"*The time has come*" Frau Dulent said, "*to speak of other things*. **HAR 2024**

Of x & y & z & time and times and further reckonings."

First off, what is time? I define it as a relative measure to relate both duration and interval of and between events. A measure that allows one to relate events to one another in an attempt to grasp an overall picture of goings on. The units of measure vary greatly with magnitudes of application and need for accuracy and are on the most elementary level expressed in hours and fractions or multiples thereof. Unfortunately a messy business where things get immediately blurry, fortunately inaccuracies can for the most part be tolerated. E.g.: A year has to do with the travels of the earth around the sun and is thus an inherently messy, alterable affair requiring occasion a correction (i.e. leap year with an extra day) . Note: The " ~ " is used here to indicate inaccuracy.

One year = ~365 days = ~ 8760 hours; ~ current life expectancy of a human = 2 billion seconds

(A lightyear, by contrast, is a measure of distance. It expresses the distance that visible light, assumed to be a constant, traverses on average in an earth year. Mind you, dear reader, that this definition is rather presumptuous as it assumes a straight line of travel and a host of other things which are by no means a given. Fortunately, in an attempt at accuracy, we always can take compensatory action on the way to simulate perfect calculations. But I digress.)

So, having accepted the fuzzy logic of everything, we settle for *good enough* and proceed into the safety of theoretical mathematics where, even though it is known that "*no two things are ever alike*" we may operate as if they were *"exactly alike"* and thus we happily continue to expound inside a floating quantum soup of reasons, assumptions and inaccuracies. This necessitates a system of geometric dimensions crammed into the familiar isometric 3D coordinate system:

Length (usually in x direction) Height (usually in y direction) and Width (commonly in z direction)

see an elaboration of these three concepts (tricks or trix in 3D) on:

Isometrix: http://www.delarte.com/4Brissa/warming.html

Isometrix applied: http://www.delarte.com/4Brissa/3Dassy.html

After accepting these concepts things get a bit tricky because many applications necessitate having time woven into their arguments. This is where it becomes, at times, harder to make all common reasoning work in concert. Space-time, where time is considered the 4th dimension (4D) is now commonly accepted as we happily operate in a fuzzy soup of a nonlinear universe engaging in relativity. These concepts have given rise to all kinds of "Hollywood style" exploration and exploitation and have convinced people to accept that time travel is a possibility. *Would you buy a used car from a guy who insists that he can get back before he ever left?* (Again I digress).

All this confusion is, of course, not enough, leading me to categorically state a definition for yet another dimension: **Perception is the fifth (5th) dimension (5D).** Stick that into your iPhone calculator.

Just remember that you heard it from me first!