

BASIC PSYCHOLOGY

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The neurological structure of a person is assumed to consist of six independent parts which generate the six psychological behaviors listed below. The descriptions of these psychological behaviors have been derived by abstracting from the properties of six material bodies. This makes it possible to analyze the behavior displayed in photographs, or in daily experience. This information can be entered into Compute-A-Gift to select appropriate gifts.

These six elementary material bodies exhibit behavior described as follows: The crystal has low energy behavior. The liquid has short duration energy conservative behavior. The fluid is energy dissipative. Elastic has long duration energy conservative behavior. The ballistic body exhibits energy conservative instantaneous collision behavior. The frictional body can continuously receive power input and transfer its instantaneous amount of power input without loss to another frictional body.

The six psychological behaviors are: feeling, emotion, mood, attitude, character, and personality. They are derived from the crystal body, the liquid drop body, the fluid body, the spring or elastic body, the ballistic body, and the friction body, respectively.

In interaction between persons the mechanism of one person can destroy the corresponding mechanism of the other person. This applies to all six psychological mechanisms, including feeling, emotion, mood, etc.

In each of the six psychological behaviors it is the higher nervous system influence you are aware of whereas total behavior results from other parts of the nervous system also. For example, for emotion you are aware of the sphere of nervous excitation from the central nervous system which appears to you to be spherical. However, you do not behave as a sphere because part of your behavior arises from the lower reflex system, whose action you are not aware of.

The six psychological behaviors cannot be understood in the absence of the cultural environments they are tied to. The components of these environments must be identified and understood.

When someone inflicts a diffusion hurt on you then you have a feeling awareness. When someone inflicts a dynamic hurt on you then you have an emotion awareness. When someone inflicts an arrangement hurt on you then you have a mood awareness. When someone inflicts a constant force hurt on you then you have an attitude awareness. When someone inflicts a rule hurt on you then you have a character awareness. When someone inflicts a construction hurt on you then you have a personality awareness.

SENSATIONS. Sensation refers to energy outputted by the sense organs. Sensation means output of a sense organ regardless of cause. This energy may be generated in many ways including the following five ways. Sound, light, mechanical energy of the external environment may directly stimulate the sense organs causing them to output energy. Or chemicals of the external environment may interact with the sense organs causing them to output energy (taste, smell). Muscles may force the body into interaction with the external environment (rubbing or pressing an external surface) with resulting stimulation of the sense organs and output of energy. Muscles of the body may bring one surface of the body into interaction with another body surface with resulting stimulation of the sense organs and output of energy. Muscles in the body may act directly on the sense organs or immediately surrounding flesh stimulating them to output energy (prickly feeling).

PSYCHOLOGICAL INPUT

Feel (passive) or Hair disturbance. Originates from hairs on the skin. Uses energy supplied by the body or the environment. Hair is located on the body where sensing rather than gripping is to be done. Hair that grows to unlimited length has a protective rather than sensing function. Sense type hair detects and locates very delicate surfaces of matter. Hair sensing can be performed of and through the clothing. Hair sensation action consists of slow and careful non dynamic motion of body parts. Hair sensation action is powered by a neurological structure. The mechanical representation of hair disturbance is a more perfect crystal. Hair disturbance is the most perfect sensation, that is, positional or relational behavior.

Feel (active). Originates from pressure on the skin. Uses energy supplied by the body or the environment. Touch quickly detects and locates strong surfaces of matter using dynamic motion. Touch sensation action is powered by a neurological structure. The mechanical representation of touch is a crystal with some liquid aspects. Touch is a pressing process.

Odor. Originates in the nose. Uses energy supplied by reactions between chemicals from the environment and body chemicals. The mechanical representation of smell is a crystal with some fluid aspects. Smell is like fluid in that some fluidity means the object could be anywhere because a fluid can have any shape, have a fine extension of any length and direction. Smell sensation action is powered by a neurological structure. Smell is a flow process where the air flows into the nose.

Taste. Originates in the mouth. Uses energy supplied by reactions between chemicals from the environment and body chemicals. The mechanical representation of taste is a crystal with some elastic aspects. Taste is like elastic because elastic has no boundary so taste would have no touch property. This represents the fact that taste depends on molecules diffusing a distance before perception occurs. Taste is a gentle compressing process.

Sound. Originates in the ears. Uses energy supplied by the environment. The mechanical representation of hearing is a crystal with some ballistic aspects. You have to detect the change in velocity of the mass caused by object it hits. This represents the fact that a sound source is difficult to locate. Wiggling of ears is a collision process. It is an important part of hearing action.

Sight. Originates in the eyes. Uses energy supplied by the environment. The mechanical representation of sight is a crystal with some frictional aspects. Adding friction to a crystal makes it more difficult to locate a point of a body.

The eyes may delineate features of a surface by focusing action. This action may be represented mechanically by dragging a friction rod of varying curvature. Moving the eyes in different directions is a friction process.

PSYCHOLOGICAL BEHAVIORS

1. **FEELING.** Feeling actions are non dynamic changes in position. They are slow motions not produced by force. A feeling is a guess as to why some data concerning your situation is consistent with what you want or do not want. Feeling combat involves changing your situation data so that results become more advantageous to you.

As an example, suppose you note that a shadow behind you has suddenly moved. You guess why this is consistent with what you do not want. Your guess is that someone is secretly watching you.

Feeling combat. They may be sizing you up, looking at your physical or mental condition and ability to obtain food and water. They may be ruining your water supply, eating your wild berries, frightening off animals used as food, concealing quicksand. They may be trying to see if you have any food or water they can steal. You must consider your situation and what you might have to fear. You may or may not act because of the feeling. More reward in terms of information may be coming to them than to you in the present relation. You can change the situation data by sneaking behind their location to verify their existence. The information rewards coming to you will change and become in your favor.

Crystals grow by the diffusion of molecules to them and by capture of molecules that touch their surface. The probability of capture depends on the size of the crystal and where the molecules touch the crystal. Molecules touching near corners or edges are more likely to be captured. There is a reverse process of escape of molecules from the crystal. Molecules near corners or edges are more likely to escape from the crystal. A larger crystal is more likely to capture a molecule and less likely to lose molecules. The

size and relative position and orientation of two crystals as well as relation of each crystal to the general environment determine which crystal will grow faster. The crystal which grows faster is the winner of the combat between the two crystals.

Feeling and diffusion can be related to sharing of goods. Feeling goods are natural rather than man made. People discard items and take on items that they think might be useful. People cannot afford to be loaded down with items they do not need. They discard them and they remain in the environment as trash or items not taken care of. There may be a nonverbal exchange process which we can identify as of the nature of diffusion. Individuals closer to each other are more likely to exchange items in this way. They have a feeling as to what the other person might need and discard things accordingly with a greater probability based on the feeling. Exchange proceeds on the basis of feeling. How do you know a person might want to get rid of an item or might want an item? If a fruit is lying in the dirt you might think this is consistent with a willingness to get rid of it easily. If you go near the other person items may "break loose" so you can obtain them. There may be subtle ways for you to "break them loose". Thus diffusion between persons has many processes you usually lump under "random". Your feelings are sensory impressions relevant to these processes. You have feelings about persons the environment has placed you near. Thus feelings relate to accumulation of useful objects.

Feeling may be divided into one of six types as follows according to which secondary component is present:

Liking means pleasure and enjoyment. This means your qualities are similar. The secondary component is feeling.

Annoyance means irritation. The secondary component is emotion.

Mediocre means moderate to inferior in quality. The secondary component is mood.

Slighted means cold-shouldered. The secondary component is attitude.

Neglected means lack of due care. The secondary component is character.

Accepted means admitted into a group. The secondary component is personality.

2. **EMOTION.** Emotion arises when man begins making man made objects. Emotion objects are man made. Because they are man made there is a demand that they be standardized. Standard objects present standard dangers. Standard dangers give rise to emergencies requiring immediate action, to the need for dynamic action. Emotion involves the concept of standard objects and standard dangers. Emotion furnishes the energy for these emergencies. Emergencies demand all you've got, your whole body. The shaking of emotion is an automatic locating action necessary because of the bulk motion characteristic of emotion.

Various emotions may be imagined by imagining a general sensation in a round volume of the trunk of your body with sudden variations of various types in sensation in some part of the volume. This will activate reflexes in the remainder of your body. Emotions such as anger, pity can be created in this way.

For the mechanical analogy of emotion the environment is imagined to consist entirely of immiscible liquid drops that may press against one another. Liquid drop behavior is explained very simply as that of a number of molecules having only conservative nearest neighbor central force, an incompressible center, and mass. The drops are frictionless and incompressible and have zero mass. There is no force of attraction between them. Regardless of its shape the volume of a drop remains unchanged. Therefore as a drop is pressed its mid section spreads out and a large area liquid layer is formed. The energy of a drop is proportional to its surface area so that a flattened drop has a larger energy. For example, a one foot

spherical drop spread over a square mile would have 18 million times the area of the sphere and hence 18 million times the energy of the sphere. The shape of a liquid not subjected to force is always a sphere regardless of its past history. One drop can be pressed against another drop only in a transient manner before it veers to one side. Greater skill is required to press the drops together for a longer time or with greater force. It is assumed to be impossible to press one drop against another stably. Energy is recovered one hundred percent after any distorting action where breakdown does not occur.

Love means devotion, commitment of support and resources to another person. It is failure to achieve a relation. In the love interaction one person is active and the other is passive. Love abstracts from the liquid-crystal combination. Hair sensation is your most reliable sensation indicator that a body exists outside your own body. Awareness of the presence of this body is required for love.

Anger is a transient attempt to perform a destructive action intended to oppose or neutralize a wrong. It is failure to perform a skill. In the anger interaction one person is active and the other is passive. Anger is the most perfect skill behavior. It is an emotion that is especially emotional. This means it is especially active in a skilled and quick and balanced way. Thus anger corresponds to a more perfect liquid. The angry person tends to shake the other person up violently. Anger is the most perfect emotion. Anger is the most transient unstable emotion. Any quickening in an interaction is an indication of anger. Anger is the most dangerous of the emotions because it is the most completely emotional. Playing billiards modified by skillfully twirling the cue is anger behavior.

Shame is a reaction to awareness of inadequacy or guilt. It is failure to achieve a standard. It is related to embarrassment. In the shame interaction one person is active and the other is passive. This emotion corresponds to a modification of liquid matter by fluidity. In shame part of the force energy is dissipated so that there is less action by the drops. Thus shame is relatively less violent in its behavior than anger. Fluid imparts shape semi

permanence to liquid. Shame involves some “shaping” which may be chosen or performed according to the particular shame. Shame action results in contortion of the victim. The shame spontaneously disappears after a time. This corresponds to spontaneous restoration of a liquid drop (having some fluid quality) to spherical form. Playing billiards modified by extra work trying to chalk the end of the cue is shame behavior.

Indignation is righteous anger, objection to misrepresentation, standing on fact. In the indignation interaction one person is active and the other is passive. It is a more permanent stable action than simple anger. Indignation exhibits a considerable amount of the stable behavior of elastic. Indignation is a combination of emotion and attitude. Indignant behavior consists of attitude behavior conflicting with emotion behavior. Playing billiards modified by trying to be friendly is indignation behavior.

Envy. Envy is discontent at another’s superiority. It is failure to achieve equality. Spite and resentment at seeing the success of another. In the envy interaction one person is active and the other is passive. Envy relates to a combination of liquid and ballistic matter. Mass adds collisional behavior to the drops. Any action that is started tends to persist because of the presence of momentum and thus is collisional. Envy has an extremely short interaction time. The drops tend to bounce apart. The interaction is a collision without the ability to fend it off. Quick avoidance of playing billiards is envy behavior.

Pity Pity is sympathetic sorrow. It is failure to achieve cooperation. There is the implication of previously existing ongoing competition. Being pitied is a way for a person to lose. In the pity relation one person is active and the other is passive. This emotion corresponds to a modification of liquid matter by friction. Friction tends to prolong the interaction since the mechanical bodies cannot slide apart, and power transfer is likely to take place. Pity enables control of the other individual and influence and direction of his life by inputting power to him. Pity is a quick action. Pity is basically skill modified by personality. Playing billiards modified by comments about his playing is a pitying behavior.

3. **MOOD.** The essential meaning of mood is that of mood as used in

grammar. Mood requires standard materials as well as objects, things you can work with beneficially. Mood makes use of standard processes or "mades". Standard materials allow one to make and repair things. They allow a person to be objective about what he has made or done, to use them in cause-effect relationships. The results have permanence and become standards themselves. For example, "playful mood" might mean a person uses the material "standard paper" to make paper airplanes and fly them. To do this a stack of paper must have been used and the planes are likely now in the trash can.

Various moods may be imagined by imagining a general sensation throughout your body with slow variations of various types of sensation in some part of the volume. The sensation variations will be associated with desire, or mood, for action of this part of the volume. Imaginary moods such as gloom or stateliness can be created in this way.

The mood nervous system operates like a viscous fluid. What you see when you look at the stimulation of the muscular system is the action of a viscous fluid. The nervous system drives the muscle system of the jointed limbs and flat bones of facial expression. The limb system acts on the environment in perpendicular and transverse ways.

In mood action the motions are not conservative of energy. Perpendicular or transverse action does not result in recovery of the energy upon release. Mood is not whole body motion. Mood behavior consists of many small parts of the body acting against one another so that the motion is energy dissipating. As the emotion environment becomes more complex problems arise which can only be solved by evolving motions of parts of the body, that is, by moods.

Mood action is a combination of emotion and feeling actions. To do a mood action you have to do a skill action but you need a machine to do it with. You acquire the machine by diffusion.

The emotional person does not languish. He maintains a compact body

shape. The mood person often maintains a spread out shape for indefinite periods of time. The mood person rests in a spread out position, the emotion person tends to curl up to rest. Very often if you are curled up you are in an emotional state, if spread out you are behaving in a mood. Motions of the mood system are slow and suitable for arranging actions. They differ from those of the emotion system which are often very fast. There are common feeling and emotion activities. Mood activities go through arranging equipment which is typically slow and does not have the problem of an immediate response from a competitor and in fact seeks to evade detection by a competitor. Mood seeks to win by evasion of detection rather than by outspeeding a competitor. Moods are interfering or cooperative actions. Emotion cannot afford to be caught by surprise. Lack of readiness is likely to lose. Emotion cannot rest if a competitor is near because a competitor is always looking to surprise. But mood actions are often carried out in the absence of another person. Mood actions have their own speed, a speed determined by the mood action itself and not by relation to another person.

The main thing mood can do is a great many or infinite number of configurations of body parts and these are easily accessed whereas no other method is available for doing so. This relates to motor nerves in the body. Mood enables all these to be varied independently. While the configurations of the muscular system which can be operated by the emotional system are very limited, the configurations operated by the mood system contain all possible combinations of muscle action and strength of muscle action. The change between any of the few configurations of the emotional system may be very quick, but the change between considerably different configurations of the mood system, which has very many more different configurations, will be slow. For example while the emotional system may consider only open and closed configurations of the hand the mood system considers all different combinations of individual finger and palm configurations. While routine tasks tend to have few configurations or simple ones, unusual tasks may often require unique configurations, generally with large times between configurations. Repair work may involve

mood more likely than emotion. Lost objects may require extreme configurations for exploring and retrieval.

In the mechanical equivalent of mood the environment is imagined to consist entirely of massless incompressible zero surface energy fluid bodies which do not mix. Consider two fluid bodies, active and passive, in contact. A pressure on the active body causes it to change shape and also to press on or drag the passive body and to cause it to change shape. The shape changes of the active body are called mood action and the shape changes of the passive body are the results or inventions or ideas. A shape change is permanent if no further force acts on the body. Shape changes are infinite in variety. A mood action requires mechanical energy and none of this energy is recoverable. It is dissipated as heat within both the active and passive fluid bodies. This energy is called the work to produce the invention (shape change). The entropy change is the energy dissipated divided by the absolute temperature. The mood nervous system structure in a person's body functions like the active fluid body while the environment corresponds to the passive fluid body.

Pastoral is simple serene rural life, especially involving shepherds or herdsmen. A pastoral mood involves an attempt to solve an immediate problem according to the pastoral lifestyle. In the pastoral interaction one person is active and the other is passive. Residences are not in easy walking distance of one another. They tend to be out of sight of one another. Inadvertent information transfer does not occur. The land may be somewhat fenced. It is not pioneer. Pastoral life is slow and isolated and work is required to survive in the isolated fashion. Work on a property modified by direct sensory monitoring of other properties in connection with force free relational actions is pastoral activity. More general sensory cultural monitoring with corresponding force free relational actions might also be included in pastoral activity. This type of mood behavior corresponds to fluid modified by crystal behavior.

Humorous is evoking laughter. In the humorous interaction one person is active and the other is passive. This type of mood behavior corresponds to a mixture of the behaviors of fluids and liquids, and human behavior and

matter behavior are in good agreement. One person humors another means to soothe or content by indulgence. This requires work. The idea of humorous involves a modification of work with another person, whereby skill occurs in the work. One might, for example, be humorous by skillfully distributing seedlings.

Gloom is melancholy apprehension or anticipation. In the gloom interaction one person is active and the other is passive. Gloom is the most perfect work behavior. Great drudgery. Melancholy means sad, pessimistic, expecting failure. Gloom exhibits the most perfect form of fluid action, meaning an extreme ability to cause slow changes in form without force. Gloom is occasioned by menacing positional or circumstance changes in the environment that occur without evident force. Circumstance changes act like a fixed condition on you which functions to produce gloom or pessimism.

Hope is expectation that some desire will be fulfilled. In the hope interaction one person is active and the other is passive. Hope is work behavior modified by trying behavior. Trying to be friendly while working in a garden with another person is hope behavior. The exploration behavior associated with hope is in agreement with the behavior of a fluid. Force causes flow in fluid, displacement in elastic. Elastic causes a continued flow after power input ceases. That is, the fluid continues on its own to flow. This flow involves energy dissipation supplied by the elastic energy.

Stormy is violent behavior. In the stormy interaction one person is active and the other is passive. This type of mood behavior is work behavior modified by sudden isolated two person interaction, such as trading or bartering behavior. This corresponds mechanically to some amount of ballistic action added to the massless fluid action. Mass enables fluid to be thrown about. If the fluid were massless it could not be thrown with respect to itself. Working from opposite ends of a row in a garden with another person results in stormy behavior.

Stately is dignity that is imposing. In the stately interaction one person is active and the other is passive. Mechanically fluids drag each other. But a friction surface cannot be torn apart. The entire surface tends to be dragged

as a whole by force on any part of it. Hence a localized force has ability to drag the fluid as a whole. This typifies the large body action of the stately event. Stately is a slow action because fast fluid action requires large force. This type of mood behavior may also be defined as work behavior modified by content modification and transfer behavior. Working with another person in a garden in adjacent rows results in stately behavior.

4. **ATTITUDE.** An attitude is an assertion of a way. This requires that everyone in society be supplied with items which must be used in the same way. Manufactured or mass produced materials are required. The attitude part of the nervous system has evolved in connection with these.

Various attitudes may be imagined by imagining a general sensation throughout your body with slow variations of various types of sensation with position in the volume. The sensation variations will be associated with attitude. Imaginary attitudes such as humble or objective can be created in this way.

Attitude is behavior to be taken over a long period of time such as years or decades. In order to limit energy expenditure the action must consist mainly of tension. Tension (ideally) requires no energy but allows for temporary energy expenditure if an unexpected need occurs. Mood is purely personal action, attitude enforces other persons as well as yourself. It is essentially impossible to predict what you will do in support of attitude. It depends on your conditioning, instinct, knowledge. Attitude is a matter of personal strength, inner drives. Attitude is generated from previous mental experience rather than physical experience.

Exerting fixed force is the ability of attitude. It is a concept comparable to the ability of stability of action occurring in character. Stability of force requires good nutrition. Attitude requires that fixed force be identifiable for all circumstances that arise. Attitude requires achievement and achievement requires care and care requires good fixed force ability. An environment supporting fixed force is the elastic environment. You cannot have attitude except in an elastic environment. As the mood environment becomes more complex problems arise which can only be solved by evolving the ability to

exert fixed force, that is, by attitudes.

A list of activities can be converted into a list of attitudes. That is, starting with any particular activity you can derive a corresponding attitude. A person can state a reason for having his attitude. Every attitude produces an effect on the environment. Two different attitudes of two persons produce different effects on the environment. If there is environment in common to the effects then this may be the basis of conflict of attitudes, the origin of stated reasons. If one attitude prevails then both persons are stressed.

For attitude you can calculate the amount that an actual instance of that activity has of that attitude. This is done by taking the ratio of effort you make to get the activity done your way to what your reason for your attitude demands that you do.

People are less bound to one another by attitude than for character. Attitude allows more freedom for change than character allows.

Synonyms for attitude are position, orientation, posture, pose, inclination. Attitude action occurs, then reward at some point of tension, then relaxation and recovery of energy. With attitude, starting action can be at any level of compression of the antagonists. For attitude you have to watch the sequence of events and be ready to act. You cannot do it unless your eyes are open. You can watch in some direction. You may have to try to decide where to watch. This is orientation. In general the possible attitudes for a problem might be represented on a coordinate system.

To identify your attitudes first identify the long standing problems that you have. Whatever you have done about a problem identifies your attitude toward the problem. Look at all aspects of your life -- health, occupation, nutrition, entertainment, social, shopping, repair service, family, financial. You will usually find 6 to 8 long standing problems. What kind of tension do you have for each? Each kind of problem has its own way of forcing you and characteristic threat and immediacy. While you may feel a real obvious tension with one you may not with another.

An attitude action or tension requires energy to start and all of this energy is recovered when decompression occurs. Specialized elastic materials exhibit torsion, compressibility, flexibility, stretch. These specialized types of elastic are made by combining with a little of other types of materials. For example, stretch combines a little friction to provide a grip that enables the stretch.

What is of value for the long term is an important problem. You cannot see the details of the distant future. How can you get to it? Groups are one way. Groups are characteristically long term compared with the individual. Thus one approach to formulating attitude is to look at the results of a group of persons. Such groups include clubs, professions.

Calm means without motion. In the calm interaction one person is active and the other is passive. A calm attitude is a way of dealing with a long continuing problem. Calm attitude corresponds to a modification of elastic matter by crystallinity. For example, a modification might consist of a starting point hardness or crust on the elastic. You might have the attitude that you should be friendly. This requires trying. The effort is modified by an initial uncertainty about the relationship. Initial meetings result in minor relationship because of the crust. This might be described as calm or low energy behavior.

Hospitable means to treat guests cordially and generously. In the hospitable interaction one person is active and the other is passive. Hospitable relates to liquid modification of elastic matter, or trying modified by skill. You may force a drink on a person, pouring the drink with skill. The result is hospitable behavior.

Humble. Humble means low in station, grade, importance, to appear unpretentious. In the humble interaction one person is active and the other is passive. Mechanically, humble attitude is well represented by an elastic body that has some fluid aspects. Such elastic will resist sudden forces which act to change its shape (corresponding to catching you off guard). As

you force your way in the door you scrape your shoes off on the doormat. The result is humble behavior.

Solemn The dedication of a new asset may be a solemn occasion. In the solemn interaction one person is active and the other is passive. This behavior corresponds to elastic-elastic behavior, that is, perfect elastic. Solemnity is the most perfect trying behavior. As you force your way in the door you make sure your shoes and hands are securely placed, so as to not slide or slip.

Pride is high or inordinate opinion of one's own dignity, importance, merit, superiority. In the pride interaction one person is active and the other is passive. Pride is represented by elastic matter having some mass. Because of the mass any motion in the elastic tends to persist. You barge into the house using initial velocity to help carry you through objection. Contact force of shoes with floor is reduced. The result is pride behavior.

Objective -- dealing with things external to the mind. In the objective interaction one person is active and the other is passive. Concerns an attitude of objectivity as the basis of decision making. Objectivity may be represented by an elastic slab having surface friction. The area of the slab per unit volume of elastic is a measure of objectivity, the greater the area the greater the objectivity. The relative displacement of the two faces (stretch of the elastic) of the slab measures objectivity. You force the person back and to one side as you enter the house. This is objective behavior.

5. CHARACTER. The cultural equipment or machinery resulting in the evolution of the character part of the nervous system must be such that you can cooperate with other persons in a maximally cooperative way, according to the ergodic surmise. Such behavior consists of obeying rules. A rule is an action or motion combined with a criterion or attitude, such as "you should not go over the middle line". The motion is not emotion which involves a tensing of entire body primarily but a mood action.

Various characters may be imagined by imagining a general sensation in a round volume of the trunk of your body with sudden highly intense sensation along a short portion of the perimeter of the volume lasting a second or so.

Character experiences such as kind, honest, loyal can be created in your imagination in this way.

Character arises for the purpose of living in a more complex environment. The more complex environment requires rules whereas they would not be required in a simpler environment. When a person is attacked the first thing he does is to look to see what the attacker is doing or what he is. The character person does not do this, but looks to see what behavior correction he needs to do in order to follow the rule. The character person must be very strong and tough to survive the initial unimpeded attack. The attacker tries to aggress and fails and therefore abandons the attack, and retreats. The attacker bounces off, and the interaction is of a ballistic nature. As the attitude environment becomes more complex problems arise which can only be solved by evolving rules of behavior, that is, by character.

The mechanical equivalent of character is the ballistic body. In this case the environment or social group is imagined to consist entirely of ballistic bodies. For a pair of ideal ballistic bodies collision occurs instantaneously without loss of total momentum and kinetic energy. The environment contributes the velocities and times and locations of the bodies that determine when, where, and how they interact. The center of mass of each body moves at constant velocity except at collision. Collision causes these bodies to change their direction and speed of motion. For a pair of ballistic bodies having zero total momentum the bodies exchange their momenta.

Considerate act. Showing concern for the rights of others. Respecting the needs of others. A considerate act is a type of historical fact. In the considerate interaction one person is active and the other is passive. A somewhat crystalline ballistic object may have somewhat flat faces and also corners and not be spherical so it is easy to calculate the turning force on it. One person bumps another person on the shoulder to turn him in the direction of an important person who has entered the room.

Fair. Free from lawlessness. A fair character is a type of historical fact. Fair implies a society depending on rules such as used for contests, games. Fair

means with no bias. In the fair interaction one person is active and the other is passive. The ballistic body tends to have liquid properties. The collision tends to be unpredictable and distorting because of the instability of the liquid drop. One person bumps an over dressed person on the shoulder leaving his clothing in disarray. This could be called a “fair” bump.

Discreet. Heedful of consequences, careful of appearances. In the discreet interaction one person is active and the other is passive. For discreet there is a fluid aspect to mass. The opposing force is proportional to the relative speed of collision. The collision absorbs energy and the masses tend to stick together. A confusion of the mass with the environment tends to occur and there may be identity confusion or mistake. Identity loss or mistake is the major problem. Two persons dressed in winter clothing bump together for a secret conference.

Kind. Tolerant and forgiving under continual annoyance. In the kind interaction one person is active and the other is passive. This is represented by elastic modification of mass. Elastic will absorb energy and reduce breakage of collision. This is a kind gentle type collision. Players wear football uniforms to make collisions gentler.

Honest. Not deceptive or fraudulent. Your actions can be taken as you see them. No hidden structure. In the honest interaction one person is active and the other is passive. The honest collision is the most perfect collision. The knuckles of two hands collide knocking one hand away.

Loyal. Unwavering in devotion. In the loyal interaction one person is active and the other is passive. For ballistic collisions spin is imparted to the masses due to the presence of surface friction. The rate of spin depends on the radial distribution of mass. Spin prevents close association with other masses for a time after the collision. A person bumps the shoulder of another person causing him to spin about like a gear. This is a loyalty inducing collision.

6. PERSONALITY. The cultural equipment or machinery resulting in the evolution of the personality part of the nervous system makes use of the friction quality of matter. Friction enables structuring of parts. The building

up of mechanical structures is not possible for psychological factors 1 to 5. Friction holds parts together by means of random applied forces. Structure is enabled by a combination of rigidity and friction. Materials such as fluids, elastics, ballistics may serve as structural materials to a limited extent but basically structural materials are a type of material in themselves. Rules for laws are not rules chosen on the basis of popularity as is done for character, but rules based on reason, that is, chosen on the basis of finer structure. For example, rules for tree trimming are not chosen on the basis of how many persons uses the rule. A law is a selection of rules. There are various ways of deriving a selection of rules. What is built into people is ways of selecting rules, that is personality, just as character is built into people for ways of creating rules.

Various personalities may be imagined by imagining a general sensation in the volume of your body with articulating sensations having motions with respect to one another. Personality experiences such as adventurous or intellectual can be created in your imagination in this way.

Personality is largely content translation behavior. The most common personality action involves efficient transfer of high frequency input power to output power in the higher nervous system. Frequency of power generally means rate of content. This is true for the computer where bytes/sec transferred is power. The amount of content received must be transmitted. Content may include music or literary content such as performed by a musician or reporter. For example, if someone speaks, a reporter includes the speech in his newspaper. He has a reporter personality. Personality is such behavior as "they said in effect that". Personality is transfer of translated content. Input content plus payment rate is equal to output content power.

Rotational power can be changed in direction of rotation and location of center of rotation and torque and in magnitude. In efficient power transfer by a device, output power magnitude equals input power magnitude. The mechanical equivalent of personality consists entirely of mechanical power handling devices such as gears, belts, chains, sprockets which can maintain the same magnitude of power. Communication is specialized power transfer that is enabled by adding special ingredients to the power mechanisms.

Consider two pulleys of perhaps different diameters on a common shaft. Power magnitude is the magnitude of the product of belt force and belt velocity and may vary arbitrarily from one instant to another. For 100% efficiency this is the same for the input and output belts. The entirety including attached wound belts may constitute one intact body. Both belts are under tension. Input power is the product of belt tension and speed of belt outward. Output power is the product of belt tension and speed of belt inward. Power is accepted from a person on the input side and given to a person on the output side. The pulley pair corresponds to the personality structure of the person's nervous system, which transfers content.

Personality bodies are ideally massless. Masslessness can be achieved only by the use of hollow (two dimensional) bodies. Thus two gears handling power are assumed to be hollow. Other bodies may be rigid smooth sheets or flexible friction sheets (such as friction belts). The massless quality originates from the fact that transmission of power occurs from a collision process within the material of the power transmitting body. Such collision process can be one or two dimensional. This allows power transmission by bodies which cannot sustain static tension. The essentially massless quality enables extreme variations in behavior such as high frequency variations in power, instantaneous pulses that transfer non zero energy in zero time. Such power variations can be interpreted as communication. The massless quality therefore enables efficient communication.

Friction enables structuring of parts. The building up of mechanical structures is not possible for factors 1 to 5. Friction holds parts together by means of random applied forces. Structure is enabled by a combination of rigidity and friction. Materials such as fluids, elastics, ballistics may serve as structural materials to a limited extent but basically structural materials are a type of material in themselves. Rules for laws are not rules chosen on the basis of popularity as is done for character, but rules based on reason, that is, chosen on the basis of finer structure. For example, rules for tree trimming are not chosen on the basis of how many persons uses the rule. A law is a selection of rules. There are various ways of deriving a selection of rules. What is built into people is ways of selecting rules, that is personality, just as character is built into people for ways of creating rules.

Conserving. Keeping constant from waste. In the conserving interaction one person is active and the other is passive. This is represented mechanically by the crystal modification of frictional equipment. A segmented belt will produce alternating strong and weak power output. A conserving personality is a continuous power transfer that conserves power. An orchestra has its concerts in a hall having acoustics to obtain uniform audience exposure. The program consists of segments for the near and far audience, who alternate periods of listening and recess. The result is an orchestra exhibiting conserving activity.

Capable. A capable personality can perform a task well. In the capable interaction one person is active and the other is passive. This is represented mechanically by the liquid modification of frictional equipment. This results in braked power slippages.

Adventurous. The adventurous personality is willing to undertake or seek out novel enterprises. In the adventurous interaction one person is active and the other is passive. This is represented mechanically by the fluid modification of frictional equipment. Frictional equipment offers time variation of power flow. The fluid results in unbraked power slippages.

Worry. To be concerned with. In the worry interaction one person is active and the other is passive. This is represented mechanically by the elastic modification of frictional equipment. Low frequency power variations represent worry behavior.

Social. Living together. In the social interaction one person is active and the other is passive. The social personality is represented mechanically by the mass collision modification of frictional equipment, such as loose gears. Social interaction is represented by power pulses.

Intellectual. Creative use of the mind, rationality. In the intellectual interaction one person is active and the other is passive. This is represented mechanically by more perfect power transfer equipment. Intellectuality is the most perfect content translation behavior. Perfect power equipment

corresponds to abstruse wordage.
