FIG 4 – REACTIVE MOVING OBJECTS – OBJECTS MOVING AND REACTING
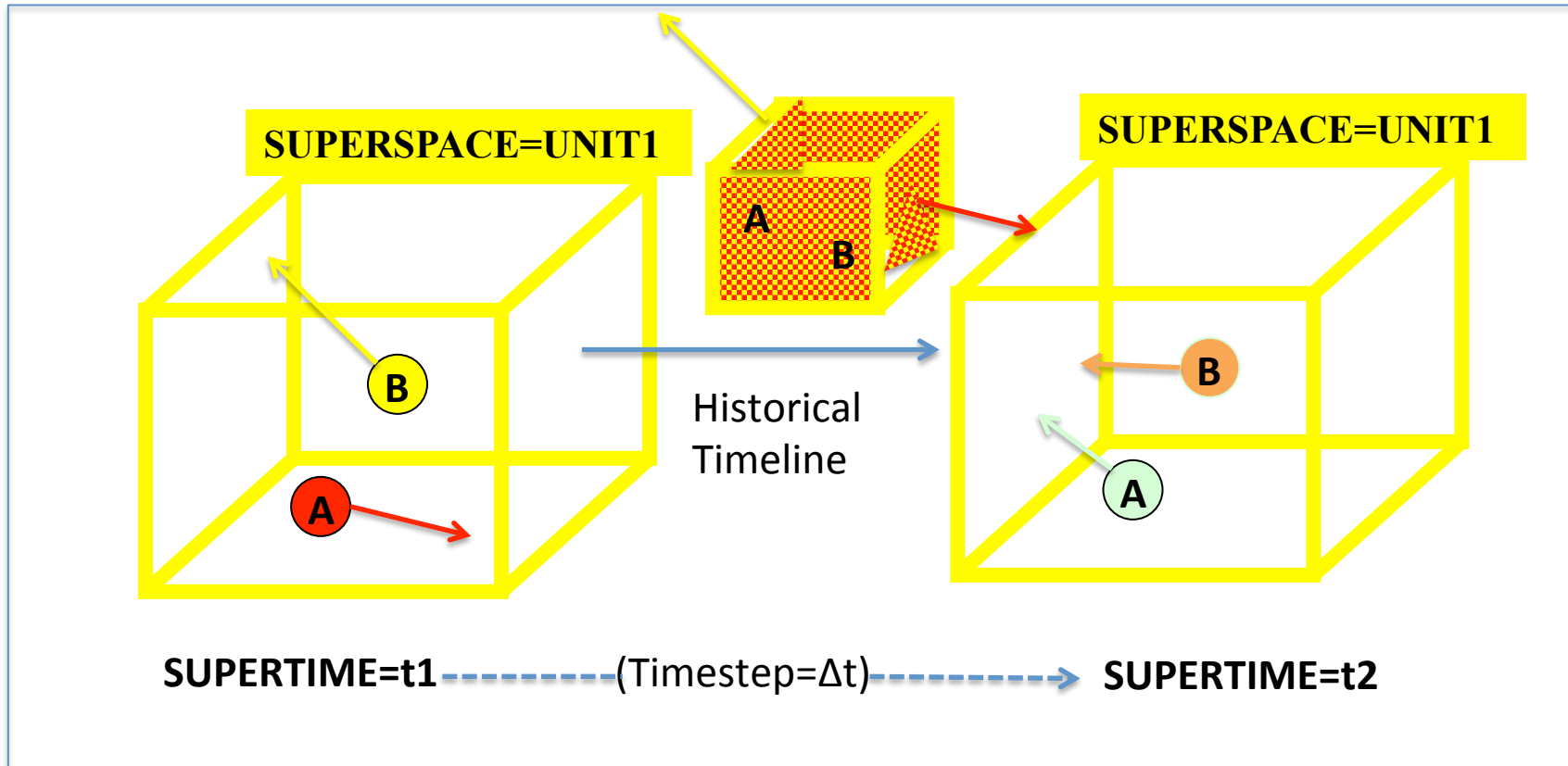

FIG.00004 – "SAGOE's Unifying Principal - Reactive Moving Objects – (**OBJECTS MOVING AND REACTING IN SPACETIME**)". SAGOE must have a framework that provides a standard system for the concept of ObjectsMoving and Reacting In SpaceTime that encompasses all possible types of Objects, Properties, Reactions, and Motions, and tracks them in SuperSpace and SuperTime Coordinates. The above figure illustrates an over-simplified case, taking place entirely inside one space unit. Objects A and B in same space unit at the same timestep possess velocity vectors and reaction properties that cause them to change each other (change color and velocity in this case). Each object is shown as separate points, but for reaction purposes are treated as if distributed throughout the space unit's volume (see middle cube). Notice that the smeared out objs retain their individual vector velocities. Each object also retain their total set of properties, like mass, which are smeared out in unit volume. This is logical since the space unit they are in is the smallest unit in this case. Resolution demands interpreting the objects as being smeared out at this base level of granularity. SAGOE must therefore maintain the objects at both resolutions, as points completely contained inside the space unit, and as smeared out substances for interaction calculations.

[**master file**="Figure-00004-ReactiveMovingObjects-OBJSMOVINGANDREACTINGINSPACETIME.pptx"].