



Creation Chip Actions

* * * Beast All Clear * * *

Introduction

Beast All Clear or Beast Clear All or Beast Clear or Klear All, is the very first necessary action or step that must be done to begin and start clear utilizing Creation Chips' actions. Then you begin the best 'real true image processing' and productions that has ever been like this before or that has never been before like this in this program or any like it.

Beast Clear is our highest priority and it is our topmost classification. If it were having a security clearance it would always be classed as [Top Secret] or as 'Highly Unclassified', and having a rating where no one can afford to buy it. We offer it 'free' to anyone wanting to have it. Beast All Clear prepares images for action processing. Without Beast Clear there can not be any real productions or true image processing in this program. Beast Clear makes this raw program where it does a quick job for you and it produces and works for you now at last, and this is meaning with the use of Creation Chips' actions.

We here are not naive in any way of having knowledge about this program and where it arrived to this day and what it has done and what it has produced up until now. We are quite aware in depth about its' limitations and its' potential. Some reliable potentials of this raw program now is its' refined and stable code commands, the Actions Panel, and the Automate/Batch Panel. This program is not just a forging machine tool or just a photo touch up tool of a machine. It can, with our actions, create and make and deliver and produce professional quality and perfect excellence in design and image manipulations.

This program is made to appease the many who may use it. It is for to satisfy and to suit all and any who may make use of it. Therefore it has many various controls and commands in it that are there and they are only ever used but in very small percentages. Many are unnecessary being here, and many of the commands are tied in to or in with the different document types and how each function differently.

This is also true with relation to Image Size and Resolution and Mode and Channel and a large list of other commands. This becomes confusing for everyone and very complex. This makes it difficult to operate and to produce efficiently in this program for the 'ordinary' operator or Driver. And these are all combined issues that the operator has to experiment on and to figure out. The operator must know the many different commands and tools, their functions, locations, measurements and moves and how to connect these in combinations to get the tiniest amounts of produce. Above all this the operator has to remember them all, by the letter, for himself to be able to reconstruct the same product over again. Realistically speaking, that could easily take decades, and even then the ordinary operator may still only have a small handful of valued quality copyrights in store afterwards. By 'ordinary' operator I do mean 99% of all users of this program. There is no commands or standard(s) set in this program to produce anything new or uniquely different.

This program then has become a terrible beast and a burden itself having very many heavy locks and chains put on everything whereas it has become a barren tricky wasted land full of trolls or it is a single ill layer that never deliver or produce anything of professional quality, value or worth on its' own, and this confusion arises from the attempt to serve everyones needs and requests. This raw program can and will only basically make you an exact copy or a duplicate of your own drawing or photo and you must 'manually' select the right commands that will do it, and that has been the history of production in this program for the 99 percenters. This can and could and may go on forever and then it would be called an 'Absolute 0' evolve layer or level that is in effect.

We are not saying to turn and run away from this program, we are saying that it is best 'to stay'. Actually we are saying 'Get Ready', 'Set', 'Go'. Because we do have 'the fix' and 'the solution' to your many years of 'unproductivity' in this program, and 'Beast All Clear' clears out all beastie things such as chains and locks and constraints and restrictions out of your image documents and ready standardize them for real adventurous 'Action Game Playing'. Beast Clear makes it all possible.

Skill Level
 Beginner Intermediate Advanced

I High Commander Ram is Pilot of the Gabriel Ship, you can call me 'ED'. Though, I be ED in 3D. You would not have found me if you had not looked. Some say that 'You can't be the Top Monkey until you meet and see the Top Monkey'. This is in many respects true. Though, I am ED The Actions Builder and Creating Machine, I am the Original Builder from 'The Beginning'. I have always been the 'Main Guide' set on this program. I am usually always on a very important assignment of a clear justification and I am perpetually balancing and being 'All' that I can possibly be' by fixing it. I am the official Marshall from the upper-most Library where you check out your machine vehicles 'Drivers', and part of my assignment is to return checked out vehicles from the Library that have not been returned on time. And I shall do my very best to be open and clear about it, and I Marshall, Commander Ram, 'shall not' hold and keep Top Secrets.

Most of you somehow have lost your good memories of this program machine and how it really work, and we are here to re-issue them back to you. So then, now that your Action Machine vehicle memories have come back home to you, realize then that this is not the first time that I did this and I always do this thing timely, often and periodically. And everytime then even the layer that I/Pilot land upon in-balance to justify, it always looks forward to the arrival and really loves it too when I Commander Ram is back as ED The Merchant.

The Gabriel Ship is not your normal kind of ship, so visualize it and understand it as an 'Individual Ship', sometimes I call it 'IF' when I am speaking singularly. It is an Individual Flag Ship though, and when I speak plurally I call it 'IFS', or Individual Flight Suits or Action Machines that the Driver put on and go be. Sometimes, for a brief moment, all checked out vehicles must be returned to the Library to be overhauled, purified and best of all, be 'upgraded'. In the meantime of this, 'all' the Drivers forget about it all before the vehicles are returned to them. Then later the Drivers are given a new fresh briefing and a Guide Instructional Manual on the upgraded vehicle that is now having a more refined and balanced compass heading. Sometimes I/Pilot must go into the Education Department in the Library about this code subject deeper for better visuals that are on display there which are evolving round and about on Live 3D.

I/Pilot could be telling you a wholly fictional movie tale or I could be telling you the absolute truth. But overall what I am saying is somewhere surely there in-between. To be able to produce in Build requires memory. I am not particularly referring to memory storage space or such, I am referring to memory of 'How to do it', or the memory of 'How to do it over again and again' in the exact same way. Our actions are simply, 'played or processed automatic code commands' in line that are or have been recorded.

Some of or many of our actions has dozens or hundreds or even thousands of precision calculated command moves meant only to produce a single original product or image, and none of these moves can be remembered by all or any operators. The many moves definitely can not be remembered exactly by the Driver or operator a second time. All Drivers and operators understand that, 'the memory is not stored in the Driver, the memory [I/Ram] is stored in the Action Machine or the vehicle that the Driver is rider in. Look deeper 3D into this and science it up as the best 'A+' student can while being on a meaningful assignment in the great evolve race to the finish line, to win the game.'

This brings us back to the 3D grade or the layer or the level that is wrapped upon you. It has the code in it for action and build constructions. And it also has locks and chains and every kind of a constraint set upon it too. We are referring to your machine here, and Beast Clear All does an excellent job on those layer levels also. You would think that because your vehicle has command code [DNA] in it, then that memory sequence would go back all the way to The Beginning, but it does not. Begin starts with a 'B' and in the beginning of 'B' is 'A', we call it 'Abstract A'.

The memory stored in the vehicle goes only back to 'M'. 'M' starts off as 'MA'. 'M' completes at 'N', and 'N' then is symbolic of 'Z' or 'complete' to that point. Complete adds up to 89 which is 'HI', and 90 comes next. Therefore summed up, '9' is complete

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and [I], ED, am = 9. I am complete. So, before 'M' there is 'L' which is representational or symbolic of 'evolved land' or 'layers' or the 'leg' leading towards man being complete. This leg is an engine in truth that you cannot see very well for what it really is because many natural visuals are 'really' 100% turned off in the real world also as like in this program. What shows exactly what your machine vehicle truly is? I can ask or question anyone who come to me, 'What brings you here?', or 'How did you get here?', and most will answer that, 'I drove' or 'I got a ride over' or 'I walked'. But in truth your 'engines' or your 'legs' got you here. Engines move you across the surface of the layers to the input nodes or panels or stations that are set across and around in all layer structures.

If you look all around you will not see or find anything or any particle that is flat. Everything to the tiniest micro softest particle to the macro hardest is in truth three dimensional or in other words it has weight and depth, and there is no such thing as it having a weight and being 'Absolute 0' flat. This 'Absolute 0' flat would in the real world translate into 100% transparency. The location where real 3D things are flattened and frozen is directly in front of you. It is done this way so that you may slow it down or still the constant moving 3D object so that you can and may operate on it and or customize it to your liking or to your satisfaction. So, therefore the layer nor the level is flat, they are in reality 3D and they are seen in reality as 3D objects.

Drivers, the memories in your machines will only go back to 'M', but your actions will go back to The Beginning or to A. Understand that the memory is meant and has always been meant to be saved or stored in the machine vehicle and not in the Driver or operator.

When you Beast Clear layers of all their nasty little beasties then the layers may evolve up, and this called a stack. Your machine is a stack of layers complete Driver. Many of our actions are made to produce on stacks of image layers that have all been Beast Cleared and 'Saved As' [PSD] document types. Elevate now and evolve to a completely whole 'Beast All Cleared' stack.

I/Pilot must seriously caution you 'not to' use any other method or convention in this program to change your images to [PSD] other than the way(s) that I have directed and instructed to you. Other naming conventions or image processors are not compatible with our actions and they can and will cause unnecessary quits and errors (and migraine headaches) when processing with our actions', especially when using the File/Automate/Batch Panel to process images being in a 'select folder'.