

Applets

Applets are mobile programs roaming about within computers.



UNDERSTANDING APPLETS

An Applet is a mobile program or function capable of moving through the circuitry of computers (as opposed to Processes, which are programs fixed in one location).

Most Applets are basic personalities with low intelligence and simple missions. A Recorded Personality becomes an Applet with the addition of Priority and Expiration.

THE ELEMENTS OF THE APPLET

Char Details

C4	Intelligence
C5	Education or Training or Instinct
C6	Social Standing or Charisma (but not Caste)
CS	Sanity
	A limited set of Skills or Knowledges or Talents
	A set of unique Memories
	A sense of Purpose and of Self (including IFFN).
	Special Features: Priority. Expiration

Characteristics. An Applet may have one or more characteristics C4 C5 C6.

Sanity. An Applet malfunctions if it fails a Sanity Check.

Skills. An Applet may have one or more skills; usually a specialized Applet skill.

Memories. An Applet has Memories and is able to interact with other applets about them.

Purpose. An Applet has a sense of Purpose, usually hardwired, associated with its activities. The Applet has a sense of Self, including an ability to identify and be identified as a friend or foe.

Priority. Priority is established when the Applet is created.

Expiration. An Applet has an Expiration and it dissolves when this date is reached.

APPLET GENERATOR

	1	2	3	4	5	6	Virus
C4	1D	2D	0	0	0	0	A Virus is a
C5	Edu=1D	Edu= 2D	Tra= 1D	Tra= 2D	Ins=1D	Ins= 2D	
C6	Cha= 1D	Cha=2D	0	0	0	0	Data Stream
CS	2D	2D	1D	1D	1D	1D	or
Skill (=1D)	Clean	Fix	Anti-ware	Destination	Output	Censor	Message
Memories	Temporary	Temporary	Temporary	Temporary	None	None	
	-----	Priority= 1D Days.		Expiration= 1D Days.	-----		

SPECIAL APPLETS

	AI	RP
C4	= 2D	= 2D
C5	=2D	= 2D
C6	Cha= 1D	=2D
CS	2D	2D
Skills	Many	Many
Memories	Permanent	Permanent
Priority	=1D	=1D
Expires	= 1D Days	1D Days

Or as dictated by the Sophont details

MOVING IN THE CYBERSPACE ENVIRONMENT

Applets function within Cyberspace: inside the circuitry of computers. They move along connections between cells.

An Applet may move without limit through empty cells.

It may move without limit through any Process or Applet with a lower Priority. It must Stop when it moves next to a higher priority Process or Applet.

APPLET TYPES

Type	Description
Cleaner	Clears obsolete or useless code.
Fixer	Repairs chance variations or faults.
Phage	Destroys malware.
Courier	Carries internal messages and data..
Popup	Carries messages to outputs.
Censor	Evaluates all Applets passing through it.
AI	Artificially Intelligent personality.
RP	Recorded organic personality.
Virus	Creates applets from within a Process.

APPLET CONFLICT

When applets clash, they resolve it through comparison of assets. The applet with the greater assets prevails (tied applets are immobilized). A losing applet is destroyed.

Applet1 Assets	vs	Applet2 Assets
C4+C5+C6+	vs	C4+C5+C6+
Priority + Skills		Priority + Skills
If AI or Personality: Add Good Flux.		

IFF Identification Friend or Foe or Neutral. Native applets (created within a computer carry an IFF code which identifies them. Defenders attack Applets without the proper IFF code.

STANDARD APPLET SKILLS

Skill	Applet Type
Clean=	Phage
Fix=	Fixer
Anti-ware=	Defender
Destination=	Courier
Output =	Popup
Censor=	Propaganda