatever (yesterday an ol' rasta friend shot in leg with fish spear gun in family argument — typical). Island is pretty though; well, whole planet pretty but enough misery under the surface. Guess there's "too many rats in the cage", i.e. overpopulation (given contemporary social structure); don't know about other places, but here "nuff gal dem want pickney (child)" as in "find me someone to love" and the boys are ready; of course there aren't enough jobs available and kids don't always "look before they leap" (I tell the girls, "you wanna toddler follow you, remind you of someone you might not like any more?", but it's hard to persuade an adolescent, hormone drenched human). But ya can lead a horse to water but ya can't make 'em drink; that's assuming what I say has any bearing on a given circumstance, which is questionable to say the least.

At right, another pic of Green Island, just to fill the page. It's a little town, sometimes miss USA grocery stores though some of the local stuff can't be found in USA and some of it's pretty good with nothing comparable on USA grocery shelves.

Parochial FTLC (2008-1-6)

My timeline program wouldn't work well for insects: a second must seem quite long to them because they're quick. Further, FTLC only contains standard (where I live) calendar, and is only available in English, it only works on Mac computers. And it wouldn't work on any other planet (the two constants in local time are year (earth orbit) and day (earth rotation), plus lunar orbit(s) and, of course, the ongoing moment.

A generalized timeline program would allow user to input cyclic constants for arbitrary system; I don't think that is as difficult as it sounds, simply replace constants with variables, perhaps "Objects Classes" (in Object orientated programming) in arrays where more or less "object instances" could be added to the array depending on the number of factors for a given locality (e.g. Jupiter's got a lot of moons). Back to Earth, wouldn't be any more difficult to allow for other calendars besides the one we use in most Western civilization countries (at least USA and Jamaica): there will usually be the constant lunar cycles, sun and Earth rotation cycles; what changes is how one divides up the days (e.g. months) and years, though some calendars might get tricky if they rely on lunar regularities.

Regarding programing bugs: I've fixed every one that's been reported to me, or established a "unseen by user" work-around. Only thing now is, old manual is really bad and I have resorted to using the programs help system to implement a sort of "tell you how to do everything". No quick start guide nor FAQ (don't get that many questions though): if there was a demand, I'd perhaps attempt those things because, though the program is naturally simple for me to use, unless I forget how I programmed it to do something, it is not completely "mac like" and its idiosyncratic way of going about things can leave some users wondering what's going on or how to do anything with it. It's not intended to be a full featured program, but rather a utility that can make timelines for other programs to do their thing with.

Back to the bugs (non-programming). I recall, a long time ago, there was a fly stuck on a cloth painters had used to paint house. The fly's eyes were completely covered with white paint. Well, i put my finger next to the fly's front, he/she crawled onto my finger. I placed the fly on a cloth of paint thinner. The fly began to wipe his/her eyes clean with his/her front legs until the eyes were clean. Then the fly flew away. True story.

And, when sitting with mosquitoes fling all around... I grab a mosquito zapper (looks like a tennis racket with electric current) and the mosquitoes vanish. Either they're generally wary of such devices or they let each other know what's what with the thing or what? Even just laying the zapper next to me causes mosquitoes to avoid my space, got to cruelly hunt 'em down.

These bugs aren't so stupid as one might think or I've seen too many critter cartoons.

Pic is from Encyclopedia Britannica (for mac), hope they don't mind, but I herein place reference to its source.

END OF OLD BLOGS, Glad me done!