

Excerpt from:

{measurable angle [is to (meaning as periphery) is] to tide}

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stage.addErrorChecking

Let distance.Value = inches;

Let object.Value = body;

so that bodyA = 0;

 and bodyB = 1;

Set {

space for accommodating (0, 1);

 { **When** (0, 1) sit beside each other;

 { **If** distance between = (</= 1.41421);

Then yield hushed voices; }

 { **If** distance between = (> 1.41421, </= 8);

Then yield hushed voices;

 yield eye contact; }

 { **If** distance between (> 8);

Then yield hushed voices;

 yield eye contact;

 yield language of negotiating space;

 yield reassuring gesture; }

 { **If** does not = stable happiness.Value;

Then begin process again; }

 }

}

stage.fieldOpen

```
IF {  
  { object.Total is greater than 1;  
    Add object.Overlap (0, 1);  
    and they inhabit the field; }
```

//Moved into a faded text--the ability to leave commentary without affecting the actual function of the code. One becomes interstitial with gestures as small as angling lines. An angle is the figure formed by two lines diverging from a common point.

```
Else  
  { the field briefOpen;  
    Add randomize (collapse, expand);  
  //Most basic movements of the 1 and the 0. To keep control  
  of loving by loving in lists of joints and seismographic  
  equipment. The relationship of one mass to another is  
  dependent upon their mutual ability to collapse and expand.  
    and transition.Screen; }  
}
```

```
stage.addDreamListener (spaces for pillows has the imprint  
of a single body);  
//Add a quality of space in order to change its visual  
nature. Precise measurement of the internal landscape can  
be collapsed and stored.
```

```
If {  
  {[Event1]the space is situated diagonally;  
    Then shuttersOpen;}  
  
Else  
  { [Event2]the space is situated farLeft;  
    Then execute music.File;  
      only If time.Value (>= 0500, <=0900);  
  
      Else [Event3]eraseBed; }  
beginAgain  
  }
```

```
Function.beginFade () : void; {
```

```
    addEventListener(event: ENTER_FRAME, doFade);
```

```
//This function handles one moment of the fadeout and is  
called repeatedly by adding the event listener. It  
listens; it listens for itself; it builds layer upon layer  
of the same small instant, and in doing so longs to be  
solid.
```

```
    addEventListener(event: ENTER_FRAME, eachFrame);
```

```
Each instance of a body is an event, each iteration of an  
overlap is a performance in singular.
```

```
This is an attempt to discern personhood.
```

```
variable timespan1: display (0, 1); }
```

```

Function (Event.Display); {
    attribute(width of pelvis);
    attribute(ball joint);
    attribute(ball joint);
    attribute(pelvic cavity);
    attribute(iliac crest);
    attribute(sacral junction, bundle.sacralNerves = 5);
}

// now,

Function (Event.Display); {
    attribute(acute angle = knee_to_hip_to_shoulder);
    attribute(bed.edge);
    attribute(width of pelvis = along bed.edge);
    attribute(shoulder/over/elbow)
        (weight of shoulder/over/elbow)
        (shoulder/over/elbow/over/knee)
        allYields (acute angle of the waist)

//Loving in lists may be represented as the wave yielded by
a sine function.
}

```