

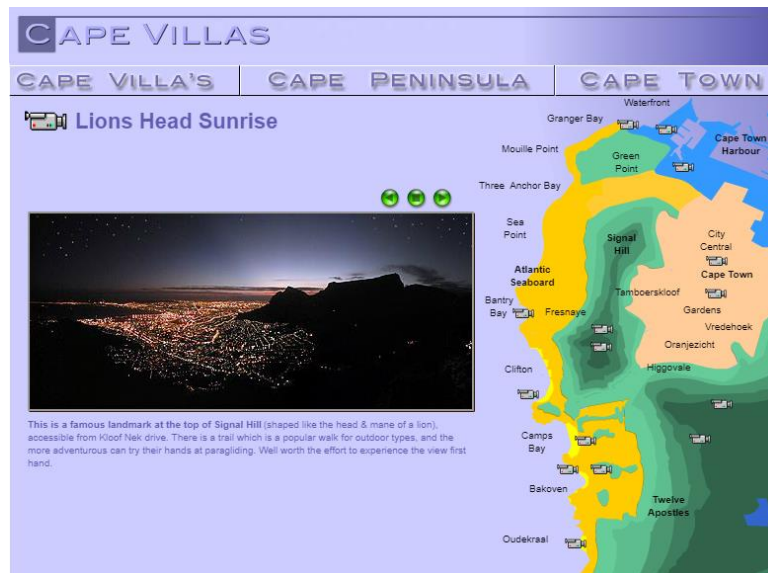
S-World VSN™ Construction and Industry.

By Nick Ray Ball 12th October 2020

The History of S-World VSN

20 years ago, just a few months before I emigrated to Cape Town, South Africa I attended a lecture by Macromedia on their new product Flash, The feature that caught my eye was a spinning panoramic image of the French Alps. It was spectacular, and I decided that's what I want to do when I get to Cape Town, create a series of panoramic photos and incorporate them into a website.

I had a good relationship with Macromedia, as I had found several bugs in their product Fireworks, which I had pushed beyond its limits, and I was talking directly to the development team in the USA, who thanked me for my troubleshooting, and had suggested that I should use their new product 'Flash,' hence attending the lecture, and seeking the spinning picture of the Alps. Unfortunately, when I contacted Macromedia again to discuss the functionality it was explained that the spinning picture was presented via their director software (Which had too large a file size to stream over the internet in 2000'. However, they did tell me there may be a way to simulate the spinning effect in Flash.

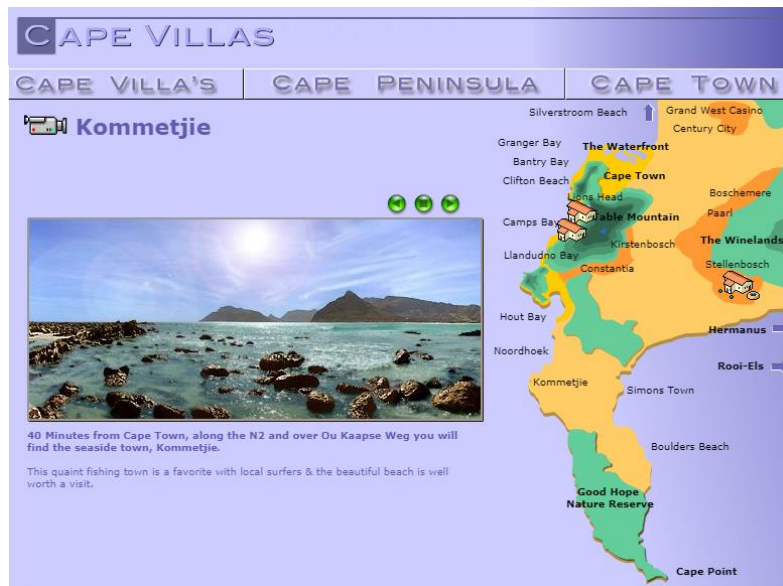


So I started work, learning their code, ActionScript, learning to create the panoramic pictures, photoshopping the images, and then on an open-source Flash website I found a way to spin the image around, it needed some fine-tuning and one had to make a backdrop for the picture using the very last pixel of the panoramic photo and stretching it across the whole page, under the spinning photo which made the join less visible, a pint that few developers or no other developers did in the early days, before Google Street view.

A few months later, now in Cape Town, I found a JavaScript programmer Louie who added to

my action script (the coding language for Flash) and we create a virtual tour product. It helped of course that my father is a photographer, I had studied photography at NESCOT tech in Surrey, and I has specialised in architecture and landscapes, because of course, a virtual tour is as much about the panoramic photos you see, as it is about the display system. With this said we did create a nice countered map for users to navigate.

You can see the product here www.capevillas.com/CTG.shtml, but I fear only till the end of December 2020, as Chrome and Edge will no longer support Flash after. In case that happens, you can see a video I made; <http://supereconomics.ai/video/44>



In 2004 I ventured to Johannesburg to promote the product and made a deal with South Africa's only digital cable tv channel to show the system, we had high-level meetings with Galileo about creating online bookings and making a global product, but my inexperience in investment and partnerships saw the product side-lined as I needed to focus on what was making money; www.capevillas.com, albeit ironically unknown to me at that time, was the link from The Lonely Planet and other sites gave CTG a page of 4 (high for 2003) which then gave Cape Villas a page rank of 3 and a good position in google search. But in general, from 2004 to 2011 there was no development on the product until it was reimaged in February 2011 as a Virtual World, in 3D like one was watching a computer game, with superb graphics. This product was called S-World VSN.

Indeed this product was actually called S-World, which was short for Sienna's World, which would be the virtual world, mirroring real life, where one can jump into someone's virtual world and see all that they could see. And every now and again, if one was lucky would see Sienna as an angel in places where there was a need for ecology or philanthropy. And just by seeing Angel Sienna, the user would get Network Credits which on the screen looks like fairy dust. This was the vision for S-World 'Sienna's World.'

S-World VRN™ Virtual Realty Network

In 2012 after a year of theorising, S-World turned into the City idea we are now discussing, and the first version of RES was but a few months away.

The first concept was an extension of the original guide applied to displaying real estate from individual homes to grand Resorts. Most people have now seen virtual tours do this, using the same method I pioneered in 2002, but this is not like that. Whereas virtual tours use photos stitched together to make the visual experience. Virtual worlds are experiences rendered from the photos, in which you can go anywhere and see anything, for example, one could see the different views from a hotel bedroom and pick the best room.



Alongside seeing everything (warts and all) for real estate, loads of data can be stored, from architectural designs to a local news report praising the good school system in the district, and displaying photos and videos, rental contracts, warranties, absolutely everything, and in general the more data the better our search will be.

Right now in the USA, there is a system called the MLS, which records similar details, the plan is for the virtual real estate views, have better data than the MLS and for Villa Secrets agents to use Prestige Marketing to build a portfolio of magazines of the very best properties and have 50 or so Real Estate Packs that he realtor will give to potential buyers. This marketing plus the VV tour plus the collected data is a 10x on what the MLS provides., and certainly for the top end, properties over \$10 million, S-World VSN Villa Secrets edition properties would be more likely to see via villa Secrets than the MLS.

We shall return to the Realty Network later in this essay, now we have a look at S-World VSN Virtual Social Network (the usual name for the virtual world components)

This system was explored in S-World.biz, but this site now has a warning, so we're moving to <http://americanbutterfly.org/pt1/the-theory-of-every-business/ch7-s-world>

This 2012 web page is a well-presented summary of the S-World VSN product including a Twitter option for jumping into celebrities environments (their virtual worlds) if they have their GPS set to 'display to all'



I really do feel like dropping the whole chapter into this essay, but I will refrain as I wish to make this chapter as short as possible. But I will give the link again and suggest you read it. www.americanbutterfly.org/S-World-2012

I will however repeat the catchphrase;

Where you are
Where your friends are
Where you'd like to go
And what you'd like to see
S-World VSN™ Where shall we go today?



After American Butterfly, in 2013 I started work on the system S-Web™ which is, in essence, the starting point for S-World VSN, but before we have perfected the 3D technology. Then in 2014 came Villa Secrets and a load of technical work including APIs and other connections. And the extensive chapters of the TBS Total Business Systems soft on <http://network.villasecrets.com>.

You can now see these technologies one upon another, with S-Web at the bottom, and S-World VSN in position 5, next to S-World UCD

THE **TEN** TECHNOLOGIES

9. GRAND
Špin
NETWORKS

Net-Zero Š-RÉS™ Charter Cities

Ast <> Bst

10. S-WORLD
ANGELWING
& The
SuperEconomics
AI

7. **Š-RÉS™**

Šavings + Révenue x Éfficiency x Špin

Ast <> Bst

8. **NET-ZERO DCA™**
SOFTWARE

Dynamic Comparative Advantage

5. **VSN™**

Virtual Social Network

Ast <> Bst

6. **UCS™**

87 Quintillion Histories
MMO Games, Recruitment

3. *Villa Secrets*
Real Estate Network

Ast <> Bst

4. S-WORLD
Film

1. *S-Web*
S-World Online

Ast <> Bst

2. **TBS (S)**
Total Business
Systems

Rendering **S-World VSN™**



A major challenge is rendering the Virtual World, and once we have the basic outline of every place on earth created by triangulating satellite data, that makes the outline and some description of the façade, which is then displayed to all users, who can then move to a directed photo point and photograph the property from a few angles and the render will take. Getting the rest of the world to do the same requires VSN to be very popular. But this is not a time-sensitive issue, VSN is the most public system, but we don't need this functionality in the first edition, because the first edition will be for Grand Spin Networks

S-World UCS™

S-World UCS was first imagined between 2002 to 2004 as a game, it is the gamification of the first 5 technologies.

As before, we shall look at American Butterfly, book 1. The Theory of Every Business, and now the final chapter S-World UCS. As before would like to drop the whole chapter in right here but will have to suffice with the link; <http://americanbutterfly.org/pt1/the-theory-of-every-business/ch8-s-world-universal-colonization-simulator>



Since 2015, S-World UCS has been central to the design of the system, when we look at Histories, the network simulated from 2024 to 2080, and History 3, we are looking at S-World UCS Histories, S-World UCS is a training simulator, which has recently taken on more

significance with the new virtual training sim, so new this is the first time I will describe it, after a successful verbal presentation to my parents last night, in which possibly for the first time, they got what I was saying, they apricated, even liked the idea. So here it is.

S-World VSN Edu. Virtual Education.



There is a history of making systems that teach people how to do this or that task or job, and there is a lot of respect for the simplicity of Ernest Cline's Oasis in Ready Player One. This is found somewhere in the S-World Stories, in general, education becomes an experience and immersed experience, and because it's more fun, kids learn more.

One game I would most like to work with is Football Manager, this can become a teaching tool for mathematics, statistics, budgeting, and can also be adapted to teach English, and can record the stats of all the football leagues creates in the Malawi Soccer League initiative. With 256 leagues, most people are going to know someone whose stats are on display and all will work harder to improve stats because they're in the public domain, reassess every day, in some way or another. All this to create the biggest semi-pro soccer academy in the world, by far, and the long-term objective of not only hosting the 2034 World Cup (Special Project 54 – Budget: \$284 billion) but winning the darn thing.

Another S-World Angelwing (The 10 Technologies) objective is to create a new or sub-version of the game Civilization 7, or Civilization 8, or Civilization Supereconomics, or other names.

This game is the same as the standard game, but changes in the year 2000, and significant changes in 2020 with the launch of the ten technologies, each of which needs to be mastered or addressed in some way. Each technology is comprised of several internal systems, and each system has its own benefits and like the game, one can choose to advance in certain directions, and these have costs and benefits.

This journey to create the ten technologies and specialize, starts in 2020 and ends in 2080, and should take as long as the normal game, so time flows more slowly, but there are more benchmarks to use as a different perspective.



Learning and playing this game, reaches strategy, business, can be adapted to teach languages, but most of all it teaches the user about the S-World systems that they can use in the real world, in fact, each user is a business that has not yet started. And for many, just press the button that says – Ready Player One and starts a business for real.

This is what UCS and the TBS do, they recruit being to the network, they have to be the most fun, and that’s how to get the most users, and the more users, the more likely it is that the users will one day start and S-World business for real.



The TBS – Total Business Systems - Technology 2 is the business software, the CRM, AI, financial software, auditing software, and everything you need to run an S-World business, including the 2016 book *The Villas Secret’ Secret*, where the secret was the systems, the other 9 technologies. Critically The TBS sets the prices of every object in the network. Without this, in place, Grand Špin Networks would be vulnerable to inflation, whereas a combination of using the dollar as our currency and The TBS setting prices, we can be quite exact about exactly where we would like inflation to be.

Moving to technology 7. UCS

Supereconomics.ai/UCS is the inner workings of the S-RES system, the most powerful of systems, that must be researched to come near to winning the game.

Here we can see the real-world S-RES system, and notice it's made in a way that it would appear in the game. <http://www.supereconomics.ai/UCS> Click DATA to pull up initial investments <http://www.supereconomics.ai/UCS/Investment-Sources1.php> change the defaults, and see S-RES spin its way to an increase to the money supply, seen <http://www.supereconomics.ai/UCS/Calculator.php>. Then use the system <http://www.supereconomics.ai/UCS/Controller.php> (not programmed yet) to adjust about 20 different variables thought the 60-year timespan, that tells the story of all the 100 odd different arguments I have created and then solved, the biggest being Tax Symmetry, and inflation, which as we have seen is managed by using US dollars and the TBS setting all prices.

Using S-RES in the game as in reality increases the money supply by 3000%, but there's a lot of but's and answers to but's requires and this is what will need to be researched in the addendums for the player to win the game. Or technically for the player to make enough money to win the game.

Visually this will all play out in a massive multipolar game similar to or being the SIMS and Sim City.

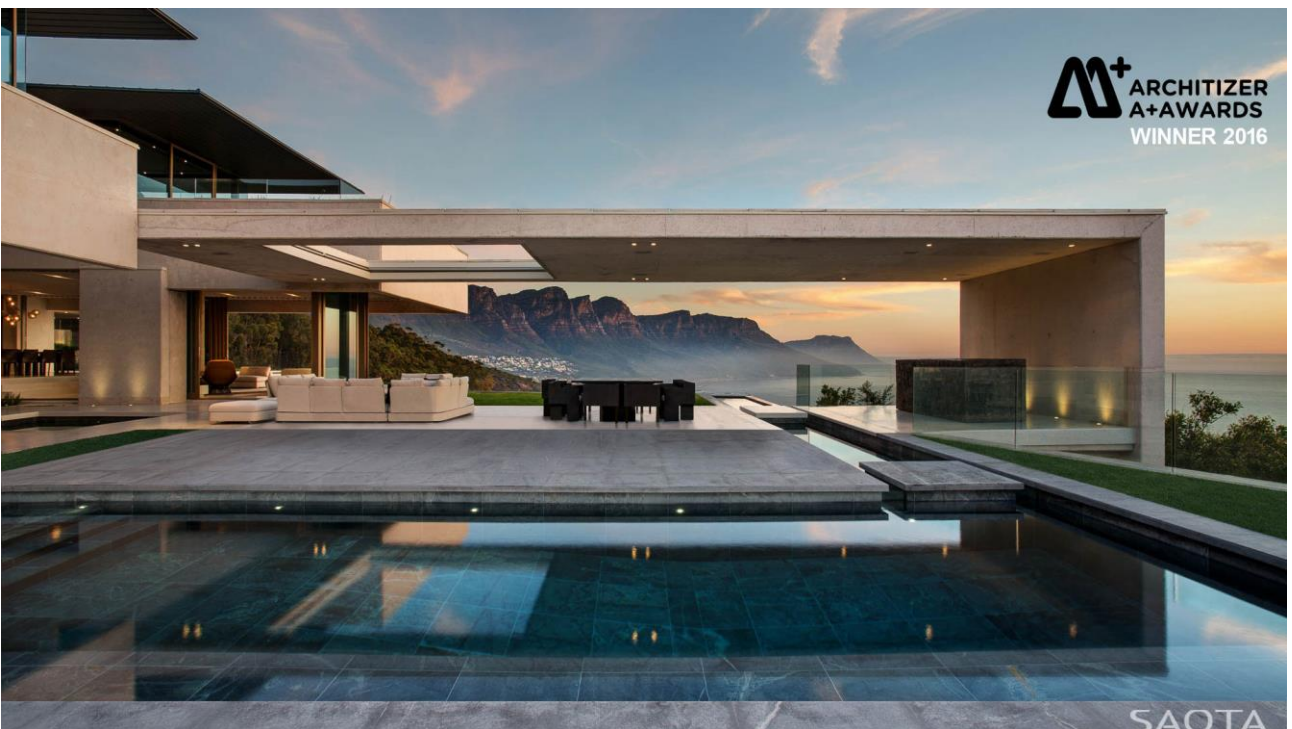
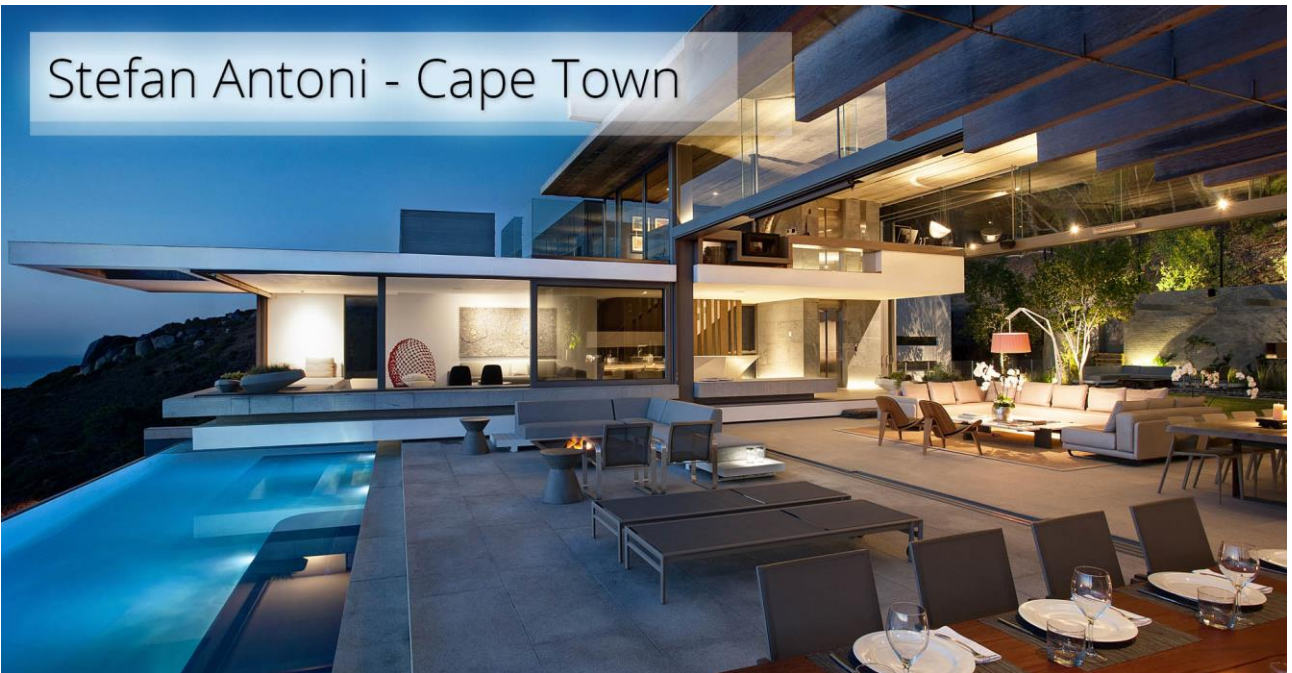
S-World VSN SIMS EDITION

My best example of an essential partner is Will Wright, the creator of The Sims and SimCity and Stefan Antoni, the world's most creative architect; see www.saota.com

Will Wright - MAXIS

maxis



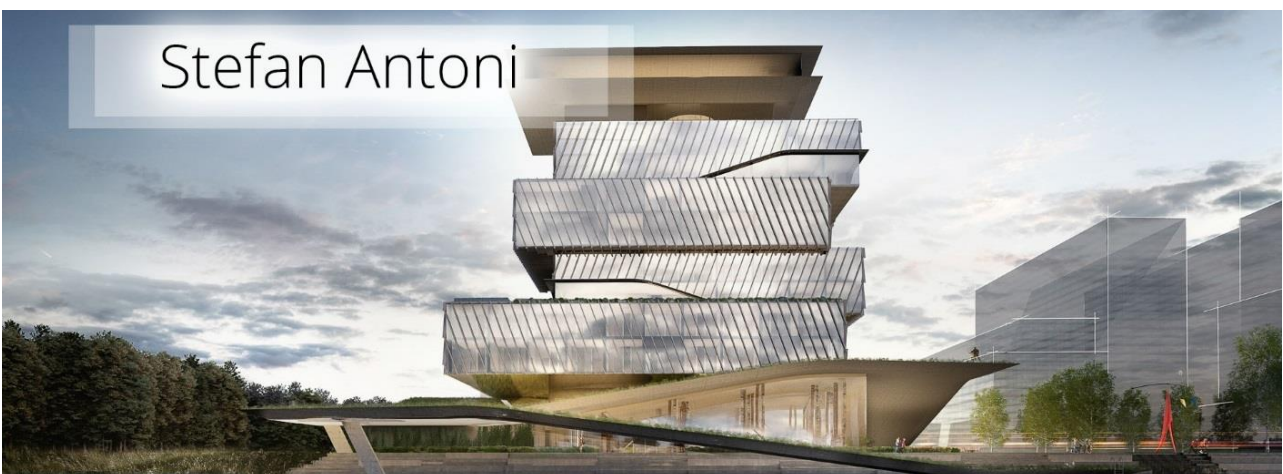




By copying the architectural details from Stefan's designs and adding them as features (widgets) to The Sims house-building software, we would have a perfect platform for displaying what Angel City 1 in Malawi may look like in 2024, then 2032, 2048 and 2080; including options in different locations, with different special projects and different theories of every business.

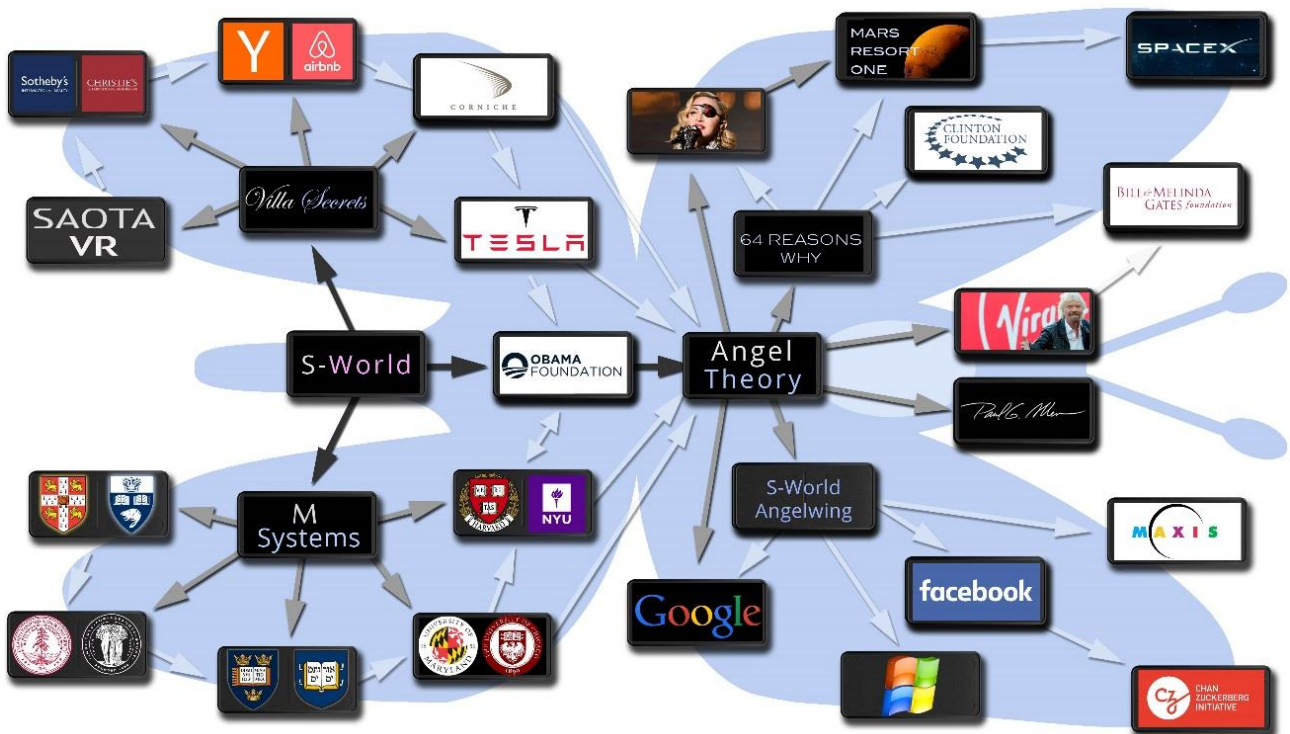
This then becomes an essential tool in real estate sales, investment, recruitment, and education. Thinking outside the box, we could consider VSN™ as a partner or dominant competitor of the USA MLS, which may bring with it one-quarter percent of most homes sold in the USA each year.

And as for VSN™ Oasis, well that's exciting stuff for Oculus which I will get into in a later book. To be written relatively soon. Lastly all the above creates the environment for training and virtual education.



Lastly, we need to think about companies like TWF – The Window Company. My often-used example of the construction industry supply side. We want to find the best eco-windows in the world, maybe 8 companies, and choose one that best fits the network. They will start with 25% of TWF, provide all patents, systems and technical assistance. And an investor teams up with them and adds the capital, maybe \$10 million (66% start-up costs 33% of the 2024 cash flow). And, as always, per POP Give Half Back, the staff own half of the company.

This can be shown to be a great opportunity, and if my preferred brands are seen to be on board, I would imagine there would be a lot of companies like TWF that would like to come to the Malawi Grand Spin Network. I call this POP² The Pressure of Participation, as when the madding crowd sees the biggest names in business, celebrities and a great many Nobel winners collaborating, the desire to be a part of it will become a force all to itself. We see this idea in 'the butterfly' graphic below made from a set of dominions; designed so any when one falls, the rest will follow.



Until the most recent S-World VSN idea, this was the end of the VSN presentation, but this new idea really ramps up the education and training and answers what is probably the best argument for the network being located in Malawi is the chronic lack of basic education. This does not stop anyone from being smart, but it does limit their potential, but with this new idea, I can see training taking 3 months most of which can be practised at home, in the rural villages.

So here is the idea, and I'll start in construction, with the building of a house, and after, use the same example for the new UK HS2 high sped railway, after which we can imagine the system suitable to train most of the people for most jobs.

So, here's a new idea. Imagine you are on a building site, the site for one house, which was designed by the owner in VSN SIMS, which gives the exact details for all materials needed to build the house, this job is simple, because there are only so many elements and once there calculated the same can be applied to all future usage of that feature.

I picture an Amazon-style materials area, where similar materials are separated from each other. Then we turn on VSN and the construction workers apply their goggles, which are made like those sunglasses that you can add an extra lens. This lens will show each person where they are, and where they need to go, most often to the materials area. One can adjust the new lenses to let 50% of light in so the user can see both the virtual house and the real house. And the user can instruct the goggles to show the users aviator (that must be human) to show them where to go, what to pick up and where to take it, lets say it points out a brick, the user picks it up, from the exact point suggested and then the avatar walks to the wall and shows all procedures needed to lay the brick.

The software for this is no harder to create than a Call of Duty like game deploys, with the TBS (Tech 2. Total Business Systems) whizzing around in the background adjusting the prices and inventory level of the materials. Absolutely everything that is needed to do is done virtually by the avatar, and the task performed is then specific, and specialised, with master bricklayers laying the bricks and so on, we all know that specialization is economically superior. Now the entire development is incredibly micromanaged, by the game.

A question asked what about theft, and this is where this system will excel, is that we know where everything is, where every brick is laid, captured by an array of wide-angle security cameras, from which the AI will be able to spot any disappearances.

More significant in my mind is the difference between tender price and final price in infrastructure projects like HS2 the planned high-speed rail line from London to the North of England. I can't give exact figures, but as best I remember it nearly added a zero to the end of the initial cost analysis.

That's where this UCS VSN system can really deliver, because every single part will not only be correctly quoted, and availability assured, all components from a nail to a rail will be updated of any price changes in real-time.

Game users, who attain a qualifying track record can take these scenarios, such as the building of a house of high-speed rail link, and try and increase efficiency or price, or quality, or desirability and improve, and that will change the way the tutorials are executed, getting ever more efficient the more users are experimenting, from here a user could invest in a real-world network company, Or take a commission of all future usage of the system. If it saves millions, the gamers will earn a portion of those millions, maybe a million. UCS is not only the game that pays, it desired to pay a lot. Stefan Antoni for instance could see income from a million homes using one or another of his designs, and in time become a billionaire, just by getting in the first wave.

S-World UCS HAWTHORNE

To motivate the workforce we have S-World UCS Hawthorne.

<http://network.villasecrets.com/the-secret/ch10/UCS-Hawthorne-for-Richard-Thaler>

Below we see, a scoreboard between the personnel in a Villa Secrets operation, where at the end of each day a Network Credits bonus is given to the winners of a customized game created by the TBS CC Company Controller.

<http://network.villasecrets.com/the-secret/ch9/crm-cc-the-company-controller>



Other relevant graphics



S-World VSN™MLS

Where you are
Where your friends are
Where you'd like to go
& What you'd like to see

S-World VSN - Where shall we buy today?

Virtual Social Network

S-World VSN™

S-World VSN™

Winner

Next...

S-World VSN™ Construction and Industry.