Flow chart : Particle Group formation Guide

01 **Space randomly Filled with Particles**
In a volume there are particles flying freely around as in in a gas. Once a the gas is being compressed, particles can start to bump much harder into each other and have a chance to be bonded.

02 **Particle**
Each particle has an individual code number

03 **Individual particle or in a group**
Individually the particle sails its own course, in a group it goes along with the group.

04 **Outer influence**
Particle encountering other particle

05 **Point in space xyz**
Where the particle is

06 **Direction vector**
Where the particle is going to

07 **Spin speed direction s - CW/ACW**
The direction in which it is spinning in regard to its direction vector, and Clock Wise or Anti Clock Wise, and how fast.

08 **Radius**
Diametric size of the O-ring

09 **Twist**
Number of twists along the O-ring

10 **Field suction power**
Size of the area that surrounds the particle, and amount of suction it feels over distance.

11 **Velocity**
Speed of the particle

12 **Collision object size 0 - 1 - 2 - 3**
When colliding with an other particle size and energy will define if the collision is elastic or destructive. And if it's a smaller, equal or bigger particle than the other object (particle)

13 **0: object processed by particle**
A smaller particle has an elastic collision, being processed by the bigger one.

13 B **0: speed 0 = 0**
particles of normal speed have a basic elastic collision and bounce off each other. Changing the course of the particle in a normal way.

13 C **Virus particle 1/50 x (disruption of particle)**
A smaller particle with a very high energy might penetrate into the the particle structure and disrupt the processing power of that particle. One particle may not be harmful a large quantity may. As an example if its one of fifty adding up to a total of 50 the virus particle may lead to a break up of the group.

14 **1: speed 0 < 1**
For particles of equal size with higher than normal speed (energy), they can join or start a group or break each other.

15 **2: change of direction by object**
A particle that is smaller than the object it encounters might be hurled around or be a virus particle if it has very high energy, and is part of a larger number.

15 B **Virus particle 1/50 x (disruption of object)**
Particle can be part of a Virus attack that leads to disruption of object (a larger particle group)

16 **Make / join group**
Particles have entered each others field close enough to draft, line up and form a group or join an existing group.

17 **Break group structure (explosion)**
A high energetic collision or virus attack can cause the particle to break into multiple pieces, generating released individual or groups of particles.

18 **Group G (0-1)**
Is a particle part of a group, yes or no.
A group is defined by the joined properties of the individual particles.

19 **Position in group Gp**
Because of the drafting principle a particle can no longer move around freely and so it takes a position (place) within the group relative to its relatives.

20 **Neighbor front / back N f/b**
Alignment with front and back neighbor, defining the train.

21 **Positional shift**
Front and back particles have limited freedom of movement to the left or right, to keep on hanging in the group, and enjoy the strength of the draft.

22 **Binding & bundling of suction**
The amount of particles that make up a train limit the drafting powers. Constipation puts a limit on the number of members within the group.

24 **Limitation**
Limitation defines the flexibility and possible growth of a group.

25 **Bundling of forces Group Field generation**
The more particles join a group, exponentially the field proportions of that group change (the whole is greater than the sum of its parts).

26 **Neighbor round Nr 1,2,3,4 take open position**
There are only limited places within a group due to structure set up

27 **When 4: Subgroup formation xyz direction**
Layers are formed, that make up a row, one such layer might be called a subgroup

28 **Positional shift Twist generation**
Each layer can shift in position in relation to the one behind and this can generate over an x-amount of shifts a twist. Twists are related to the phase shift.

29 **Stacking of Subgroups (front-back)**
Layer upon layer can be stacked generating a snake like structure.

30 **Attraction of surrounding particles**
The bigger the group the more influence it has

31 **Group velocity**
The bundling of forces and streamlining of the individual particles causes for a win-win situation whereby the group gains momentum.

32 **Mouth middle tail**
Each group has a beginning and an end

33 **0**
Mouth, outer part with a positive charge (+) that can connect with other particle or close the group.

34 **Positional stacking number**
if not in mouth or tail a particle takes a specific position in the train

35 **1**
Tail, outer part with a positive charge (-) that can connect with other particle or close the group.

36 **Eat**
Ongoing stacking of particles in a positive (+) direction, continuously replacing the mouth by the new particle, and the mouth takes positional stacking number.

37 **Eat**
Ongoing stacking of particles in a negative (-) direction, continuously replacing the mouth by the new particle, and the mouth takes positional stacking number.

38 **Join**
Mouth and tail meet, the tower/snail/pile had become large and flexible enough so heads and tails meet.

39 **Closed Group group properties synchronise to single particle property**
After joining the outer sides of the group a new particle is born, of which the properties are transferred into one standardized set up.

40 **Proximity of other particles**
One is never alone, and things start to happen when two or more become relatively close enough.