

Tab 1

Project PX Concept Document

About Project PX

Project PX is a New Type World Machine Prototype (P-PX), a simulation framework for storing human consciousness.

Alexander Marzi and Emily Clair developed it as part of the “Almond Creations” Private Program, which was later opened for public application.

System Specification

PX specifies the “cubicle” data block format, which defines the digital source information resulting from both the consciousness scan and the EHRS program.

PX itself is a framework OS supporting 2048 billion cubicle allocation.

EHRS / Enchanted Human Record System [spelled “ehris”] is a command-line simulation program.

Unless directly run by the simulation build itself, it will boot up as a stand-alone program. It also comes with additional helper programs for debugging and simulation, using the Unity 3D engine binary.

The recorded consciousness stores memory in temporal allocation, and if the simulation halts, that session will be lost.

HTML5 Render Specification

EHR5 supports HTML5 rendering to alternatively boot up in the internet transmission.

EHR5 Simulation HTML5 Render	
	<pre>"FOLDER:MAIN-REV:FILE-LIST: A:environment-build-rev5.pxx A:alexander-marzi.pxx EOF > "</pre>

EHR5 Simulation HTML5 Render	
	<pre>[EHR5-enchanted-human-record-system- version-7.5. initialize. username:alexander-marzi recorded:2015/09/15 attribute:read-only status:ready. -help commands: -s (prompt) //string display// -deb (prompt) //debugging-related// -unity- (username) - (prompt) //test-rea l-time-environment// >]</pre>

EHRS Simulation HTML5 Render



[EHRS-enchanted-human-record-system-
version-7.5.

-s info

information:

build date:2020/6/24-at-AM 2:00:01.

runtime status exited with

condition: complete-build.

build-info:EHRS/version-7.5.fordis.

unity-runtime-version:unity-2019.3.1

4f1/64-bit-build

data-block-size:128 cubicle

allocation

data-block-mapping:

A/EHRS

AAA/OS boot table

AAA/.pxx boot table

AAAA/BIOS system use

AAAA/.pxx system use

AAAAA/allocation insert

AAAAA/record data-block insert

AAAAAA/function data-block insert

AAAAAA/simulation-runtime insert

dev:alexander-marzi, emily-clair

>]