

10/13/14

- (.5) 5:00-5:30 Recording notes & concepts on space & time & 3D objects and 3D data models. kinda dreaming.
- (.3) 5:30-8:30 Reviewing notes & logic for in-line discounts. Checking math to make sure that the calculations were correct, started going through code pages one at a time to add the new pieces. Working on the add to cart page.
- (.5) 9:00-9:30 Email to a client about a custom invoice. Created a quote and logged some notes. Apparently, there had been some verbal promises made but nothing was in writing. I officially started the ball in motion.
- (.5) 9:30-10:00 Emails & tech support stuff.
- (.75) 10:00-10:45 Helping Daniel with his new barcode and label project for Trinity Fasteners out of Texas. Called and talked with the client to see how things needed to be done.
- (2.5) 10:45-1:15 Working on logic for in-line discounts. Light tech support for a client out of Arizona. On the phone with Eric talking about extensions & flex fields. We also lightly talked about space & time as a wrapper of sorts. Just basic concept level stuff, nothing too deep.
- (.2) 3:30-5:30 More discount & flow logic. Jalce came over & we worked on his web/API documentation project.
- (1.25) 8:45-10:00 Getting notebook scans ready to send to Shannon to enter into the online Developer's Notebook on adilas university.

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- On all real in-line extensions ... on all dates & times ... include a used flag (yes/no value). If used, put a 1<sup>(<sup>Gene</sup>)</sup>. If not used, put a real date and use a 0<sup>(<sup>Gene</sup>)</sup> in the ~~used~~ used flag field.

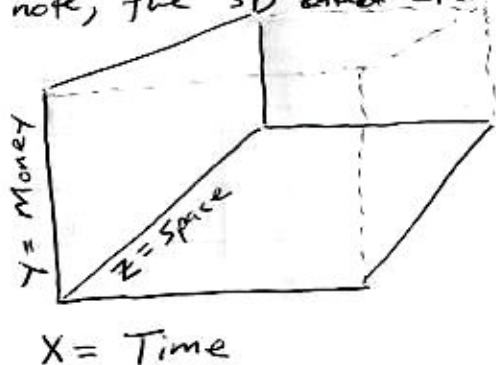
10/14/14

⑦ 9:15 - 10:00

Emails on new permissions for invoices & limiting invoices to a specific salesperson. Also helping Daniel with some CSS placement for a custom label job.

③ 10:00 - 1:00

On the phone with Steve going over direction for the sub inventory & cost controls (packaging) section. The first hour was basically a pitch to head towards round two of elements of time as a virtual wrapper for all main system player groups. We did a GoTo Meeting session and were drawing & concepting for over an hour. Really fun session. We used the graphics from 10/9/14 as a basis of our discussion. We also used the interactive map and the GPS core layout graphic to show flow and concepts. I had a lot of fun. 3D or three dimensional pieces were brought in to the discussion. As a note, the 3D ~~area~~ elements are:



X = Time  
Y = Money  
Z = Space

3D Elements

- X - Time is on the bottom - it keeps running & may be broken down into years, months, weeks, days, hours, minutes, seconds, etc.
- Y - Money flows upward or downwards - In business a point or trend that is flowing upwards is often a good thing (not always). Also, we want all monies to be tracked clear to the bank and financial level. Think of cream rising to the top. As a historical note... My dad, Wayne Moore, is the one who came up with Money as the Y axis. That came from a walk earlier this morning.

10/14/14 (Continued)

- Part of a phone call & GoTo Meeting session between Brandon & Steve (Continued)

- Σ - Space provides the depth structure of the items as they relate to time & money. Space allows for organizing, stacking, layering, packaging, combining, and separating. There are tons of things or attributes that may be applied to space.

Anyways back to the telephone meeting, we used the last hour and a half talking about requirements for sub inventory & cost controls. See ~~the~~ elements of time # 892 in adilas or time # 2786 in adilas university (developer's notebook) for the actual brainstorming document. We spent a lot of time dreaming and talking about subs of subs, extensions, matrix, rules & assignments, sub attributes, packaging, barcodes, space, etc. Great session.

- ①.5 2:15 - 3:45 Jake came over to work on the web/API documentation project. I helped him out a bit and tried to get organized. I started entering subs and elements of time to help us monitor custom code projects. We really need to do this.

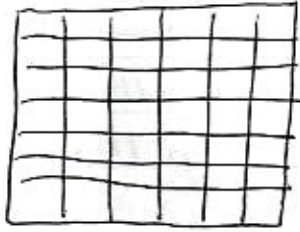
- ① 4:30 - 5:30 Recording custom code projects into adilas - using elements of time.

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- We have a good and stable set of code & functions for main groups & system player groups. The new & developing need seems to be in the sub or subs of subs level. Everything seems to be headed in that direction ... Sub permissions, sub settings, sub inventory, sub tracking, sub groups, sub categories, sub functions, sub locations, sub phases, sub payroll, sub accounting, etc. whole new levels to explore & figure out.

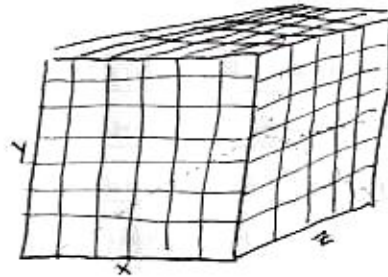
10/14/14 (Continued)

- Flat 2D objects vs. multi dimensional 3D objects...

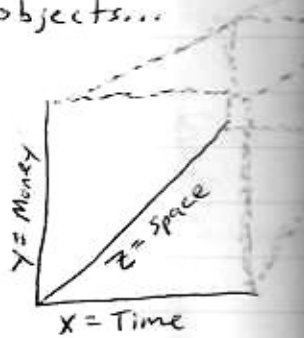


Flat file with  
rows & columns

VS.

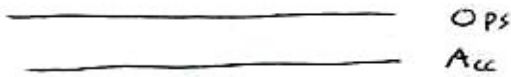


Three dimensional  
data objects built  
with properties of  
Time, money, & space

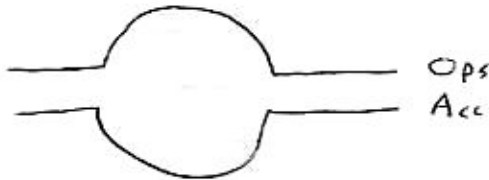


x=Time  
y=Money  
z=Space

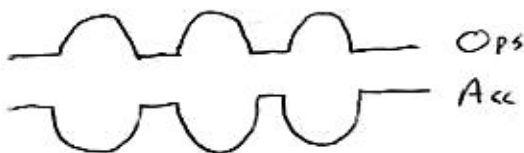
- Flat 2D models to compare operations and accounting along with 3D models to compare operations and accounting. <sup>The progression!</sup>



- Operations on top & accounting on the bottom. Perfectly in balance. Ideal in a perfect world.



- Operations on top & accounting on the bottom. Real world example, sometimes these things need to flex and then come back together. This happens in real life all the time.

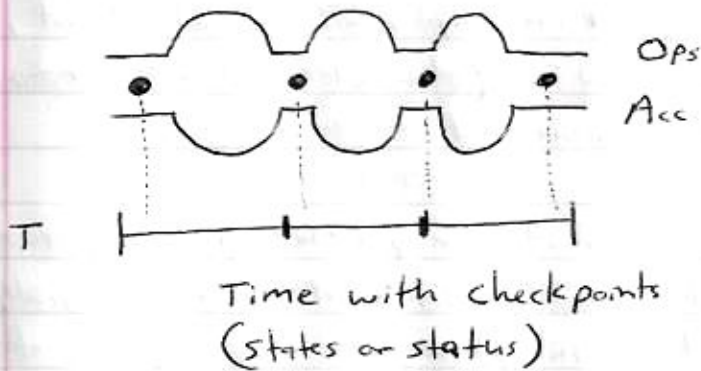


- Same as above with multiple instances where things flex and then come back together. Real life mixed with time.

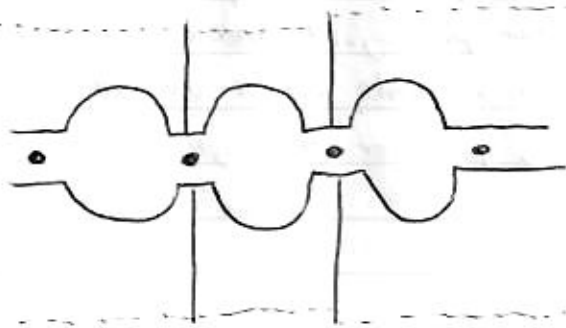


10/14/14 (Continued)

- Flat 2D Models and small 3D models to compare operations & accounting. (Continued)

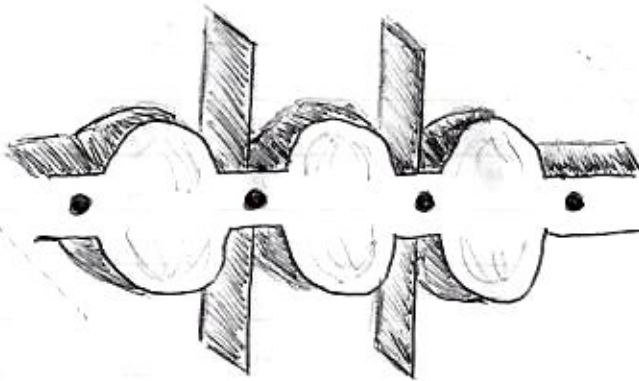


- Flexing model over time with dates & checkpoints at certain places. Dates and times now playing into the model.



- Flexing model over time with:

1. Operations on the top
2. Accounting on the bottom
3. Process over time - multi-bubbles or pods
4. Checkpoints as things come back together (dots) - Date & Times
5. Permissions (user permissions) to limit access to the process (vertical lines)



Add space to get a 3D model of how operations & accounting could work together

- Flexing 3D model that includes space. Depth, layers, stacking, wrapping, etc.

3D Concepts

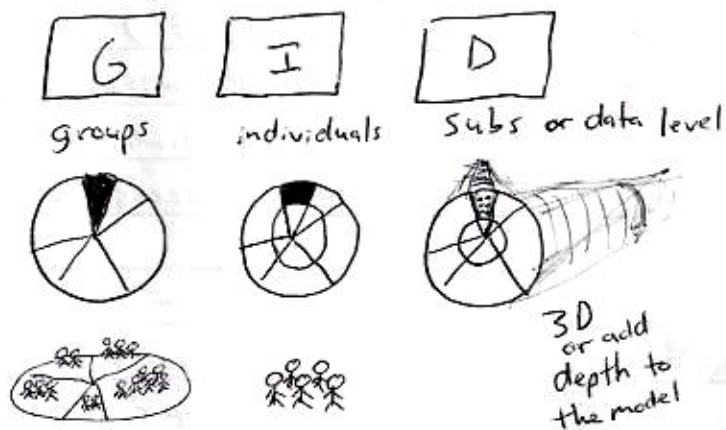
The diagram shows a 3D coordinate system with three axes: X=Time, Y=Memory, and Z=Space. A rectangular prism is drawn in this space, representing a 3D model. The text '3D Concepts' is written to the right of the diagram.

10/14/14 (Continued)

- Another huge piece of the puzzle deals with being able to both add and subtract elements. We need to be able to go in both directions. For example: We may need more dates, more checkpoints, and more permissions. Other times we may need to short cut, streamline, or dummy things down. It (the elements of time, money, & space) need to flex as needed.
- Steve & I talked a lot about attributes or pre-set pools (proposed sub of time). These could include rules, assignments, matrix or grids, sub players, options, sub locations, sub phases, etc. We kept switching between the word attributes and pools. The phrase attributes seemed to fit slightly better than pools just because you didn't have to define it every time. This deals with verbiage & terminology vs. the actual holding piece or data group.

10/15/14

- Everything is headed to sub levels ...



not sure how to draw it... but subs start dealing with space ... organization, layers, wrappers, stacking order, etc. Basically, the data level.

- We are even seeing needs for subs on both permission (users) and settings. Everything seems to be headed that way.