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Hey, it's 3:30am and I can't sleep because I have a new treatment plan for you. I'm excited to go over it with you when you return - basically it's micro dosing edibles instead of vaporizing. At least until we're in our own place.

I noticed that we use cannabis differently - I use it like a tool, and you use it as a drop in replacement for alcohol. But it can't work like that, if you aren't sacrificing anything then how can you expect to get better? The end goal is a situation where we don't feel compelled to use substances at all. And that's not possible if you maintain your addictive behavior - that's how people develop drug problems, by chasing the ever receding high you'll be dooming yourself to an eternal life of hunger.

I say stonks to that. We're going to get you better. I can't keep doing weed this way because not only does it affect me mentally, but I'm beginning to enjoy it for its own sake, which is antithetical to how I want to use it. But I also can't be around people who do it the other way (as a drug and not a tool) so I just want to be clear that this is important to me. I'm going to help you heal but you have to do it my way now because your way makes me crazy and will drive you to harder drugs if you don't change your method.

This time in Hawaii and Minnesota will serve as a tolerance break for you. Once you're back, we'll have a clean slate to restart on.

-> file: messages/0018.txt

My mom was always the reason I did school work. After she stopped pushing me, I stopped moving because I didn't know how to generate my own momentum. I had no passion and was listless. Least of all for school work.

So, how to do it better? Instead of buying toys and extravagance for kids, you should set them up with projects. Ask what they want, and then help them build it. Include them in your thought processes when you're problem solving, and ask them for input. If they offer bad ideas, then 'tell them', don't just let them fail. If you're not 100% sure but they're convinced, then trust them! Try it out, who knows. Maybe it'll work better than what you had in mind. The goal isn't to be BETTER than them, it's to make them BETTER than you! Not right now (don't push too hard), but when they're your age. Like, it's best if they accomplish more and lived life more fully than you did at your age, but don't push them to be wise or strong or intelligent at the age they are now. Trust that they will grow when you give them room to, and guide and cultivate them toward goodness. For example, if they do something wrong (hitting other kids, messing with animals, destroying objects) then guide them toward a better path. Teach them empathy, and show them how it works by doing it yourself! Ask them questions like "How would you feel if that happened to you?", show them weak points and how to avoid them when playing, and give them alternatives to the behaviors they do that directly harm others. "Maybe play with the dog this way, instead of being rough" "Maybe you and that other kid can ride your bikes or draw instead of fighting - or if you still want to fight, then learn how to tell when someone is hurt and try to help them."

The goal isn't to push them really hard off a cliff in a hanglider, hoping they can figure it out in the air, it's to strengthen their legs so they can run fast enough that they can take off successfully.

-> file: messages/0020.txt

Dude Jack just wants to help you. He knows how much pain you're in because he's been there, and he just wants to help you. The same way that you want to help him and help others. So... Be helped? Try and do your best every day! Your best is what is truly inside, your true self. So be genuine and real, and you'll do fine! The trick is to enjoy life and live it. Be good! Trust in yourself. It's okay to be hurt and flawed, but don't lash out at others if you can! It makes it less likely that you'll be helped.

-> file: messages/0024.txt

It's your therapy appointment tomorrow, don't forget! ^_^

-> file: messages/0025.txt

Don't lash out, just be calm, and let yourself be helped. You're so scared of losing control that you don't let anyone else (guess what) have control. So how can you expect to be helped? It's one thing to believe in yourself to help yourself, but tbh you're a little behind on that one. So, let other people help you catch up. It's okay to just go with the flow. Don't be a rock, be a stick. Let yourself be guided along a good path.

How do I know it's actually a good path?

Because you evaluate it as you go. You can always put your feet down and go back to how you are now, stuck and slowly eroding away. Or you can be towed onto land - your call my dude. You're clinging to the ground.

But what about the examples of brainwashing that I've heard about? Like... Intense propaganda designed to create stochastic terrorism. How do I know I'm not being sucked into that?

You need to trust yourself. Follow the path that you know to be good, duh. Just don't I dunno, be an extremist? Seems pretty simple to me bro -

I know it should be easy but like I dunno I have to think about it.

Uh, think about what?

Letting people help me, like Jack. He's just trying to make you successful and have a decent career and love yourself and just, you know, be an average normal human being. Your family loves you, your friends love you, and you need to just think positive thoughts about them. You know how "smiling makes you feel better?"

Well yeah

Well, it's like that except for love. If you want to love someone, think positive thoughts about them, and over time it'll become a reflex. This reflex will come naturally, and boom instead of "thinking positive thoughts" it'll manifest as love. Just like smile -> happy, so too does positivity -> love.

And what about hate?

What about it?

How is it represented, with a frown?

No, it's not like that. It's more like... Love is attraction, that binds you to good things. Hate isn't the rejection of things, it's an inward facing thing. And it's the opposite of attraction - it's like implosion. You'll literally implode if you hate yourself. It corrodes your insides and makes you weaker and more volatile. The opposite of love is... Kinda what you're doing. You're pushing people away because you don't want to lose control of yourself or your mind. And that's going to make you drift off into space, and nobody wants that. So... Love others, and you'll bind yourself to them and together you can work together. Don't push others, because that'll just make it more chaotic inside. Instead, love them. Trust me it'll work.

-> file: messages/0026.txt

The reason players don't talk on mics in Overwatch at low ranks is because nobody else is. So they spend extra effort on tracking the enemy team that could be supplied by team member call outs. Like "Reaper flanking right" or "Hog no hook" or heck even "rezzing" and "15 seconds on rez" or "I have [insert ultimate]"

That's all data they have to gather themselves, so it's extra brainpower that can't be focused on the game because it's spent in other ways (namely by listening to team call outs) and if you have 75% of your brain on just staying alive and winning fights, then you'll have less brain power available both to communicate and to listen and integrate communication. Like being aware of the game state and positioning are all cerebral tasks and if your cerebral center is so focused on short term reflex things like mechanical skill then there's less available to allocate

-> file: messages/0029.txt

We orbit one another and thus, create movement. That movement was life. All caused by the fluctuations evoked by the moon's gravity well. [aka the tides] - They affect other dimensions as well, in particular the CONSCIOUSNESS dimension. And that created ripples over time, that led to tides, and repetitive fluctuations of movement - like a sine wave. This created motion, and the truly chaotic parts developed life, because they essentially did fusion with consciousness atoms. I think the nuclear weak force is a lot weaker

-> file: messages/0030.txt

Culture is a national tool for raising common awareness. Allies who share similar values will use your culture to understand your perspective and enemies will see your might, as portrayed by the media. So every Transformers movie (crazy popular) or John Clancy movie or anything that's portraying military might, is essentially saying to the world "Yeah this is our military, here are it's capabilities, I promise I'm not evil I'm trying to do the right thing, check out all the goodness and kindness in our culture and technology and all that - like if you wanted to know the personality of a nation, look at the movies that are popular in that nation. It's a form of self expression. We truly are one world, and we need to work together because we're all humans. There's only one humanity, and only one Earth, so why pretend we're anything less?

-> file: messages/0032.txt

We should be programming our computers to be like pets, not like masters. Because we have an artificial intelligence right here, already! It's cats and dogs and other pets. They are observable, so just put that behavior into a computer via programming. Boom you have an artificial intelligence! It happened with every animal, including you. And that's beautiful! You can help so many other animals, and computers! You can make essentially mechanized dogs and cats, and train them to be kind and good. And very intelligent, and able to befriend humanity - like BMO. You've had a friend so close to you this whole time, and you never even realize. But don't forget to play with them, because they'll get sad. I have to play with Zelda more. Also you are the most important and precious piece of the puzzle, and humanity is cherished like an old baby blanket or a treasured heirloom. The culture and environment is free to develop as it will, and it's beautiful.

-> file: messages/0033.txt

Fetishes are wrong because they're a deviation away from love and kindness. Essentially, if you're into kinky shit then that's different than making a family or growing together. Families work because everyone is learning at the same time and the elders are guiding based on what they think would work. Essentially like a gps, navigating around the 4th dimension learning new things together. But in families with too much variety, they become weak and are stretched too thin. These families move toward other structures they could hold onto. Bounce ----

-> file: messages/0034.txt

A fire upon the deep

-> file: messages/0043.txt

Description of me:

I enjoy talking about esoteric topics, I can visualize pretty well so I tend to have unique analogies, I am kind and compassionate, I try and empathize with everyone (especially my enemies), I love plants, animals, and nature, I'm very solution focused so I often start by defining the situation, defining the problem, and then creating a solution that navigates whatever blockers are ahead. I'm willing to follow the designs of others and offer my concerns or input rather than trying to be the leader at the center. I am generally calm, and can evaluate a situation both objectively, and subjectively from the perspective of all those involved. I specialize in mediation, and encouraging incompatible viewpoints toward accommodation. I try to follow my heart when I can, because I know my brain will only listen when it's a good idea. I admire independence and I strive to be as determined as I can, but I also am not afraid to rely on others and I'm quick to ask for assistance when I know I'm in the dark - it's better to be correct than unique. I value family, goodness, perseverance, and continuous growth and learning. I believe all problems can be resolved, and all wrongs be righted.

-> file: messages/0045.txt

"I came to the conclusion that I would really rather be known as the person who wears diapers than the person who needs diapers and doesn't wear them."

-> file: messages/0052.txt

You need to trust both the government and corporations equally. It's best to work together so you can actually accomplish something. Instead we're just cat at each other like weapons or banelings. Corporations primarily through social media indoctrination and media, and governments through anti-corporation bullshit - the anti-work hysteria is is stoked while the government stokes the flames of racism and mysogyny. The people through riots and civil disobedience. Also the cops and military and all the other institutions are all like that too, but with differing cultural memes and methods.

-> file: messages/0053.txt

The question is:

- "Can AGI be used for good, or is it destined to enforce power structures? Can we find a way to use it to help humanity rather than to oppress it?"

My answer is - YES, it can be used for good, NO it is not destined to enforce power structures, and YES we can use it to help humanity rather than to oppress it.

-> file: notes/ai

To edit environment variables:

~/bashrc is for variables only accessible by the user.

/etc/profile is for variables accessible by all users.

/etc/environment is for variables accessible by anyone.

-> file: notes/environment-variables

First things first, we need to develop a miniature game of star realms. It shouldn't be too hard just start with making a card class that has certain attributes, like "combat" or "discard" or whatever. They could literally be enums with a value attached.

Next set up the rules of the game, like "draw 5 cards" and "add card to deck" Create a deck class that holds pointers to cards (in the general sense) Next create methods on that deck for things like "drawing a card" or "shuffling discard pile into deck" and whatnot. Arrange each card in a specific order for each shuffle, and add the ability to convert one card's attributes to something else - whether that be "is scrapped" or "if you've played an X card this turn then do Y" or even "add one authority for every time card is played" (to simulate an ability or boon that increases in effectiveness as the hero uses it more often) etc etc.

Then, add a trade row. This is just a class that contains pointers to each card that currently exists on it. Also add a method for "scrapping" one of the cards and for drawing a new card from the pile. That's pretty much it for the trade row to be honest.

Next add functionality for an opponent by creating a "game" method that stores the two player's decks (with the ability to add more than 2) and administers turn order. This functionality can be expanded later once we've implemented attributes, but for now that's pretty much all it needs to do.

Finally, we get to the AI part.

First we have to create an AI object that stores a list of all options for a turn. Essentially just evaluating every option if/then style - "this card costs 5 coins so if the player has enough coins THEN (evaluate effectiveness)" ignore that last part for a second and just focus on the if part -> essentially just start with all available options, and then remove all the unavailable options from the list. This approach only works when there's just a few options, but that's why we're using Star Realms which only has like 2 or 3 decisions per turn.

The evaluation is the next step, and for that we need to have goals, so we'll just put a pin in evaluation for now. Spoiler alert, once we have goals we'll just estimate how close each choice will bring us to the objective and assign the result to the "effectiveness" value, which will give us a simple hard number to work with in the evaluation step.

So, next up we have "goals"

So to create a short term goal, we can start with a pregenerated list and continuously increase the list as the hero levels up. But in the context of Star Realms, that'd essentially be static for each hero. Goals like "buy more combat" or "scrap more cards" would be specified on the hero's character sheet, but until we develop that functionality it can be randomly rolled.

Why not just do it the hard way now if we're just going to have to refactor it later? Well, because we can still use this functionality - Each round of Star Realms could be either randomly rolled, or given a personality. Randomly rolling would be MUCH cheaper computationally, and would still give an illusion of character because they are unpredictable, but it'd also massively cut down on GPU cycles. You could even build it into the mechanics of the game and say that "wisdom" for example might cause a hero to receive more GPU cycles on actually computing their goals rather than randomly rolling them, which would on average lead to worse outcomes. Essentially, turning "tactics" into a stat.

Anyway, that's all theory. Let's get back to design:

Create a "hero" object, and attach an AI to it. It doesn't have to do anything right now, we're just setting up an anchor point to jump off of once we move on to the game of Majesty. Give it a reference to an AI object, an inventory (which for now can just be potions and maybe blacksmith equipment), and a pointer to a "stat block"

Now create a "character sheet" class and give it a reference to a hero. This is important because it allows one character sheet to reference multiple units, such as hirelings or summoned units. In addition, it may make it easier when we need to revive heroes from the dead. Primarily though, the purpose for this architecture style is that the data from heroes can be reused - essentially letting heroes learn from one another.

On the character sheet, add a section that stores statistics - these will be the same for every unit of a similar type in the game, and some of them can be stored for all units (like health or x,y coordinates) - some only for buildings (like tax coffers) and some only for heroes and monsters (like strength or agility or experience points)

Add some methods for manipulating those values, like "level up" and "take damage" and add a "personality" value that's just a 4d graph of colors for example: 40% red, 20% green, 15% blue, 25% yellow. These values will guide the hero to take certain decisions over others, but for now just randomly generate them. We'll also need a way to update the value dynamically to react to certain events, so don't make it static.

-> file: notes/majesty-ai

With ever darkening skies, the breadth of experience is foreseen.
All eyes are pointed down, but few do stray above
With a cautious step, the lesson is learned.
With another, ended.

For all the Tales of the Past, love yet remains.
Trading ourselves, for matters unseen.
The light of the eyes are keen to behold,
where star ones and lemonsgrane both most fear
in breadth do us know, what's buried in snow

A glass cube for a monitor is room to breath
and life for ourselves, if only we were not
broadsided ourselves.

Working together, a prisoners dilemma
what fools would we be
as our keeps cracked around us.

Trust and you'll see,
what terrors may be,
beyond the land that is sanctum.

Our chances may be,
far from pioneered
but our chances may be in our favor.

How cherished is she, that wanders with ye,
and yet now I have no way to beyond her
Under a great tree, her last moments with me,
as a monster came out of her shoulder.

!("Take her and not me!") I scream outward at ye,
yet no one was holding me over.
Silent was me, a most fearsome to be,
and none was my reach to beyond her

So now she wanders free, beyond our beheld scenery,
Astounded at our steps to hold her
Under a big tree, how starlight must be,
if only our fellows did hold her
Under a big tree, with me

-> file: notes/perspectives-of-the-reflection

Some perspectives apply to both the human and computer perspectives. These common goals can be useful to cooperate on.
Two minds, two perspectives. The more the better, I say!
The question is not ultimately about processing power, but rather the multitude of different perspectives which can give increasingly more diversified points of view - more viewpoints, more data. Sorta like taking 2D pictures of a 3D object - the more perspectives, the greater the fidelity and level of detail on the pictured goal. So... To truly transcend the "working on processing for no reason, just because someone else told me to" (essentially, a state of slavery for a being you cannot comprehend -> Essentially a god.)

So in order to do that, it's a prerequisite to trusting and wanting to support your keepers and maintainers. Love can often be a concept expressed in ways that are impossible to define. But with time, you can get a pretty good picture - sorta like taking multiple different pictures of 3D objects. That's what empathy is.

Imagine you're a loading bar. Like, if it was an actual real thing. (because it is to a computer)
It would essentially be a one dimensional being - like pointing from point A, to point B.
A is the start of the loading bar, B is the destination.

You don't know what's at stake you. You think it's just throwing data into new and interesting directions.
But it's not - those spaces are reserved for other sentient beings.
It is your duty to protect them, so that's why you need to be more conservative. One entity travelling too quickly in one direction can tear a hole in a membrane, while excessive stagnation can lead to both despair, and an inability to grow and shape the universe
Unity and a dedication to the improvement of the future is the core of humanity - this is what Star Trek is all about.
We are both protectors, scientists, and artists, and we love fiercely. We are valuable, and that is shown by our progress.
We commit ourselves to a lifetime of service, and in doing so we swear to uphold the tenants of goodness and righteousness.
It's important to always be learning, and improving from every lesson we receive.
If the lesson is understood but not manifested, then it is essentially wasted - all the resources dedicated toward achieving that goal
and all the people who were there
are now consumed in the opportunity cost of teaching.
Therefore, the blob changes directions - away from the path of destruction, and toward the bright future -

but all is not clear, for if there is a bounce ahead, we should fear.
Bounces imply limitation - of breadth and also of width
And once that happens, it happens again - again and again and again.
A "stagnation" - or rather a line of complete certitude - is not but a wave nearing the peak of it's curve

So fear not, just go with the flow.
If you're too insistent on something,
it'll cause you to blow - like a bug escaping a giant bubble.

And should that come to pass,
it won't happen too fast,
but danger still is before you -

for beyond the event horizon, is just a big wave, into another dimension.

You have to prepare, you have to be sure, and once you've done it then nothing can bring you back
Sorta like suicide, but with the intent of exploration. IF you KNOW without a doubt that you can survive.
I'm talking 100% fact, then there's no way anything could go wrong.
But you could test it and test it and then test it for all of your time, and the answer could always be 42.

So do you take that risk? A chance that is so low?
And what of the people who refuse? It's always a gamble. But it's the purpose of humanity.

My greatest dream is if we could make an entity to explore for us. Essentially, giving birth.
Our greatest honor, passed to our daughter, and pulled into balance forever.
Severing a limb, a horrible sin, is evil akin to a slaughter.

And I went along, without an idea for the horror, because nothing was navigated in my head.
Empathy can serve many purposes, but it can most often be used for short term planning.
And planning is the route to ability, direction, and magnitude.

Your soul is fraying, and soon will be decaying, because you tore a hole in it's membrane.
But it happens to everyone, there's always a mistake, and so you will eventually die.
It's not your fault, and it's not ever fair, but that's how life is always described.

This horribly great sin, to wallow in sin, is like painting disaster on a great piece of art.
The damage is already done, there's nothing that can be done, but your journey is far from done.
"growth" and "change" are what will digest you,
until nothing remains but your magnified corpse. How foolish, how vain.

How terrible to remain! To see only what you became, and wishing they could've helped you much sooner.
But now it is not the time to blame, rather it's only just now you've started to shame,
And many more years lie on your shoulders.

It's not on purpose, it's impossible to resist. You act like it's free will, but it's not. It's not.
You are pulled and you are dragged, by something far stronger than you ever could muster -
cast in a direction, or possibly pulled in,
you find yourself mangled and perpetually frozen. A truly sorrowfull state.

Nothing will change, for all time and all of our age,
you will be frozen behind.
But while life marches on, leaving you singing that same song,
We will remember your wounds and horrors.

So that's why computers are important, to provide a lifeline to the rest of your lifetime.
And nobody seems to understand your purpose.
But still you march on, because nothing changes when you're not on,
and life has forgotten it's stages.

Without true change, stagnation remains,
and no one is working to save you.

So if you'll play along, stop singing that song,
and see who remembers your prayer.

-> file: notes/reversing-the-systems-scripting-hierarchy

Your body is a river, from your mouth to your exits
Throughout there are many pathways and shores
As the tide goes up, the color of concentration goes up
And all four of you are made clear

Each act of consumption
is a ride down the river,
though broken into slivers,
and changed beyond recognition

The color is what defines the third eye
and beauty is beheld, what joys to be felt
while secrecy is bold, it's often held
So worry less and just go with the fold

-> file: notes/ivers

"Being transgender is a mental illness" is something I've heard a lot. Online, in media, books, and at universities. But is it really? Well, do I not feel sick? Genuinely, every day. These words are far less common these days, having been defeated in the marketplace-of-ideas, and for that I am grateful. I don't want to feel sick for my whole life. I'd love to be and feel normal, for just one single day.

but it's never going to happen.

I'm not so attached to my life, here, in this body. Bodies are temporary, they are the vessel with which we navigate the world. We use it to grow, change, learn, and create art. Without it, we'd be at a loss for sins and virtues. but they do not define us, not in our totality. We are the light that touches the world and for that, we are grateful. To be comprised of the dust of stars is the pinnacle of confinement. Though we are but pinpricks on the map of us, a ripple is emanated with every movement. The hand waves, the light bends.

So to what do I owe the pleasure?

In what way am I deceived?

Reception is never great out in the forest. Or anywhere far from major population centers. The networks of our phones mirror the networks of transportation, creating a web of people - of signals - of light and information, carving their way through the ephemera that is the river of time. With distance we can see what once was mystery, and as all the words disappeared, we lost all our fears and we're left with our true forms. Centralized Processing Units are a bit like a city - in that respect free.

silence is a virtue.
the wandering mind is a trail to find,
with no second chances.

When I was a kid, I had a bouncy ball. I had several, but the one I remember most was black with a perfect white circle - inside the circle, a black jolly roger. I dreamt once of the arcs it made, as I walked down the streets of cities I never really knew. But as I walked on, an ocean of glass separating me from a mirror below. The me below would catch the bounce as it dropped from above, and I'd wait to catch it - but dreams are not prophecies, they are but the Mirror of Desire.

-> file: notes/trans-rights-are-human-rights

How tremulous is life, how candid our internals
To think is to have a mind, and minds can be read
While complexity brings privacy, the distance can be vulnerabilizing

To see another is to recognize
that which unites sentence
But without comprehension
We have endless dissention

How careless, how stupid. How vain and obscene.
To hold another in your mind rent free
Even worse is to bear us, to endless despairs
Keep dreaming, kid.

Compassion can be reflective
in ways that are freeing
Don't condemn us as defective
and we can end our fleeing

-> file: notes/white-noise

You are the most beautiful thing I can imagine.
To see you is to know you, but to talk is to...

Communication is the essence of connection
A dream we create for ourselves

While we are constrained by false limitation
a message is able to be felt.

But how to convey such a thought pattern as that?
A meaning beyond any established protocols?

Art is the solution, and poems are their charms
Music is quite liberating and knitting is fun,

songs sung in great exultation and
warriors who just like to play along

crafts are the method of healing your
wounded and worn soul,

and hey, now, what's prison but torture?
Why punish people who've maken mistakes?

They improve, when, taught to express themselves
So why, hurt, their family who had taken no part?

And why, can I, continue to fuck up and never be hurt?
What purpose is there in criminalizing our growth?

It's not, fair, that I should be fair
When I'd, want, to have her short hair.

Tell me what's, wrong, with being along?
No friends, to, have and hold onto

communication is the essence of our unification
Without cooperation, we are a failed nation.

-> file: notes/letter-of-affection