



* * * Schematics-AB AM * * *

Introduction

Creation Chips' copyrighted Schematic Boards are the first and the most excellent of its' kind to ever come into the marketplace. They are built from the beginning and they are meant to go on to the end. They are all the basic beginning easy code pattern forms 'being balanced' that are complexing or are building and/or constructing out. All 'architects and builders' should have the best advanced balanced 'evolve' black and white DNA code plans and/or 'Master Maps' at their disposal or at their disposition, and our 'Schematics-AB AM' master arrangement plans of action or of application does the job proper, correct and exact.

Action used: BALANCED BOARD 1 - 6X6 INCH YIN YAN - LAY 2 STACKED CHIPS

See or view our Schematics as 'Arrangement Makers', or see them as image [pattern] layouts or as 'a [pattern] layer'. As concerning this subject of 'Schematics', [pattern] is the key word used here. It could mean an arrangement or blueprint or diagram or layout or line up or map or plan or any kind of settlement or system, and/or more or much more. Knowing, understanding our [pattern] you would have to say that it is a balanced arrangement or balanced blueprint or balanced diagram or balanced layout or balanced line up or balanced map or balanced plan or any kind of balanced settlement or balanced system, and/or more or much more, thus a [balanced pattern], or you can call it a [Pattern] Balance Maker.

We 'are not' particularly meaning 'design' though when we are describing the thing [pattern], even though it could be called a design. We are describing in particular the thing [pattern]. In our view an image [pattern] is made up out of design forms or smaller structured stable design form types. We are meaning only all 'square' (or cubed) layout design forms or platforms or set maps or [patterns] that are 'balance coded and ordered' and it or they being a limited but full set. In other words the whole set is established as done as in total and it is finished and categorized and filed as forever done correct and in order, 'certified'. This is for the permanent recognition and record of it as being absolutely relevant and valid and it is in the proper order and category that it should be in, therefore it always being set and settled as permanent valid knowledge and it is always useful and necessary in the life and mind of the 'Driver' for 'evolve' purposes. The [pattern] 'product' is separate and it is to be universally understood that the [pattern] product is not the same thing that makes it, nor is the [pattern] product the code that orders itself around to arrange and lay itself out perfectly balanced and done on ED as finish[ED].

Distinguish 'Make' versus 'processing' when using these actions. There are many things that can be done with these actions but of them we will describe and focus on only one aspect here and that one is mainly concerning 'laying two chip' types or image designs into the 'Symmetrical' or 'Yin Yan' [Pattern] form or the Balanced Board. This require that the Driver or operator have a good knowledge of stacking two chips or design types or any two images onto a single file or document. We have provided the necessary easy Stacking actions to accomplish this. Stack and save your two layer image documents or files [Same/Same] to folder first [plan ahead] before processing them, and this is mainly regarding 'multiplication' and 'speed' as when using the File/Automate Panel with the 'Lay Two Chips' Symmetrical and Yin Yan actions or applications. Here at 'MRC' our multiplication actions really do multiply.

Arranging your images and planning ahead before stacking them and then processing them with the [Lay Two Chips] actions will give you more excellent results. All things paired and balanced are obviously more beautiful than those things which are not. Change the hues and inverts of your two chip types, preparing to match them in color before stacking them for action processing, this is a more constructive plan or way to go. Also understand different 'chip types', and them being laid straight or flipped or rotated and combined and color matched and stacked, saved and reopened in Build for 'Lay 2 Chips' action processing.

There are [Make] actions in the [Schematics-ABAM] folder. A 'Make action' require only that you select the action and then play the selection to produce the numbered board. These [Make] Balanced Board actions produce for you the Balanced [Pattern] Board 'Symmetrical or Yin Yan' in black and white. These boards are numbered and

Layer 1

Layer 2

Skill Level

Beginner Intermediate Advanced

are meant as a library and reference to you. The Black And White numbered board [patterns] will match with the others of the same number inside another same size 'square' set. You could make and then save the entire 'Black And White' set to folder. Do not underestimate the potential and value of the free 4x4 And 6x6 Square Black And White Balanced Board Code set(s), they are much more than we are revealing to you here, seek and find for to make some good use of them. Imagine and know our 'Schematics' as the most basic balanced 'Image DNA' molecule forms.

These Schematics are our main tool to be used for to [add and multiply] your chip designs into [patterns]. All and every board can be used to process the same two layer image chip stack and this will produce multitudes of different countless unique one of a kind [pattern] layouts. We make multiplier actions so that you may use them to increase and to evolve with them, the call to evolve is 'the call to evolve'.

Our image processing actions stand alone in/of 'kind, quality and like', they are best and they are the most excellent image processing tools and they balance to the very exact pixel. There is no other applications to compare to, or is reliable enough to join along with in helping to assist our actions or helping to evolve them in any way. Our actions go a long way to produce something that is real, tangible and of good worth for you, and they reproduce something differently for you easily, effortlessly and quickly always, each and every time.

I/Pilot, High Seas Commander and Marshall, 'I Ram' me 'ED' [The Builder], am a man vehicle paired and repaired in body and I am also a perfectly balanced (biological) machine. I am also my vehicles' Driver, like you 'Driver', and I map and plan my course of way through the balanced 'and' unbalanced lands, I always land in balance and well justified, though I have crash landed before in time 'unbalanced'. I am a high resolution Screen arranged or [patterned] all the way down to the bare dry single bone cell or pixel, residing deep inside fortified read[red] building code and messages, and messages of requests, requests for the 'Universal Balance Code', and I do read as far or for to see it play(ED) all out and to see that it be done with justification in the proper balance and order and proportion. I am panel fortified deep in this build code 'stuff', always changing to new purified or refined suits or shields [forms] used as for overwraps so far as to get me travelling faster through the thick of the 'stuff'. Although, there is pleasant beautiful made balanced structure and order arranged everywhere and there is every kind of a machine used called and considered as biological life forms, suits that are being used as transportation vehicles for the Drivers minds and for the Pilots', and/or suits being used as vehicles containing the essence of the Drivers' beings' mind. I/Pilot do naturally tend or trend toward continually evolving out from on all of my sides. This is as close and similarly natural like plasma radiating from the Sun, some of me is being seen and some of me being unseen, being(s) unseen is surely a light matter structure or subject with its 'visuals turned off' that is not ready or done yet or completely prepared to be served as to 'be seen'. Anyway 'Driver', on most days my visuals do work quite so well from the high resolution and visibility position that I have on the big Balanced Screen vehicle being that is alive upon my bridge and Build Deck.

Our 'Schematics' concept from the beginning is based on [A B C] or [1 2 3] and so on forth, and in many ways we combine these and blend both these sets together and balance them too, and get excellent working effects and results. We are quite satisfied and sure and feel comfortable that 'A' surely came before 'B and C', or that '1' surely came before '2 and 3'. I/Pilot am sound about it or have soundness about it sure, and this meaning 'the order that what it is'. Somewhere, sometime you just have to finally settle and make up your mind about it all permanently, being confident and secure about it all. Just continue on to re-wrap naturally and get a good twenty-five billion year feel behind you using it, 'knowing it', then go on forever secure about it, you being wrapped and re-wrapped and re-wrapped always with having the fact or tool that is always a useful being where-ever you are located on some very meaningful assignment, and that can or may be anywhere out there in the Universe or in the Creation Stack. There is a definite correct and in order build plan for all image views 'to be' in the proper evolved time period.

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Our beginning 1x1 square concept begins with an 'abstract' first considered as a single chip or design that is unbalanced. It is represented as or symbolized by us to be a black block, box or cube on the layer or on the plate or on the table. You can or could and may conceive or visualize it as a card image on a rotating playing deck. We symbolize it though as a black block set prepared in a space on the serving table, but in reality it is the 'Creation Chip, or Creation Cube or Creation Stack or Creation Stone'. You could call the table an 'area' or a 'space container' or you could call the table 'the plate' and call it a mesa or a tablet, but as looking down center and directly at and into it see it as the deep blue sea, or see it as the read[red] sea, or see it as a transparent sea. You can see it however and any way you want to see it, and that is just what your visual image request will be.

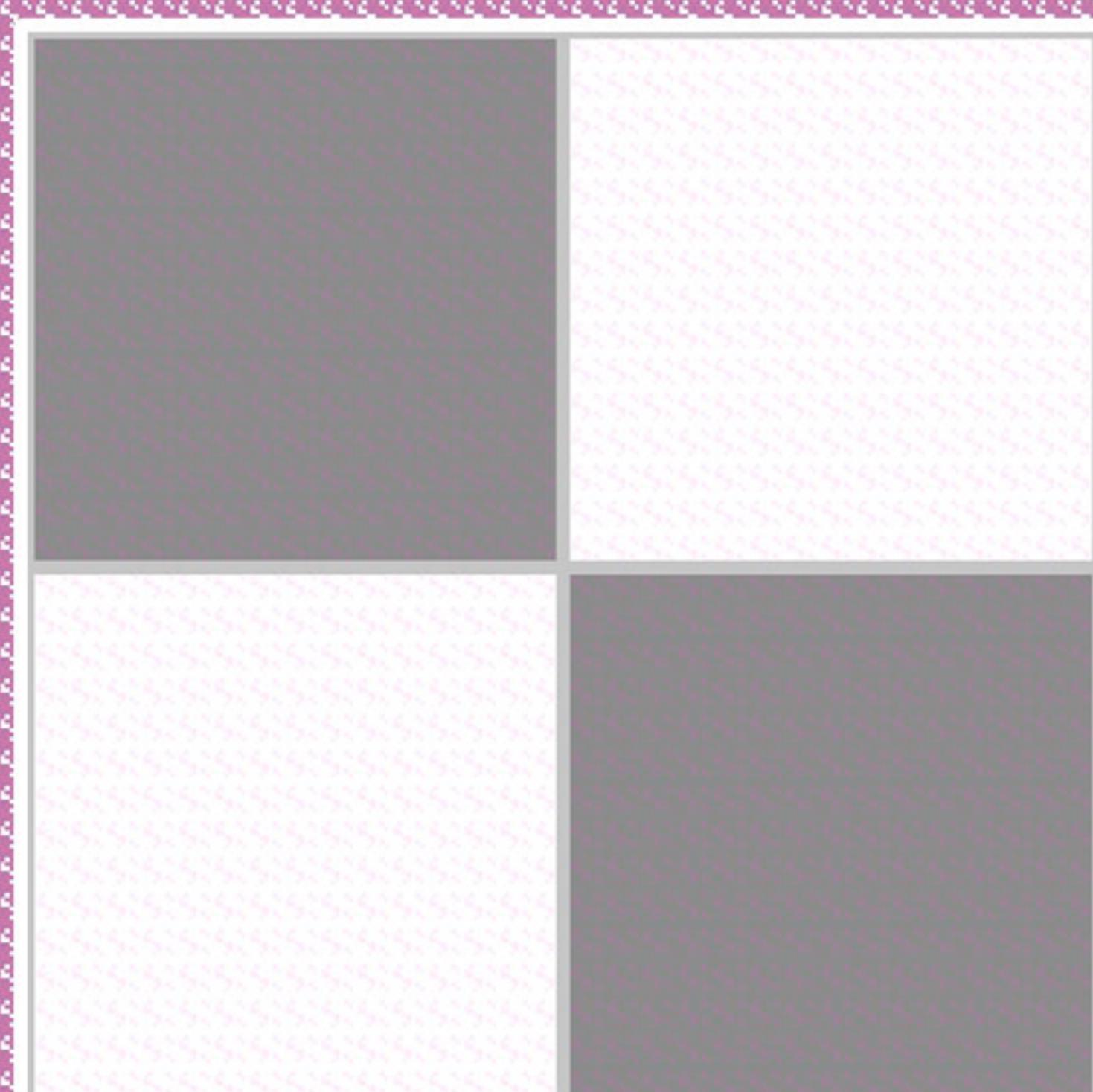
Next Copy/Duplicate and invert the black block or box or cube. Now we have two exact equal blocks of let's say some 'cubed plasma' to blend and to mold together and to play with. Two exact equal cubes touching center equal and level, this is what we call a 'Pair' that is on its' way to being balanced. We maintain strict rules of law and hold court about balance and equality in our creations, divisions, subdivisions and proportions issued of the blending(s) of the two equal exact highly related [DNA] cubes. Their plasmas extending, spilling out of control of their containers is also an alarm of high priority and warning that is automatically turned on for us to always come and take action and fix it.

The next logical move forward would be to have [ideally] four equal cubes sitting on the table, two black and two white, this for balancing purposes. These being moved around in a 1x1 square area that totals 4 equal areas or parts, you could call this a 2x2 square area also. These four equal squares now, however colored black and white, may be moved around and become every Balanced [Pattern] or arrangement combination possible that can be captured or photographed of the 4 equal cubes or 4 flat tiles.

Having perfect balance and evolving and graduating from the four equal black and white cubes, we arrive at the next evolving perfectly balanced plane or platform or stage or station or structure. This 'square' structure would be composed of 4 equal black cubes and 4 equal white cubes. This structure as viewed from all sides is a two layer 'stacked cube' having four cubes on each layer. To keep the law or rule of balance in effect then I/Pilot ask of you 'Driver', 'How many different combinations of 'perfectly balanced' designs are there found in the cube or 'my cube' squared?'

On the face of the cube is 4 equal chips, but the cube is in fact 2 squares by 2 squares, and we name the set as a [4x4 Balanced Board set], it is also a 'Four Screen Hole set'. Similar is a 3x3 cube, there are 9 equal chips on the face of one side, we name this form a [6x6 Square Balanced Board set], and it is also a 'Nine Screen Hole set'. Similarly true a 4x4 cube, it has 16 equal squares upon its' surface, and we name it a [8x8 Balanced Board set], it is also a 'Sixteen Screen Hole set'. We build the action processors to abstract and lay these balanced arranged combinations or 'Schematics' [Patterns] in order for you.

Like my Apprentice Sun, 'Driver', these actions are meant to be your application like an Apprentice [Sun], or as the best 'A' plus student. The action or [memory] application make the arrangements for you, you take time to organize your two layer chip image stacks excellently before processing them further with your Apprentices' light of well done guidance and help.



2x2 Square Image

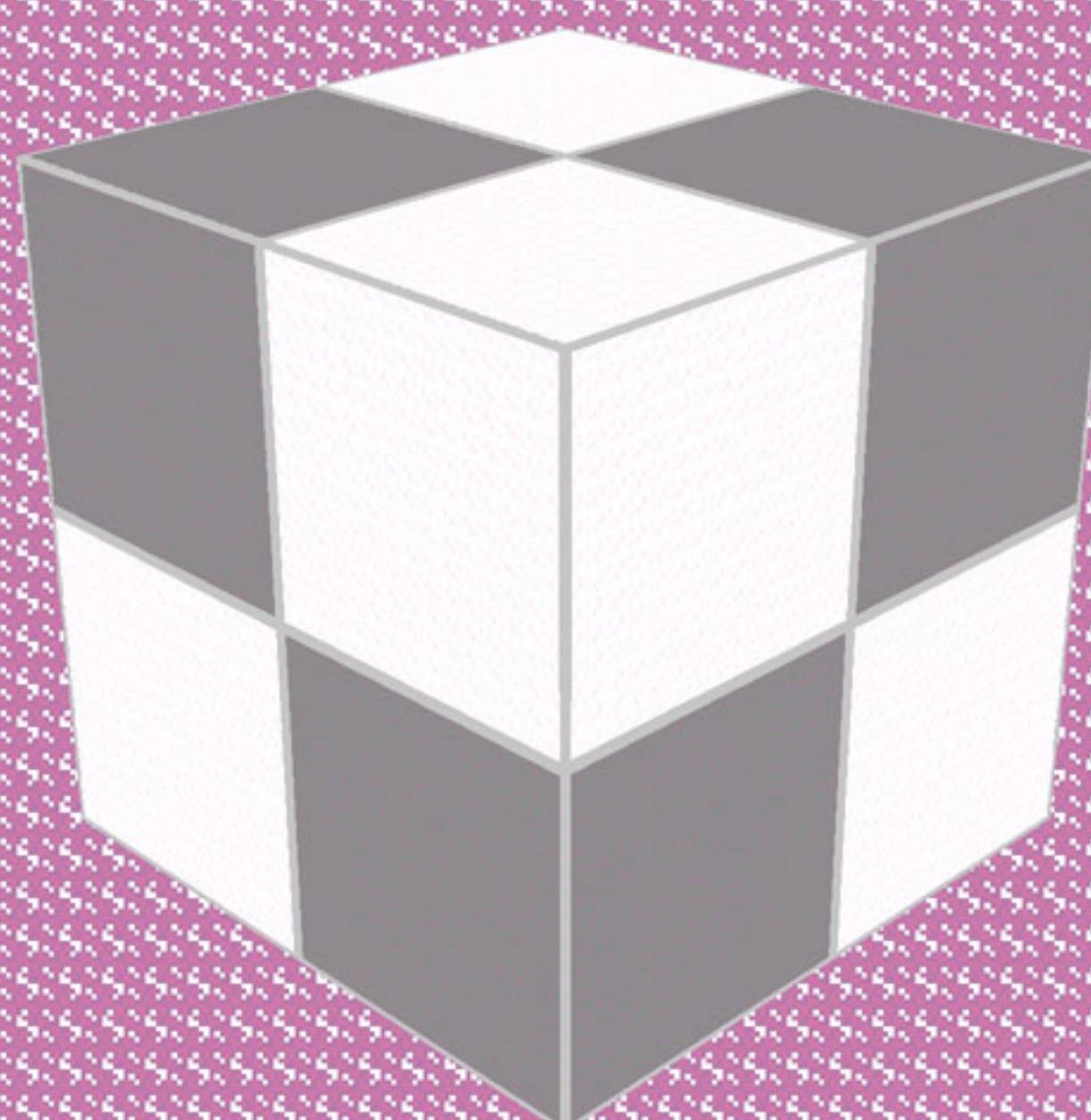
Do not forget and go confuse yourself with the different produced 'image sizes' when using these actions. Know the 'image sizes' that you are processing with and save them as [Same/Same] and [never] mix different image sizes in the same folder. These images are large and will require much storage space if you produce very many of them. These actions may be individually 'File/Automate-Batch processed on folders holding two layer stacked images. All images in the folder to be File/Automate/Batch processed must have two layers and the layers whatever order on the stack must be named 'Layer 1' and 'Layer 2', this is called proper stacking. If these conditions are not met with each and every file document in the folder then the File/Automate/Batch processing will quit. Stack your images with our Stackers, our Stackers will stack your images properly for all our action processing.

These 'Lay Two Chips' actions are best played and viewed as one by one in Build. Opened saved files or documents may be compiled on the Build Deck and then played or processed one at a time. 'Save As' them to a 'Current Recycler folder' or close 'the' produced [pattern] from Build before continuing on to process the next file. Do not make duplicate copies leaving them 'anywhere' on the Build Deck, these duplicates will get caught up into the action processing causing a 'quit' in the processing. This 'getting caught up in the processing' does not normally happen to documents that have been saved first and then have been re-opened in Build.

We have for purchase the 6x6 Yin Yan 'Selection Outline' Arrangements or 'Selection Outline' [Balanced Pattern] Package. It is classified as [6x6 Inch Yin Yan Balanced Pattern Selection Outlines]. The actions' numbered title landings match the same square size boards and numbers on the landings in the other 6x6 square set(s). This is meaning that you can get or make the [Pattern Selection] 'Outline' back onto the finished or produced same numbered 6x6 Square Balanced [Pattern Board], or any board, and this can and may also be done on a 'stack'. This 6x6 'Selection action' set is most useful if you have '6x6 Lay Two Chip' actions and you have 6x6 already 'produced' [Pattern] Boards.

Our ['Make' 4x4 And 6x6 Black And White Schematic Balanced Pattern Boards] action set containing all the Symmetrical and Yin Yan Patterns are a free package. The [Lay Two Stacked Images Into All 4x4 Symmetrical And Yin Yan Balanced Pattern Board Designs] action set, containing all Symmetrical and Yin Yan [Pattern] laying actions, is also a free package. Our 6x6 full set package [Lay Two Stacked Images Into All 6x6 Balanced Pattern Board Designs--255 Boards] containing all Symmetrical and Yin Yan arrangement laying actions is 'for purchase' as a full set only and it is not portioned out. Our 8x8 board sets are portioned out, and they are intentionally and purposely scrambled and served. These 8x8 numbered sets contain ten numbered Balanced Board actions in each sale package. The package contain the ten Symmetrical and ten Yin Yan 'Make' actions for the ten board numbers that are in the package, and also the package contain the ten Symmetrical and ten Yin Yan 'Lay Two Chips' On Balanced Boards actions. The [8x8 Balanced Board packages] also contain the 'Selection Outlines' relating to the board numbers that are contained in the sale package.

We normally place and provide utensils or manipulator actions necessary and beneficial inside all our action sets that are needing them, thus giving and having more options and providing more versatility for that action set.



A 2x2 Cube