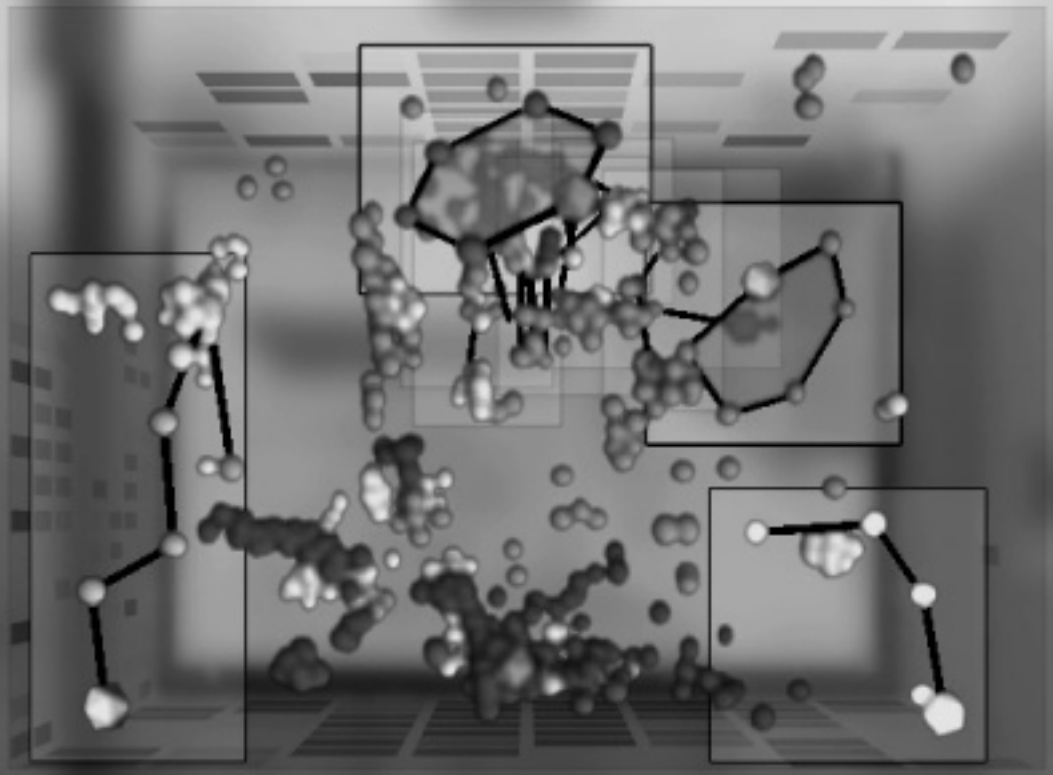


KAY MALEK MEMORY PROJECTION #001

```
111 bool ProcessAtomicAction_InStructure::processMessage(IMessage *_iMessagePtr)
112 {
113     int messageCommand = _iMessagePtr->messageCommand;
114     int lastMessageCommand = _iMessagePtr->lastMessageCommand;
115 
116     bool result = false;
117 
118     switch(messageCommand)
119     {
120         case M_TELL_CONNECTED:
121         {
122             IProcess *connectProcessPtr = NULL;
123             connectProcessPtr = dynamic_cast<IProcess *>(_iMessagePtr->senderPtr);
124 
125             if(connectProcessPtr)
126             {
127                 connectWithProcessContainer(connectProcessPtr, _iMessagePtr);
128             }
129 
130             result = true;
131             break;
132         }
133 
134         case M_TELL_SETPULSESIGNAL:
135         {
136             iProcessContainerPtr->iProcessContainerSignalProcessorPtr->setSignal(IPROCESSSIGNALTYPE_PULSE);
137             IProcessSingleConnector *connectorPtr = iProcessPtr->iProcessSingleConnectorPtr;
138 
139             if(connectorPtr->hasBackConnection())
140             {
141                 IProcess *backConnectionPtr = connectorPtr->backConnectionPtr;
142 
143                 IMessage *messagePtr = iProcessPtr->iMessagePtr;
144                 messagePtr->setMessage(iProcessPtr, backConnectionPtr, M_TELL_SETPULSESIGNAL, M_NULLMESSAGE);
145 
146                 sendMessage(backConnectionPtr, messagePtr);
147             }
148 
149             result = true;
150             break;
151         }
152 
153         case M_TELL_STOPPULSESIGNAL:
154         {
155             iProcessContainerPtr->iProcessContainerSignalProcessorPtr->stopSignal(IPROCESSSIGNALTYPE_PULSE);
```

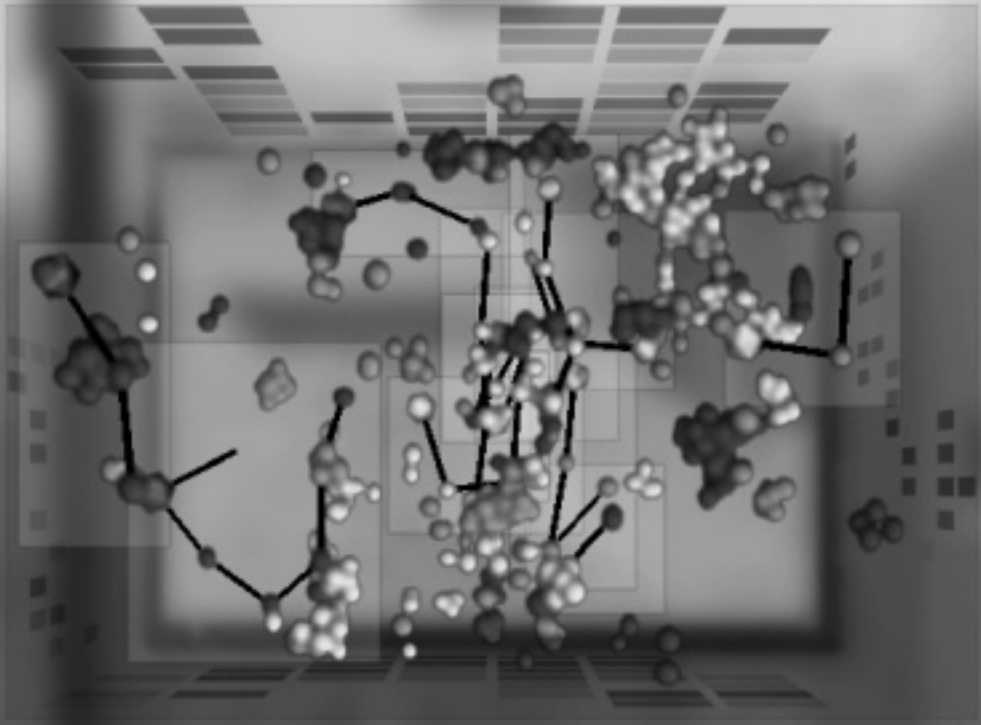
```
03EE30 | 18 FF D0 D9 EE 8B 47 1C D9 10 D9 50 04 D9 50 08 | ......G....P..P.
03EE40 | 8B 47 20 D9 10 D9 50 04 D9 50 08 8B 47 24 D9 10 | .G ...P..P..G$..
03EE50 | D9 50 04 D9 50 08 8B 47 08 D9 10 D9 50 04 D9 58 | .P..P..G....P..X
03EE60 | 08 8B 4F 2C B8 01 00 00 00 89 47 18 89 47 14 89 | ..O,......G..G..
03EE70 | 47 10 8B 41 04 8B 68 10 2B 68 0C 89 44 24 10 C1 | G..A..h.+h..D$..
03EE80 | FD 02 85 ED 0F 84 E0 00 00 00 33 DB 85 ED 0F 8E | ..........3.....
03EE90 | 96 00 00 00 EB 04 8B 44 24 10 E8 61 10 FF FF 8B | .......D$..a....
03EEA0 | 30 8B 46 24 D9 00 8B 57 04 8B 4E 2C D9 19 D9 40 | 0.F$...W..N,...@
03EEB0 | 04 D9 59 04 D9 40 08 D9 59 08 8B 46 2C 8B 4A 34 | ..Y..@..Y..F,.J4
03EEC0 | D9 00 D8 21 51 D9 18 D9 40 04 D8 61 04 D9 58 04 | ...!Q...@..a..X.
03EED0 | D9 40 08 D8 61 08 D9 58 08 8B 46 2C D9 40 04 D9 | .@..a..X..F,.@..
03EEE0 | 00 D9 40 08 D9 C1 DE CA D9 C2 DE CB D9 C9 DE C2 | ..@.............
03EEF0 | DC C8 DE C1 D9 5C 24 18 D9 44 24 18 D9 1C 24 E8 | .....\$..D$...$.
03EF00 | 0C BB FE FF 8B 56 14 D9 5E 1C 8B 47 28 8B 0A 83 | .....V..^..G(...
03EF10 | C4 04 3B 48 0C 74 0A 8B 17 8B 42 1C 56 8B CF FF | ..;H.t....B.V...
03EF20 | D0 43 3B DD 0F 8C 6C FF FF FF 80 7F 39 00 D9 05 | .C;...l.....9...
03EF30 | 28 2F 47 00 75 21 8B 5F 3C 83 EC 08 D9 54 24 04 | (/G.u!._<....T$.
03EF40 | D9 1C 24 E8 48 C6 FF FF 8B CF E8 21 C8 FF FF 5F | ..$.H......!..._
03EF50 | 5E 5D 5B 8B E5 5D C3 8B 47 3C 51 D9 1C 24 E8 1D | ^][..]..G<Q..$..
03EF60 | C3 FF FF 8B CF E8 06 C8 FF FF 5F 5E 5D 5B 8B E5 | ..........._^][..
03EF70 | 5D C3 CC CC CC CC CC CC CC CC CC CC CC CC CC CC | ]...............
03EF80 | 55 8B EC 83 E4 F8 83 EC 1C 8B 41 28 53 8B 5D 08 | U.........A($.].
03EF90 | 8B 53 20 D9 43 1C 89 4C 24 0C D9 5C 24 08 8B 48 | .S .C..L$..\$..H
03EFA0 | 14 3B 4B 08 8B 4A 0C 0F 94 44 24 07 83 7B 0C 01 | .;K..J...D$..{..
03EFB0 | 56 8B 70 38 57 8B 7E 04 0F 94 44 24 0E 83 C1 0C | V.p8W.~...D$....
03EFC0 | 51 8D 44 24 24 50 E8 D5 AE FF FF 8B 76 04 8B 08 | Q.D$$P......v...
03EFD0 | 8B 56 18 8B 78 04 8B 36 89 54 24 1C 85 C9 74 04 | .V..x..6.T$...t.
03EFE0 | 3B CE 74 05 E8 D1 96 00 00 3B 7C 24 1C 8B 4B 14 | ;.t......;|$..K.
03EFF0 | 0F 95 C0 83 39 00 7E 28 D9 05 A0 2F 47 00 8B 7C | ....9.~(.../G..|
03F000 | 24 14 83 EC 08 D9 5C 24 04 8B CB D9 44 24 18 D9 | $.....\$....D$..
03F010 | 1C 24 E8 79 C3 FF FF 5F 5E 5B 8B E5 5D C2 04 00 | .$.y..._^[..]...
03F020 | 80 7C 24 0E 00 75 33 80 7C 24 0F 00 75 2C 84 C0 | .|$..u3.|$..u,..
03F030 | 74 28 D9 05 38 2F 47 00 8B 7C 24 14 83 EC 08 D9 | t(..8/G..|$.....
03F040 | 5C 24 04 8B CB D9 44 24 18 D9 1C 24 E8 3F C3 FF | \$....D$...$.?..
03F050 | FF 5F 5E 5B 8B E5 5D C2 04 00 D9 05 9C 2F 47 00 | ._^[..]......./G.
03F060 | 8B 7C 24 14 83 EC 08 D9 5C 24 04 D9 44 24 18 D9 | .|$.....\$..D$..
03F070 | 1C 24 E8 79 C1 FF FF 5F 5E 5B 8B E5 5D C2 04 00 | .$.y..._^[..]...
03F080 | 56 8B F1 8B 4E 04 8B 46 08 8B 49 18 E8 FF CD FF | V...N..F..I.....
03F090 | FF 80 7E 39 00 74 0C 8B 56 04 8B 42 24 5E E9 3D | ..~9.t..V..B$^.=
03F0A0 | D3 FF FF 5E C3 CC CC CC CC CC CC CC CC CC CC CC | ...^............
03F0B0 | 56 8B F1 8B 46 04 8B 48 20 8B 41 04 6A 01 E8 FD | V...F..H .A.j...
03F0C0 | AC FF FF D9 05 54 2E 47 00 8B 56 04 8B 42 18 D9 | .....T.G..V..B..
03F0D0 | 58 20 C6 40 2B 01 8B 46 28 8B 48 3C C6 41 08 01 | X .@+..F(.H<.A..
03F0E0 | 8B 56 28 8B 42 40 8B 40 0C 85 C0 74 40 57 6A 00 | .V(.B@.@...t@Wj.
03F0F0 | 68 78 2D 48 00 8B CA 8B 79 48 68 8C 2C 48 00 6A | hx-H....yHh.,H.j
```

=

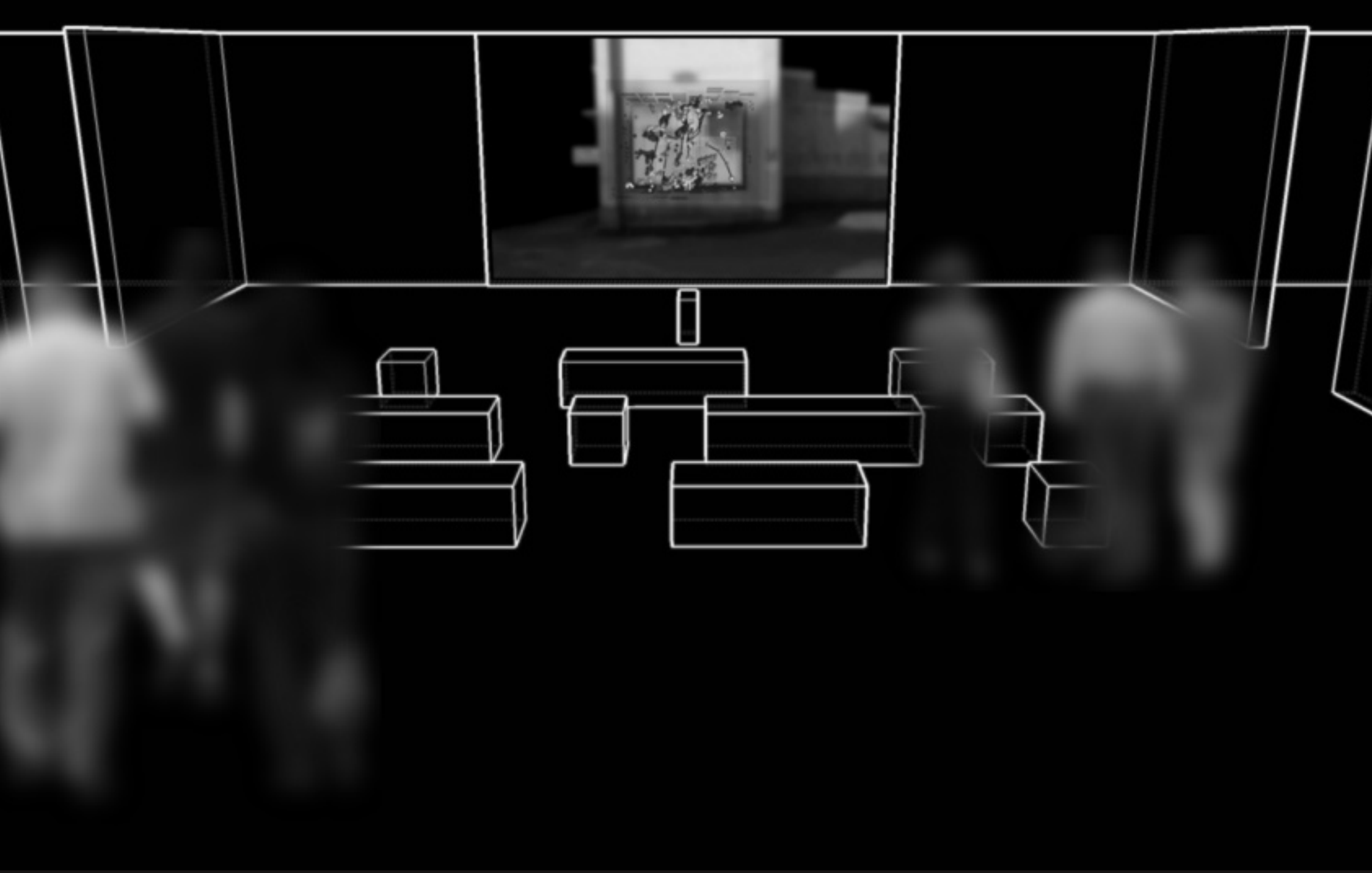
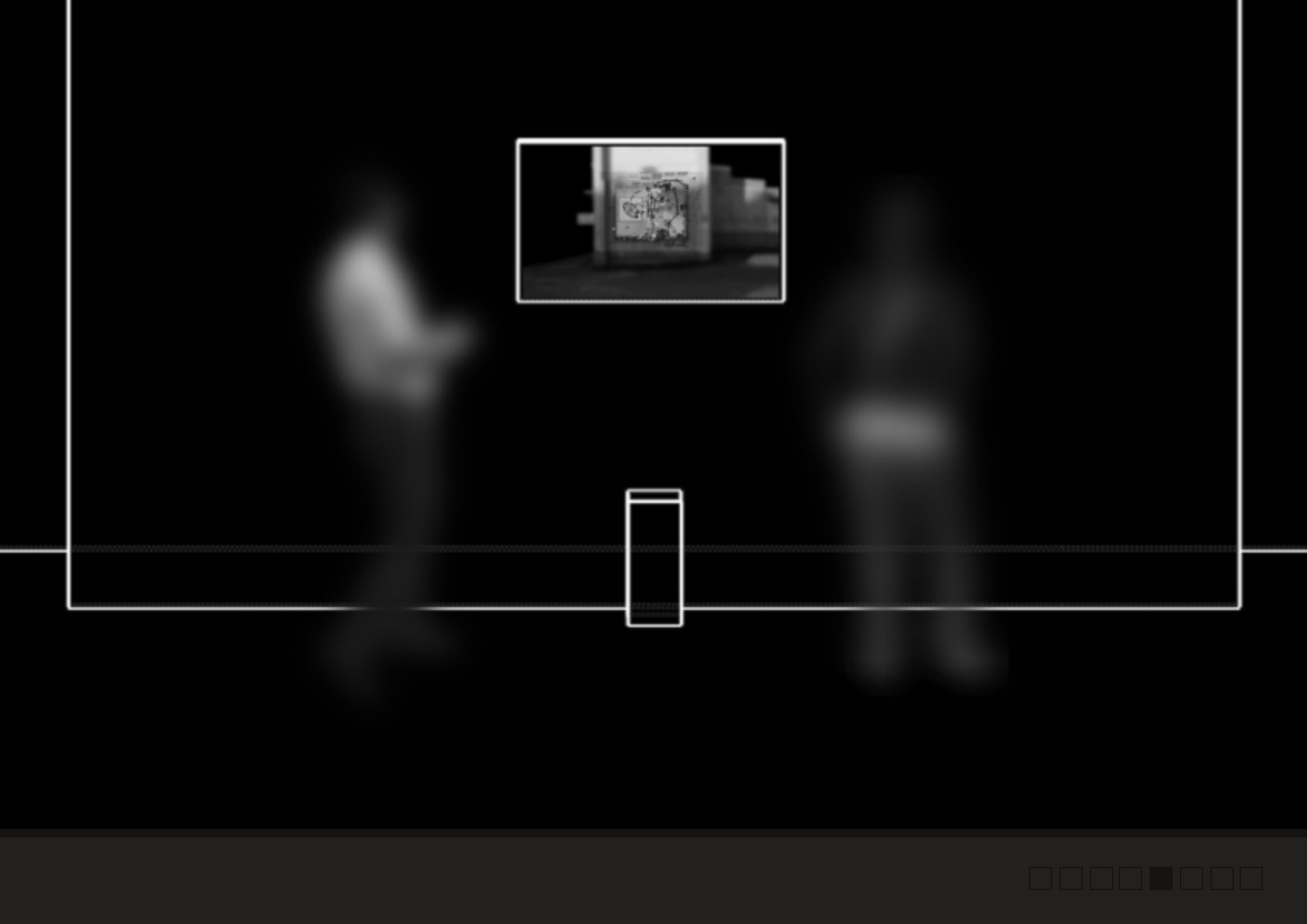
I try to imagine a little universe.

Inside my head it is just an idea - and when i think of something else the universe is gone.
So i write down my thoughts - not into a book but into the digital memory of my computer.
The imagination turns into a digital pattern. Constructed as a blueprint of possibilities the pattern begins to change through itself.

And I see my thoughts dancing while I think of something else.



| | |
|---|---|
| Technique : | Realtime Process [ infinite loop ] |
| Development : | C++, OpenGL |
| Requirements : | PC Intel Atom N270 1.60GHz, Windows 7, NVidia ION 1, Resolution: 1280 x 768 |
| Videofile : | www.vimeo.com/23448479 |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| www : | www.vimeo.com/digitalreality |