

# Re: Robots and astronomy

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- *From:* gb6726 <gb6726@xxxxxxxx>
  - *Date:* Thu, 25 Oct 2007 11:23:59 -0700
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On Oct 25, 12:21 pm, gb6726 <gb6...@xxxxxxxx> wrote:

On Oct 25, 12:10 pm, gb6726 <gb6...@xxxxxxxx> wrote:

Here is the question. I wrote a Windows OS on my own. I experimented with all the features of a PC, such as writing programs for it's beep interface to alternate sounds and generate sounds. The sound was just a tone that one could turn on and off and produce simple sounds for computer games at the time. Old PC sounds. But this built in micro sound speaker couldn'ty play music and was very primitive and was merely able to produce sounds for a PacMan. No MP3 was around. So the question is, would I write a music player today with this Windows and include it as a music/multimedia player?

## Re: Robots and astronomy

The answer is yes. I was fascinated about all features of a computer and wrote such programs. I had a calculator, editor (Not Word), but all the things of the time, font generator for printing, hundreds of tools that people don't see that come with a Windows OS. My aim was to sparkle programs running in this interface, and of course had 3D buttons that were so cool at the time. Sparkle was important. Programs needed juice in appearance. All the latest 3D gadgets, screen saver that was creating wows, effects that Hollywood seeks placed in a computer and a school teacher in computer science walked by my Windows and saw special effects that he couldn't believe running on my PC while the others had extremely primitive simple little programs on theirs. Many hackers were into others' technologies, I only cared about mine to be something of, you know. Many said they can't believe that by the end of school I wrote an entire Windows OS. It was just a crazy magniture of getting into the depths of operating systems. Simple programs were what programming was about, to write something that

## Re: Robots and astronomy

does what a company needs.  
I made effects on the screen  
that made  
people dizzy, I got into all  
ports to control the screen  
and special  
effected  
not based on programs but  
based on hardware.  
Mathematical curves,  
I just did random inventions,  
not deep math, special  
effects were born  
and  
many effects were used in  
my Windows.

The only solution then is  
many small Windows as I  
too would feel  
compelled  
to offer a media player, but  
if there would be  
competition I would  
have to  
sell it separately. Americans  
are dumbheads of power  
and money and  
non-competitive  
domination carried in all  
business books, a mind of  
winning but not seeing,  
humanly. In 1989 I had dim  
features in my  
Windows  
to create a calm effect on  
the eyes. Microsoft  
Windows till today did  
not  
offer that feature as a basic  
need. I just went with my  
own  
inventions.

I was just caring of one thing. A large screen  
with a bright white  
background

## Re: Robots and astronomy

bothered my eyes. I needed dim effects. I didn't want to lower the brightness, I wanted a full experience and a calmer atmosphere.

What takes a year of programming takes three weeks to write from scratch if restarting based on living in that code on a daily basis. A learning curve of the task, remembering each line of code.

The world of code. Dynamic programming, a very special programming language was the first I learned and adore it till today, a batch programming language on a russian super-computer.

Every line can be constructed with replacents of commands themselves, meaning a program itself can be constructed based on macros, and when that feature was available I used it all the time. You can just say

```
i = 'print hello world'
```

And then write 'i' and it executes it on that line, or write print hello world directly on that line, or change i later.

Yes, with AI you move away from structured programming languages, though they were the result of the original AI research.

## Re: Robots and astronomy

You are back into command lines. A formulation of a simple program with a sequence of commands.

I remember, classes, structures forming can later become incompatible with unexpected new requirements and entire programs had to be rewritten from scratch. It is hard to see into the future. Playing with computer programs have many many decades of experiments. But none succeeded in writing a program yet. We all live in a dream and imagine being around such programs in our lives.

I went to work to an industrial automation company that uses robots to build Nokia cell phones. I said I want to go there and learn robotics.

All the ideas of creativity in AI dull away as to interface software and robotic motion control is so much electronics and hardware control that everything breaks down in the simplest of things, a code written for years just for the simplest tasks, millions of dollars of equipments, alignments, synchronizations, working with electrical engineers, but using cameras to zoom in to small things, a standard of programming exists by a language called CNC that workers can use to train a machine in a factory to move step by step through a program and the robotic arm carries out those things, but not much mind. Such machines are made to be precise in a factory and repeat millions of sequences one after the other as cellular phone parts move through the assembly line, and the machine I programmed was lost in a sea of machines that all did different things.

I worked with a psycho there, in that factory. He said I was looking for things to steal and he was watching me. He wasn't even the factory boss but was acting as one.