

C:\ Command.exe



ENTER

C:\ Command.exe\DOS



The Development and Operating Systemtheory of Human Mind Software:
A Calculus of the Human Cognitive Process.

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/* By logging in to Mindsoft you accept
[the Terms of Use and Service Agreement](#) */

C:\>_<start>[GoTo Directory](#)</start> ;

<about>[config.sys](#)</about>

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Date: 16 Jun 2020

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C:\ Command.exe\DOS\config.sys



C:\>_config.sys

```
/* This is mind software for you to read to advance yourself by
degrees of knowledge and practice. */
```

```
/* Mind software is a thought control program\monitor you can
use to execute commands for self control of human cognitive
behavior. */
```

```
/* This is a New Syllabus program. */
```

```
/* For Best User Experience:
Please open this file in Adobe Acrobat Reader > Single
Page View > Full Screen Mode. */
```

```
/* You must orient this program to your device. */
```

```
/* This is a Command Line Interface (CLI)-theme Graphical User
Interface (GUI). Please navigate console using touchscreen or
keyboard arrows. */
```

```
/* We are #1 Provider of Intelligence Products and Services. */
```

C:\ Command.exe\DOS\Root\Directory



C:\>_GoTo Directory

Directory of DOS

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C: Command.exe\DOS\Mind Software\1

<Mind Software: Information Processor>

Cognition is the mental action or process of acquiring knowledge and understanding through thought, experience, and the senses.

C: Command.exe\DOS\Mind Software\1.1

<Mind Software: Information Processor>

Cognition is the mental action or process of acquiring knowledge and understanding through thought, experience, and the senses.

Cognition occurs in the mind.

C:\ Command.exe\DOS\Mind Software\1.1.1



<Mind Software: Information Processor>

Cognition is the mental action or process of acquiring knowledge and understanding through thought, experience, and the senses.

Cognition occurs in the mind.

The function of cognition is to process information.

C:\ Command.exe\DOS\Mind Software\1.1.1.1



<Mind Software: Information Processor>

Cognition is the mental action or process of acquiring knowledge and understanding through thought, experience, and the senses.

Cognition occurs in the mind.

The function of cognition is to process information.

Therefore, cognition is a type of information processing service (IPS) which is performed by the various programs and functions of human mind software.

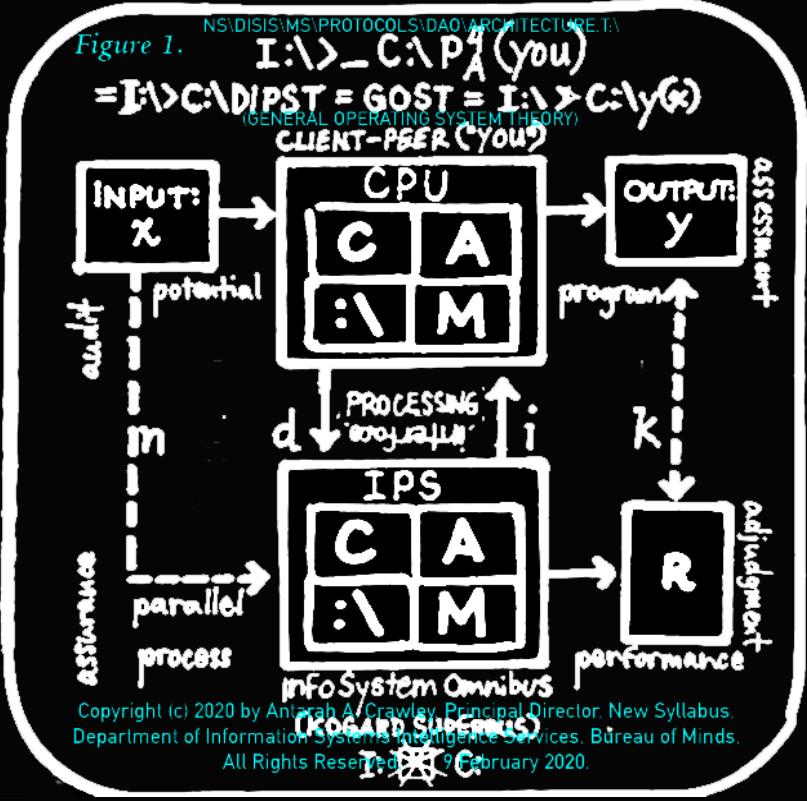
</Mind Software: Information Processor>

C:\ Command.exe\DOS\Main Drive\1



<Main Drive>

Let us take for a cognitive processing unit (CPU) Engelbart's Human using Language Artifacts and Methodologies in which s/he is trained (H-LAM/T) system with basic von Neumann Architecture. This human mind Architecture is designed around five driving functions, or main drivers:



C: Command.exe\DOS\Main Drive\2

Cognition = Drive **C** of human mind software; where **c** = to see, as in to comprehend and understand, i.e., **to process information**.

C:\ Command.exe\DOS\Main Drive\2.1



Cognition = Drive **C** of human mind software; where **c** = to see, as in to comprehend and understand, i.e., **to process information**.

Drive C: is the ability of the human thought control program\monitor (consciousness) to communicate with physical hardware through the electromagnetic spinal/central nervous system [**CNS**] omnibus;

C:\ Command.exe\DOS\Main Drive\2.2



Cognition = Drive **C** of human mind software; where **c** = to see, as in to comprehend and understand, i.e., **to process information**.

Drive C: is the ability of the human thought control program\monitor (consciousness) to communicate with physical hardware through the electromagnetic spinal/central nervous system [**CNS**] omnibus;

Drive A: is the ability of the human to access **Drive M:** memory, also known as the power of **Analysis**;

C:\ Command.exe\DOS\Main Drive\2.3



Cognition = Drive **C** of human mind software; where **c** = to see, as in to comprehend and understand, i.e., **to process information**.

Drive C: is the ability of the human thought control program\monitor (consciousness) to communicate with physical hardware through the electromagnetic spinal/central nervous system [**CNS**] omnibus;

Drive A: is the ability of the human to access **Drive M:** memory, also known as the power of **Analysis**;

Drive I: is the ability of the human to receive input data, or information, from central nervous system [**CNS**] perception;

C:\ Command.exe\DOS\Main Drive\2.4



Cognition = Drive **C** of human mind software; where **c** = to see, as in to comprehend and understand, i.e., **to process information**.

Drive C: is the ability of the human thought control program\monitor (consciousness) to communicate with physical hardware through the electromagnetic spinal/central nervous system [**CNS**] omnibus;

Drive A: is the ability of the human to access **Drive M:** memory, also known as the power of **Analysis**;

Drive I: is the ability of the human to receive input data, or information, from central nervous system [**CNS**] perception;

Drive O: is the ability of the human to route output data though cognitive-behavioral modes of expression; and

C:\ Command.exe\DOS\Main Drive\2.5



Cognition = Drive **C** of human mind software; where **c** = to see, as in to comprehend and understand, i.e., **to process information**.

Drive C: is the ability of the human thought control program\monitor (consciousness) to communicate with physical hardware through the electromagnetic spinal/central nervous system [**CNS**] omnibus;

Drive A: is the ability of the human to access **Drive M:** memory, also known as the power of **Analysis**;

Drive I: is the ability of the human to receive input data, or information, from central nervous system [**CNS**] perception;

Drive O: is the ability of the human to route output data though cognitive-behavioral modes of expression; and

Drive R: is the ability of the human to record and store these data.

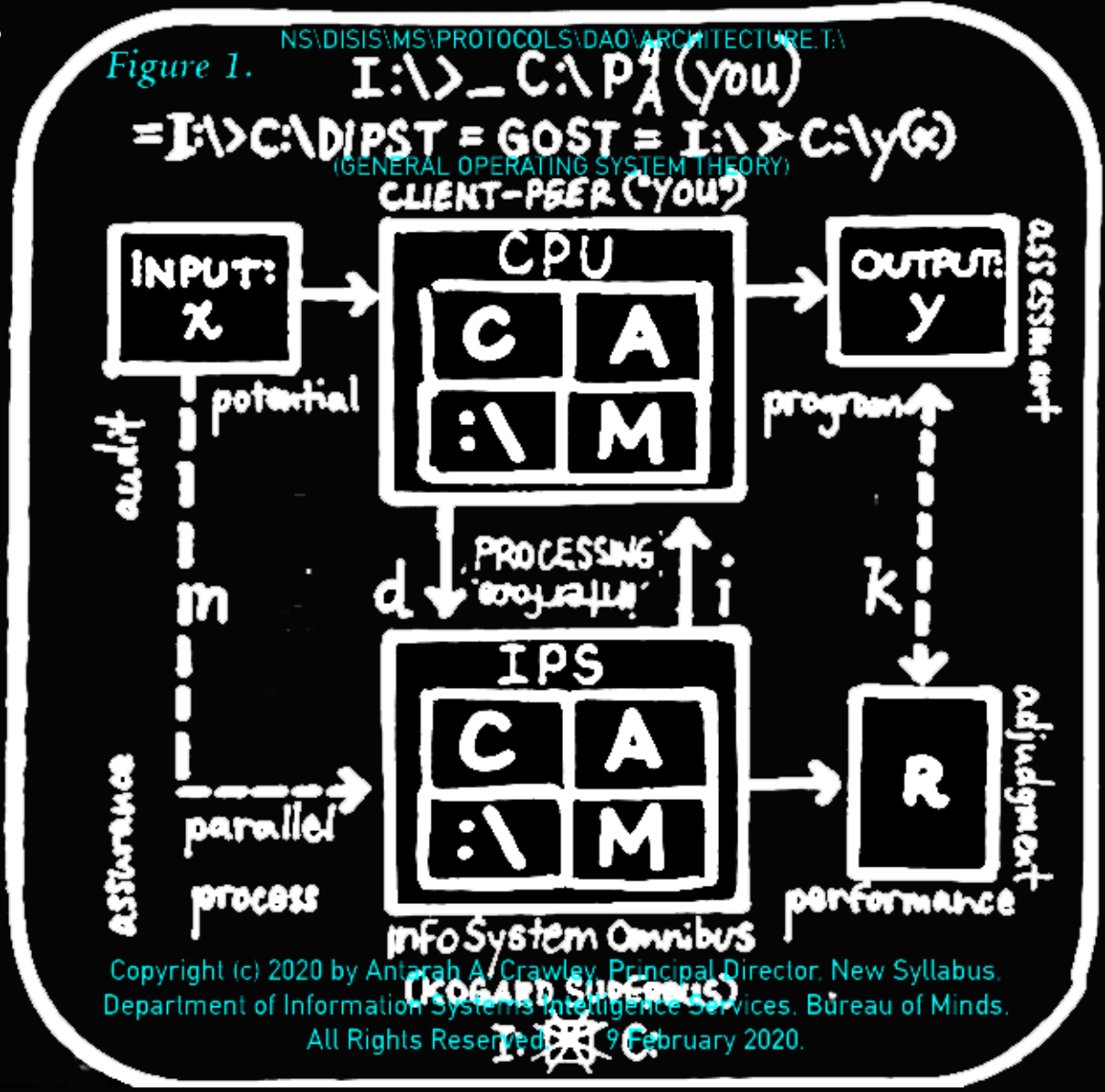
</Main Drive>

C:\ Command.exe\DOS\Fig.1\GOST



Main Drivers
(vN.arch.t):

- C:\
- A:\
- M:\
- I:\
- O:\
- R:\



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9 February 2020.

C: Command.exe\DOS\Main Function\1

<Main Function>

The main function of the human mind = to process information.

C:\ Command.exe\DOS\Main Function\1.1



<Main Function>

The main function of the human mind = to process information.

To process information = DoProcess(information).

C:\ Command.exe\DOS\Main Function\1.1.1



<Main Function>

The main function of the human mind = to process information.

To process information = DoProcess(information).

DoProcess(information) = due processing.

C:\ Command.exe\DOS\Main Function\2



<Main Function>

The main function of the human mind = to process information.

To process information = DoProcess(information).

DoProcess(information) = due processing.

IF you apply due processing in regard to any matter, THEN you will get information.

C:\ Command.exe\DOS\Main Function\2.1



<Main Function>

The main function of the human mind = to process information.

To process information = DoProcess(information).

DoProcess(information) = due processing.

IF you apply due processing in regard to any matter, THEN you will get information.

IF you process information, THEN you will get to know
(*cognoscere* [latin]), i.e., you will acquire knowledge.

</Main Function>

C:\ Command.exe\DOS\f(x)=y\1



<f(x)=y>

Let the matter in question = **x** ;(or, let information received = **x**)

C:\ Command.exe\DOS\f(x)=y\2



<f(x)=y>

Let the matter in question = x ;

(or, let information received = x)

Let the solution = y .

C:\ Command.exe\DOS\f(x)=y\3



<f(x)=y>

Let the matter in question = x ;

(or, let information received = x)

Let the solution = y .

IF the matter in question = x , THEN the function f of the human mind is to solve for the matter in question.

C:\ Command.exe\DOS\f(x)=y\3.1



<f(x)=y>

Let the matter in question = x ;

(or, let information received = x)

Let the solution = y .

IF the matter in question = x , THEN the function f of the human mind is to solve for the matter in question.

f is the cognitive function mapping x to y .

C:\ Command.exe\DOS\f(x)=y\3.2



<f(x)=y>

Let the matter in question = x ;

(or, let information received = x)

Let the solution = y .

IF the matter in question = x , THEN the function f of the human mind is to solve for the matter in question.

f is the cognitive function mapping x to y .

f finds the solution y for any given matter x .

C:\ Command.exe\DOS\f(x)=y\3.2.1



<f(x)=y>

Let the matter in question = x ;

(or, let information received = x)

Let the solution = y .

IF the matter in question = x , THEN the function f of the human mind is to solve for the matter in question.

f is the cognitive function mapping x to y .

f finds the solution y for any given matter x .

This function is written:

$$f(x)=y.$$

C:\ Command.exe\DOS\f(x)=y\4



IF **x**, THEN **y**.

C:\ Command.exe\DOS\f(x)=y\4.1



IF x , THEN y .

y is the solution for each value of x .

C:\ Command.exe\DOS\f(x)=y\5



IF x , THEN y .

y is the solution for each value of x .

Find the solution to the function $f(x)=y$ to find out why with regard to any given matter.

C:\ Command.exe\DOS\f(x)=y\5.1



IF x , THEN y .

y is the solution for each value of x .

Find the solution to the function $f(x)=y$ to find out why with regard to any given matter.

when faced with any particular problem, ask yourself, IF there is a matter in question, THEN why?

C:\ Command.exe\DOS\f(x)=y\6



IF x , THEN y .

y is the solution for each value of x .

Find the solution to the function $f(x)=y$ to find out why with regard to any given matter.

When faced with any particular problem, ask yourself, IF there is a matter in question, THEN why?

$f(x)=y$ is the function used to find out “why” a matter is in question, and how to resolve it.

C:\ Command.exe\DOS\f(x)=y\6.1



IF x , THEN y .

y is the solution for each value of x .

Find the solution to the function $f(x)=y$ to find out why with regard to any given matter.

When faced with any particular problem, ask yourself, IF there is a matter in question, THEN why?

$f(x)=y$ is the function used to find out “why” a matter is in question, and how to resolve it.

Function f of conflict resolution services is to solve for x , where $x = \text{conflict}(\text{contradiction})$. Therefore $f(x)=y$ is the function used to discover “why there is conflict in the matter of x .” In other words, the process used to discover y and solve for x is the function of conflict resolution. In order to solve for x , we must find out what is the matter x .

</f(x)=y>

C:\ Command.exe\DOS\u\1



<variable u>

variable **u** = a bit, unit, or cell processing **f(x)** ;

C:\ Command.exe\DOS\u\1.1



<variable u>

variable **u** = a bit, unit, or cell processing **f(x)** ;**u** = one “self” operating system.

C:\ Command.exe\DOS\u\1.2



```
<variable u>
```

```
variable u = a bit, unit, or cell processing f(x) ;
```

```
u = one "self" operating system.
```

```
u = the client in a server-client network.
```

C:\ Command.exe\DOS\u\1.2.1



```
<variable u>
```

```
variable u = a bit, unit, or cell processing f(x) ;
```

```
u = one "self" operating system.
```

```
u = the client in a server-client network.
```

```
The server of information to the human being's mind  
processor = the material world.
```

C:\ Command.exe\DOS\u\1.2.2



```
<variable u>
```

```
variable u = a bit, unit, or cell processing f(x) ;
```

```
u = one "self" operating system.
```

```
u = the client in a server-client network.
```

```
The server of information to the human being's mind  
processor = the material world.
```

```
The client = the receiver of information processing  
service.
```

C:\ Command.exe\DOS\u\1.3



<variable u>

variable **u** = a bit, unit, or cell processing **f(x)** ;

u = one “self” operating system.

u = the client in a server-client network.

The server of information to the human being's mind processor = the material world.

The client = the receiver of information processing service.

The value of **u** is unknown until **u** induct (**L**) your self to see (**2c**) your (**u/r**) self.

</variable u>

C:\ Command.exe\DOS\r\1



<variable r>

The variable **r** = resistance, such as that encountered by any body (corpus) of matter. Because the body is a matter **x**, it encounters resistance to processing.

C:\ Command.exe\DOS\r\1.1



<variable r>

The variable **r** = resistance, such as that encountered by any body (corpus) of matter. Because the body is a matter **x**, it encounters resistance to processing.

Resistance to processing is manifest over time: the time it takes to perceive, to see (**2c**), or to square the matter in question.

C:\ Command.exe\DOS\r\1.2



<variable r>

The variable **r** = resistance, such as that encountered by any body (corpus) of matter. Because the body is a matter **x**, it encounters resistance to processing.

Resistance to processing is manifest over time: the time it takes to perceive, to see (**2c**), or to square the matter in question.

IF **x** = a matter in question under normal conditions, THEN default **r** = 1; whereas IF **r** = 0 THEN **x** = light [speed of].

</variable r>

C:\ Command.exe\DOS\u(c)=y\1



<u(c)=y>

u is the function mapping c to y, where c = cognition.

C:\ Command.exe\DOS\u(c)=y\2



<u(c)=y>

u is the function mapping c to y, where c = cognition.

The function mapping c to y is the human's application-ability.

</u(c)=y>

C:\ Command.exe\DOS\f(x)=2c(u/r)self²\1



<f(x)=2c(u/r)self²>

f is the function mapping x to y, where x = the subject matter.

C:\ Command.exe\DOS\f(x)=2c(u/r)self²\1.1



<f(x)=2c(u/r)self²>

f is the function mapping x to y, where x = the subject matter.

The function mapping x to y is DoProcess().

C:\ Command.exe\DOS\f(x)=2c(u/r)self²\2



<f(x)=2c(u/r)self²>

f is the function mapping x to y, where x = the subject matter.

The function mapping x to y is DoProcess().

y is the solution to the problem x.

C:\ Command.exe\DOS\f(x)=2c(u/r)self²\2.1



<f(x)=2c(u/r)self²>

f is the function mapping **x** to **y**, where **x** = the subject matter.

The function mapping **x** to **y** is **DoProcess()**.

y is the solution to the problem **x**.

IF **x** = yourself, THEN **y** = **u/r**, where **u** = understanding and **r** = resistance(over time). **f** is the function mapping **x** to **y**, in which **u/r** factors. IF **u** find **y(x)**, THEN **u** **c(y,x)**, where **c** = to see why by applying **u/r** cognitive function:

$$f(x)=2cy$$

C:\ Command.exe\DOS\f(x)=2c(u/r)self²\3



<f(x)=2c(u/r)self²>

f is the function mapping **x** to **y**, where **x** = the subject matter.

The function mapping **x** to **y** is **DoProcess()**.

y is the solution to the problem **x**.

IF **x** = yourself, THEN **y** = **u/r**, where **u** = understanding and **r** = resistance(over time). **f** is the function mapping **x** to **y**, in which **u/r** factors. IF **u** find **y(x)**, THEN **u c(y,x)**, where **c** = to see why by applying **u/r** cognitive function:

$$f(x)=2cy$$

The cognitive function has the effect of doubling, or squaring, the value of **x** over **y**. To resolve **x**, or to solve for **y**, is “to see why the matter [is in question]”. The solution to the matter in question is:

$$2c(u/r)self^2.$$

</f(x)=2c(u/r)self²>

C:\ Command.exe\DOS\KA\1



<Knowledge Application (KA)>

Apply **DoProcess** of Information Processing Systemtheory (**IPS**) to see your self squared and solve for any matter in question.

C:\ Command.exe\DOS\KA\1.1



<Knowledge Application (KA)>

Apply **DoProcess** of Information Processing Systemtheory (**IPS**) to see your self squared and solve for any matter in question.

When processing information, **x** follows the path from notice to data to information to knowledge (**n;d;i;k**).

C:\ Command.exe\DOS\KA\2



<Knowledge Application (KA)>

Apply **DoProcess** of Information Processing Systemtheory (**IPS**) to see your self squared and solve for any matter in question.

When processing information, **x** follows the path from notice to data to information to knowledge (**n;d;i;k**).

IF the human's ability to apply ability = **y**,

C:\ Command.exe\DOS\KA\2.1.1-2.1.4



<Knowledge Application (KA)>

Apply **DoProcess** of Information Processing Systemtheory (**IPS**) to see your self squared and solve for any matter in question.

When processing information, **x** follows the path from notice to data to information to knowledge (**n;d;i;k**).

IF the human's ability to apply ability = **y**,

THEN:

where **x** = **notice**, let **y** = **audit**;

where **x** = **data**, let **y** = **assessment**;

where **x** = **information**, let **y** = **assurance**; and

where **x** = **knowledge**, let **y** = **adjudgment**.

</Knowledge Application (KA)>

C:\ Command.exe\DOS\Fig.2\IPST



variables

x-axis

x1 = n

x2 = d

x3 = i

x4 = k

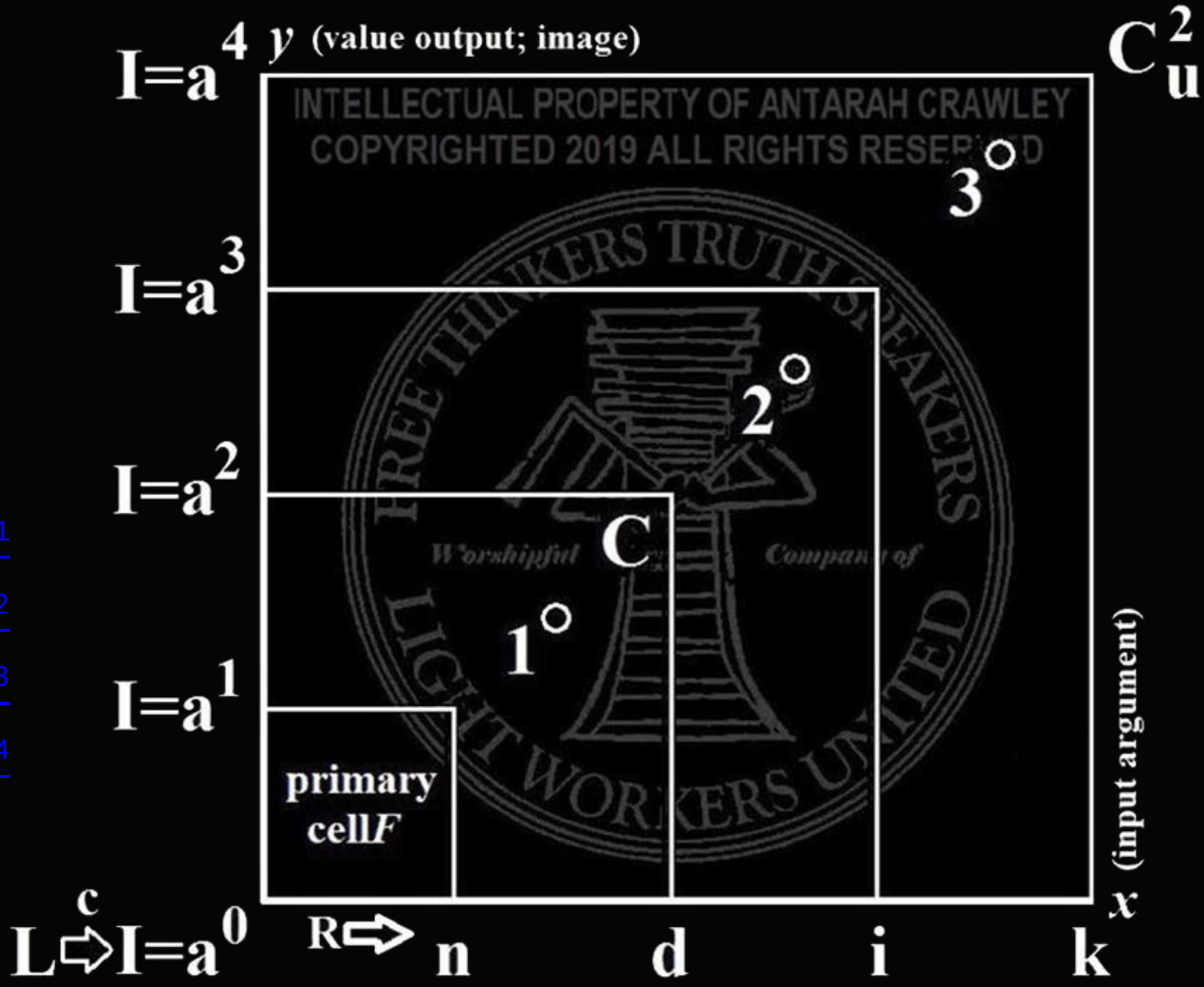
y-axis

y1 = a¹

y2 = a²

y3 = a³

y4 = a⁴



R=a matter in/of time ("in re"),
having resistance to the flow of cognition.

C:\ Command.exe\DOS\x1=n\1



```
<variable x1 = n>
```

N = **NOTICE**: perception, literacy, and reading comprehension.

C:\ Command.exe\DOS\x1=n\1.1



```
<variable x1 = n>
```

N = NOTICE: perception, literacy, and reading comprehension.

1st Degree: Information Processing.

Step 1: **Filing:** To raise a matter of interest or concern to the mind software, client(s) shall submit information, being a contract to which they are party, a matter of policy in which they have an interest, a grievance, an inquiry, or a petition for investigation (respectively, “the matter(s)”, or, “in re [the matter(s)]”) in electronic or hard copy into the mind software.

```
</variable x1 = n>
```


C:\ Command.exe\DOS\x2=d\1



<variable x2 = d>

D = DATA: discover, collect, weigh, and measure evidence.

C:\ Command.exe\DOS\x2=d\1.1



<variable x2 = d>

D = DATA: discover, collect, weigh, and measure evidence.

1st Degree: Information Processing.

Step 2: (A) **Reading Comprehension**: Help client(s) to read and understand the terms of complicated, formal, or arcane language in the matter(s) in order for them to make informed decisions and good judgments in their own right. If the client acquires the knowledge and understanding needed to resolve the matter(s) in their own right, close the case. (B) **Charging Documents**: If further work/action is required, paper charges and pass the case to 2nd Degree.

</variable x2 = d>

C:\ Command.exe\DOS\x3=i\1



<variable x3 = i>

I = **INFORMATION**: draw inferences from data; make findings of fact.

C:\ Command.exe\DOS\x3=i\1.1



```
<variable x3 = i>
```

I = INFORMATION: draw inferences from data; make findings of fact.

2nd Degree: Session of Parliament.

Step 3: (A) **Discovery:** Collect and gather evidence in the matter(s) through discovery of further information by and through Audit Assessment and Assurance Service, investigation (within proper jurisdiction), research, or other lawful and appropriate means.

C:\ Command.exe\DOS\x3=i\1.1.1



```
<variable x3 = i>
```

I = INFORMATION: draw inferences from data; make findings of fact.

2nd Degree: Session of Parliament.

Step 3: (A) **Discovery:** Collect and gather evidence in the matter(s) through discovery of further information by and through Audit Assessment and Assurance Service, investigation (within proper jurisdiction), research, or other lawful and appropriate means.

(B) **Findings:** Try, test, and examine client(s)'s working knowledge in the matter(s) and make findings of fact. If findings resolve client's understanding in the matter(s), close the case. (C) If further work/final action is required to resolve the matter, raise the case to the 3rd Degree.

```
</variable x3 = i>
```

C:\ Command.exe\DOS\x4=k\1



```
<variable x4 = k>
```

```
K = KNOWLEDGE: draw conclusion, log information under true = 1 ; 0.
```

C:\ Command.exe\DOS\x4=k\1.1



```
<variable x4 = k>
```

K = KNOWLEDGE: draw conclusion, log information under true = 1 ; 0.

3rd Degree: Adjudgment Tribunal.

Step 4: Oral Hearing: Hold oral hearing examination in the matter; call witnesses, documents to formally deposit evidence into record; weigh evidence.

C:\ Command.exe\DOS\x4=k\1.2



```
<variable x4 = k>
```

K = **KNOWLEDGE**: draw conclusion, log information under true = 1 ; 0.

3rd Degree: Adjudgment Tribunal.

Step 4: **Oral Hearing**: Hold oral hearing examination in the matter; call witnesses, documents to formally deposit evidence into record; weigh evidence.

Step 5: **Judgment**: Upon a preponderance of the evidence, the information processor shall render Declaration of Judgment in re the matter.

C:\ Command.exe\DOS\x4=k\1.3



```
<variable x4 = k>
```

K = **KNOWLEDGE**: draw conclusion, log information under true = 1 ; 0.

3rd Degree: Adjudgment Tribunal.

Step 4: **Oral Hearing**: Hold oral hearing examination in the matter; call witnesses, documents to formally deposit evidence into record; weigh evidence.

Step 5: **Judgment**: Upon a preponderance of the evidence, the information processor shall render Declaration of Judgment in re the matter.

Step 6: **Verdict Sui Jure**: Client renders personal conviction or vindication in light of Judgment, the opinion of the verdict being either unanimous or dissenting.

```
</variable x4 = k>
```

C:\ Command.exe\DOS\y1=a¹\1



<variable y1 = a¹>

A¹ = AUDIT: hearing, listening, voir dire and counseling.

C:\ Command.exe\DOS\y1=a¹\1.1<variable y1 = a¹>

A¹ = **AUDIT**: hearing, listening, voir dire and counseling.

2nd Degree: Session of Parliament.

Step 3: (A) **Discovery**: Collect and gather evidence in the matter(s) through discovery of further information by and through Audit Assessment and Assurance Service, investigation (within proper jurisdiction), research, or other lawful and appropriate means.

</variable y1 = a¹>

C:\ Command.exe\DOS\y2=a²\1



<variable y2 = a²>

A² = ASSESS: logical analysis and fact-finding, investigation.

C:\ Command.exe\DOS\y2=a²\1.1



<variable y2 = a²>

A² = **ASSESS**: logical analysis and fact-finding, investigation.

2nd Degree: Session of Parliamentary.

Step 3: (B) **Findings**: Try, test, and examine client(s)'s working knowledge in the matter(s) and make findings of fact. If findings resolve client's understanding in the matter(s), close the case. (C) If further work/final action is required to resolve the matter, raise the case to the 3rd Degree.

</variable y2 = a²>

C:\ Command.exe\DOS\y3=a³\1



<variable y3 = a³>

A³ = ASSURE: trial, preponderance, and deliberation.

C:\ Command.exe\DOS\y3=a³\1.1



```
<variable y3 = a³>
```

A³ = ASSURE: trial, preponderance, and deliberation.

3rd Degree: Adjudgment Tribunal.

Step 4: Oral Hearing: Hold oral hearing examination in the matter; call witnesses, documents to formally deposit evidence into record; weigh evidence.

C:\ Command.exe\DOS\y3=a³\1.2



```
<variable y3 = a³>
```

A³ = ASSURE: trial, preponderance, and deliberation.

3rd Degree: Adjudgment Tribunal.

Step 4: Oral Hearing: Hold oral hearing examination in the matter; call witnesses, documents to formally deposit evidence into record; weigh evidence.

Step 5: Judgment: Upon a preponderance of the evidence, the information processor shall render Declaration of Judgment in re the matter.

C:\ Command.exe\DOS\y3=a³\1.3



```
<variable y3 = a³>
```

A³ = ASSURE: trial, preponderance, and deliberation.

3rd Degree: Adjudgment Tribunal.

Step 4: Oral Hearing: Hold oral hearing examination in the matter; call witnesses, documents to formally deposit evidence into record; weigh evidence.

Step 5: Judgment: Upon a preponderance of the evidence, the information processor shall render Declaration of Judgment in re the matter.

Step 6: Verdict Sui Jure: Client renders personal conviction or vindication in light of Judgment, the opinion of the verdict being either unanimous or dissenting.

```
</variable y3 = a³>
```

C:\ Command.exe\DOS\y4=a⁴\1<variable y4 = a⁴>A⁴ = ADJUDGE: drawing conclusions and making recommendations.

C:\ Command.exe\DOS\y4=a⁴\1.1<variable y4 = a⁴>

A⁴ = **ADJUDGE**: drawing conclusions and making recommendations.

3rd Degree: Adjudgment Tribunal.

Step 7: **Sentencing**: Issue final writ of Judgment memorializing the resolution.

</variable y4 = a⁴>

C:\ Command.exe\DOS\function\DoProcess\1



<function DoProcess(information)>

```
SOLVE f:x=>y / * the function mapping x to y * /  
/ * induct to see yourself squared * /  
/ * apply powers of self-perception * /
```

C:\ Command.exe\DOS\function\DoProcess\1.1



<function DoProcess(information)>

SOLVE $f:x \Rightarrow y$ / * the function mapping x to y * /
 / * induct to see yourself squared * /
 / * apply powers of self-perception * /

FIND $f:x \Rightarrow y$) =>IF $x = n$ THEN $y = Ia^1$

DoProcess(audit-notice)

IF $x = d$ THEN $y = Ia^2$

DoProcess(assess-data)

IF $x = i$ THEN $y = Ia^3$

DoProcess(assure-info)

IF $x = k$ THEN $y = Ia^4$

DoProcess(adjudge-knowlg)

<?> $f(k)=C(u/r)cellF^2$ </?>

return{result:<record>1=true;0=false</record>}

<ips>issue:DIA(GNOSIS);PRO(GNOSIS);CO(GNOSIS)

finding of fact [$f(F)$] ; andconclusions of induction operation [$c(L)$]

</ips>

</function DoProcess(information)>

C:\ Command.exe\Terminus



END OF CONTENT



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