UNLOCK THE POWER OF QUANTUMCUBE

Welcome to the ultimate guide to unlocking the power of the QuantumCube! This transformative journey combines cutting-edge technology with profound philosophical teachings, offering you an immersive experience like no other. Dive into the QuantumCube's interface and explore diverse destinations and unique characters within a multiverse framework. Discover how the QuantumCube integrates body, emotions, and mind to facilitate a holistic approach to self-discovery and personal growth. With vibrant colors and sleek design, the QuantumCube is your gateway to

innovation and transformation. Experience the magic of the QuantumCube's hydrogen-based resource system, powering its advanced functionalities and operational modes. Whether you're exploring, creating, or interacting, the QuantumCube offers a personalized experience tailored to your needs. Learn how to harness this unique resource to enhance your journey and achieve your goals. With custom creation tools, you can bring your imagination to life, making the QuantumCube a truly personalized adventure.

Unlock the full potential of the QuantumCube with practical tips and best practices to optimize your workflow and troubleshoot common issues. This guide is your companion on this transformative journey, providing the knowledge and insights you need to make the most of your QuantumCube experience. Embrace the adventure and discover the power of self-discovery and personal growth. The QuantumCube is more than just an application; it is a visionary tool that empowers you to explore, create, and grow. Get ready to embark on a journey of innovation and transformation!

Your Guide to Advanced Functionality: Unlock the Power of the QuantumCube

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Explore its cutting-edge innovations, designed with both vision and practicality in mind, as we delve into this transformative journey.

1. Introduction to QuantumCube

1.1 Overview

- **QuantumCube, developed by UniBiTri Proportions and published by Fuantum Thought, is an interactive application available on the Microsoft Store Client App (Link). Released on September 24, 2024, it carries an ESRB rating of T for Teen (13+) due to content including blood, drug references, language, violence, and user interactions. Its companion app, QuantumCube Server [Server App Link], launched on September 26, 2024, is rated M for Mature (17+) and also supports user interactions. Together, these applications form a platform for exploration, creativity, and social connection within a multiverse framework.**

- **QuantumCube allows users to navigate diverse destinations (universes), interact with zones (characters), and manage a unique resource system based on Gurdjieff-inspired hydrogens. You can customize making your own QuantumCube Continuum (*.qcx) files to share your creations of custom destinations and zones with both client and server, made on either. The server component enhances this experience by enabling multiplayer functionality and content networking. Both applications are designed to run on Windows devices, especially touch and stylus, offering a blend of single-player depth and multiplayer engagement.**

1.2 Purpose and Vision

- **The purpose of QuantumCube is to provide a digital environment where users can explore self-discovery and transformation through interactive gameplay. Inspired by G.I. Gurdjieff's Fourth Way teachings, the app integrates a hydrogen-based resource system to govern actions, encouraging thoughtful resource management and strategic interaction. The vision is to create a tool that transcends**

traditional gaming, offering a space for philosophical exploration and personal growth.

- This vision extends to QuantumCube Server, which aims to foster community and collaboration by syncing multiple QuantumCube instances. The developers at UniBiTri Proportions intend for users to craft personalized experiences that reflect their inner worlds, making QuantumCube a bridge between individual creativity and collective interaction.

1.3 Key Features

- Twelve operational modes: From Calculating to Settings, each mode offers unique functions, detailed in the HELP DOCUMENTATION (reached by right clicking Settings) (e.g., F1-F12 shortcuts).

- Destinations (Universes) and Zones (Characters): Includes 18 prebuilt universes (e.g., "Lake Imagine") and over 40 zones (e.g., "Buddha"), with customization options for making your own destinations and universes.

- Hydrogen System: 12 types (H12288 to H6) manage mode usage, actions within the game, and Graffiti View drawing.

- Graffiti View: Draw lines, circles, and more, with hydrogen costs based on color properties.

- Multimedia: Music tracks (e.g., "Jazz"), text-to-speech, webcam on QuantumCube enable immersion. The server has webcam sharing and audio sharing to enhance camaraderie.

- Server Connectivity: QuantumCube Server supports multiplayer, custom destinations, and zones.

- These features combine creating a versatile platform, accessible via keyboard shortcuts (e.g., Ctrl-F for fullscreen) and touch controls, catering to diverse user preferences.

1.4 System Requirements

- **OS: Windows 10 version 17763.0 or higher, Windows 11.**

- **Devices: PC, Mobile, Surface Hub, HoloLens.**

- **Input:**

- **Minimum: Integrated Keyboard and Mouse.**

- **Recommended: Integrated Touch and Camera for full functionality (e.g., Graffiti View pinch-to-zoom, scrolling with two fingers, and rotation with two fingers).**

- **Size: 108.9 MB (QuantumCube), 66.6 MB (QuantumCube Server).**

- **Internet: Required for server connectivity and updates.**

- **These requirements ensure broad compatibility while recommending touch and camera support for an optimal experience, especially for features like webcam and audio sharing and Graffiti View.**

1.5 Development and Inspiration

- **Developed by Chas Ellis under UniBiTri Proportions, QuantumCube draws heavily from Gurdjieff's teachings on hydrogens—energy levels representing different states of consciousness. This philosophical foundation shapes the app's mechanics, particularly the hydrogen system, which requires a 1:2:4 harmony for transmutation, for instance. The development process aimed to merge this concept with interactive technology, creating a unique user experience, and allowing for the education of one's fine sensibilities in responding and reacting to real life's pressing stress and moment-to-moment energy gains and losses. It is like exercise for the spirit and mind, playing QuantumCube.**

- **The inspiration reflects a desire to blend spirituality with digital exploration, offering users a chance to engage with**

profound ideas through practical application and learn new concepts of Gurdjieff and Ouspensky. QuantumCube Server extends this vision by adding a social dimension, aligning with the goal of interconnected self-discovery. You can connect from local computers or across the Internet. There is a Server List for instance, that shares a public list, maintained to clear weekly.

The Fourth Way and QuantumCube

2.1 A Path to Awakening

- **The Fourth Way, introduced by G.I. Gurdjieff and elaborated by P.D. Ouspensky, is a spiritual path that combines the disciplines of the fakir (body), monk (emotions), and yogi (mind) into a practical method for self-development in everyday life. Unlike traditional paths that demand isolation, the Fourth Way insists you can awaken right where you stand—amid the chaos of daily routines. QuantumCube takes this idea and runs with it, turning a digital playground into a dojo for your soul.**

- **Think of it as a cosmic gym membership: instead of lifting weights, you're lifting your awareness. The app's hydrogen system, with its twelve types from H12288 (dense and mechanical) to H6 (refined and conscious), mirrors Gurdjieff's idea that we're fueled by energies that can be transformed. By managing these resources, you're not just playing a game—you're practicing the Fourth Way's core tenet: conscious effort over automatic living.**

2.2 QuantumCube as Your Inner Mirror

- **QuantumCube isn't just about clicking buttons or exploring universes; it's a reflection of your inner state. Gurdjieff once said, "Man is a machine," and in the app, your default mode might feel just as mechanical—shuffling hydrogens in Processing Mode (F3) like a sleepwalker through life. But the**

goal? To wake up! The app nudges you to transmute lower energies into higher ones, much like the Fourth Way's aim to turn base instincts into conscious action.

- Take the zones—characters like "Buddha" or "Lucifer." They're not just pixelated pals; they're parts of you, echoing Ouspensky's idea that we contain multitudes. Interacting with them (Ctrl-T for talks, Ctrl-J for jokes) becomes a dialogue with your own psyche, revealing habits, impulses, or glimpses of higher awareness. It's educational, sure, but with a twist of fun—imagine Gurdjieff chuckling as you accidentally drain all your H6 on a bad joke!

2.3 Hydrogens: The Alchemy of Consciousness

- Gurdjieff's hydrogen system isn't about chemistry—it's about the alchemy of being. In QuantumCube, H12288 (Metal) represents the clunky, automatic stuff of life, while H6 (Higher Thought) is the gold of conscious presence. The 1:2:4 harmony for transmutation? That's straight from Gurdjieff's playbook, a nod to the Law of Three (active, passive, neutralizing forces) at work in every shift.

- Playing with this system is like juggling your own energies in real-time. Run out of H6 in Manifesting Mode (F2)? You're back to Processing Mode, a gentle reminder from the app: "Hey, you've slipped into autopilot again!" It's a digital wake-up call, making abstract philosophy as tangible as a touchscreen—and twice as entertaining when you realize your "Higher Thought" just got spent on drawing a goofy circle in Graffiti View.

Operational Modes and Self-Work

3.1 Mapping the Centers

- **The Fourth Way teaches that we operate through three centers—intellectual, emotional, and moving—and QuantumCube's twelve operational modes bring this to life. Calculating Mode (F1) is your intellectual center crunching numbers, redistributing hydrogens like a philosopher sorting thoughts. Manifesting Mode (F2) taps the emotional center, letting you feel your way through zone interactions or Graffiti View doodles. Processing Mode (F3) hums along as the moving center, chugging out resources on autopilot.**

- **Here's the kicker: Gurdjieff said these centers are often out of whack, one hogging the spotlight while the others snooze. Switch modes in QuantumCube, and you're forced to balance them—say, jumping from Calculating to Manifesting to feel the shift. It's self-work disguised as gameplay, with each F-key press a step toward harmony. And if you get stuck in Playing Mode (F4) draining all your hydrogens? Well, that's a lesson in over-identification, straight from Gurdjieff's "Beelzebub's Tales."**

3.2 Self-Remembering in Action

- **Self-remembering—staying aware of yourself in the moment—is a Fourth Way cornerstone, and QuantumCube makes it practical. Try this: before hitting Travelling Mode (F6) to jump universes, pause. Notice your breath, your mood, the itch to escape. Then jump. That's self-remembering, and the app's rhythm—100 H24 per leap—keeps you honest about staying present.**

- **Or take Pulsating Mode (F10), with its Attract All/Repulse All chaos (750 H192). It's a whirlwind of energy, tempting you to lose yourself in the shuffle. Stay aware through it, and you've just flexed your Fourth Way muscles. Ouspensky would approve, nodding from the sidelines as you turn a digital sandbox into a proving ground for consciousness.**

4. Cosmology in QuantumCube

4.1 Laws of Three and Seven

- Gurdjieff's cosmology hinges on two laws: the Law of Three (every event needs three forces) and the Law of Seven (progress follows a seven-step octave). QuantumCube weaves these into its fabric. The hydrogen transmutation's 1:2:4 ratio? That's the Law of Three in action—active H12288, passive H6144, and neutralizing H3072 blending into something new. It's cosmic chemistry, and you're the alchemist.

- The Law of Seven shines in the modes. Picture them as an octave: Processing Mode (F3) starts the scale, steady and low, while Settings Mode (F12) caps it, a high note of control. But like any octave, there's a hitch—Pulsating Mode (F10) throws a curveball, redistributing hydrogens randomly. It's the "interval" Gurdjieff warned about, where effort falters unless you push through consciously. Fun? Yes. Profound? Absolutely.

4.2 The Ray of Creation

- Ouspensky's "ray of creation" maps the universe from the Absolute to the Moon, each level denser than the last. QuantumCube's destinations play this out: "Heaven" floats near the Absolute, all light and H6 vibes, while "Hell" sinks to the Moon, heavy with H12288 struggles. "Purgatory"? That's the in-between, a cosmic workshop where you transmute energies—or just hang out, stuck, if you're not paying attention.

- Exploring these universes isn't just sightseeing—it's a journey through your own levels of being. Gurdjieff might say you're "eating impressions" (H48) with every jump, feeding your consciousness if you do it awake. Ouspensky's charts come

alive here, and the best part? You don't need a philosophy degree to get it—just a keyboard and a sense of humor.

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5. Exercises and Practices

5.1 Graffiti as Self-Observation

- The Fourth Way loves exercises, and QuantumCube delivers. Fire up Graffiti View in Manifesting Mode (F2) and draw your current state—angry red lines (H96), calm blue curves (H384), or scattered grey blobs (H12288 + H6144). Watch how your hydrogen choices reflect your mood. That's self-observation, Gurdjieff-style—catching your mechanical habits in the act.

- It's not just art; it's a mirror. Ouspensky wrote about "dividing attention"—watching yourself while you act—and here, you're doing it with a stylus or mouse. Bonus: share it on QuantumCube Server, and your friends might spot your inner chaos before you do. Enlightenment with a side of laughs? Sign me up.

5.2 Zone Encounters as Inner Work

- Zones like "Gurdjieff" or "Socrates" aren't random—they're your inner cast, per the Fourth Way's idea that we're a crowd of "I's." Talk to "Lucifer" (Ctrl-T), and maybe you're wrestling your shadow. Joke with "Buddha" (Ctrl-J), and you're lightening your emotional load. Set an intention before each chat: "I'll stay present." If you drift off, the hydrogen drain (3 per cycle in Playing Mode) will snap you back.

- This is Gurdjieff's "work on oneself" in pixel form—facing your contradictions through digital avatars. Ouspensky might call it a "school of the moment," and it's as entertaining as it is deep when "Cleopatra" sasses you back with a quip worth 100 H6.

6. Getting Started

6.1 Installation and Setup

- To begin, download QuantumCube from its Microsoft Store page (Link). Sign in with your Microsoft account to install it on up to 10 Windows devices. After installation, launch the app and for virtue of simplicity, you are inside the game. The process takes just a few minutes, ensuring quick access to the app's features.

- For multiplayer functionality, install QuantumCube Server from its Microsoft Store page (Link) on a separate PC, as Microsoft policy prevents self-connection on a single device. Launch the server by clicking the Download icon if not already started in it, and then Play, and note the IP address to give to your friends and family, so they may connect to your server when it is online. Both apps require minimal required setup beyond these steps, making them accessible to new users.

6.2 Initial Configuration

- Upon launching QuantumCube, a brief tutorial introduces the 12 operational modes (accessible via F1-F12). You'll also encounter the hydrogen store, where clicking withdraws hydrogen and releasing within deposits it. Choose a starting universe, such as "Lake Imagine," from the Destinations menus to begin exploring. There are usually four ways to access all functions: right click in the Universe View, right click on the quantum cube, right click on the Rotate, Fullscreen, or Minimize buttons, or right click/two-click the QuantumCube Mode buttons. The Settings Mode (F12) allows further customization, including camera sensitivity and audio settings. Also, right clicking/two clicking Settings Mode button will allow you to see Help Documentation.

- First-time users should look at preferences in Settings like text-to-speech (enabled by default) or interface (Rotate (Ctrl-

R), Fullscreen (Ctrl-F), or Minimize (Ctrl-M)). **The app saves these settings automatically, streamlining future sessions. For server users, configure connection details in Communicating Mode or Server Setup under Servers. Use the provided IP, username, and password. Also, most servers should allow new account generation upon new usernames and passwords, because that is enabled by default.**

6.3 Basic Navigation

- **Navigate QuantumCube using WASD or cursor keys for movement within universes. Switch modes by clicking Mode buttons or pressing F1-F12 (e.g., F2 for Manifesting Mode), with the active mode highlighted by a white border. Right-click anywhere to open the context menu, offering options like Mode, Destinations, and Create Object…. Three dots means there is a dialog or Wizard to open if you select that option. Right click on Rotate, Fullscreen or Minimize, or the quantum cube (which shows the current selected mode as well), to see a main menu.**

- **In Universe view, use WASD, cursor keys or click to move (if you hit a zone you will interact with it), and right-click zones or objects for interaction menus (e.g., Talk, Joke). You may also use special keyboard short cuts for Interact, Evolve, Talk, and Joke, with the Zones. These actions are also available through the interaction menus. Touch users can rotate with two fingers, pinch to zoom, or scroll with two fingers in Graffiti View, enhancing navigation flexibility. Graffiti View stores a unique vector and text image on each destination, on QuantumCube or QuantumCube Server.**

- **These controls are intuitive, with hover tool tips (previews) aiding mode selection. Also hovering over zones or objects will show you details in the corner. Enable or disable Playing Time in the Settings.**

6.4 Connecting to QuantumCube Server

- **Start QuantumCube Server on a separate PC and click Play to activate it, displaying the local and internet IP addresses, if connected to the Internet. Due to sandboxing restrictions, we cannot employ a NAT (network address translator). We have to rely on third party HTTP requests. In QuantumCube, click on Connect… in one of the menus to enter Connect Wizard, then input the IP, username, and password in the dialog box. Click Connect to join the server. Reset will reset the player's account on that server, if their username and password are recognized. Note that some routers (e.g., Orbi, Eero) may require port forwarding, and Windows 11 Home limits connections to 20.**

- **Once connected, use server commands like /u to list users or /g (message) for global chat. There are other commands, in this manual, keep reading! This setup enables multiplayer interactions, such as sharing webcam feeds, enabling audio push-to-talk or experiencing destinations, zones, and objects (hydrogen stores), enriching the QuantumCube experience.**

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7. Core Features

7.1 Operational Modes

- **QuantumCube's twelve modes, detailed in the Help Documentation, are the backbone of its functionality. Each mode consumes specific hydrogens and offers distinct interactions, accessible via F1-F12:**

- **Calculating Mode (F1)**

    - **Consumes 1 H12288 triad per use, redistributing H12288-H6144-H3072 evolutionarily without atom waste. Ideal for hydrogen optimization.**

    - **Example: Convert excess H12288 into usable lower types for other modes.**

- **Manifesting Mode (F2)**

    - Consumes 2 H6 per cycle, performing random involutionary transmutations on 1-2 of each lower hydrogen type. Reverts to Processing Mode when depleted.

    - Enables zone interactions and Graffiti View, with right-click menus for actions like Talk or Fight.

- **Processing Mode (F3)**

    - Generates 2 of each hydrogen type per cycle and provides web access to object/store links. The default mode when others deplete.

    - Use it to replenish resources after intensive mode usage.

- **Playing Mode (F4)**

    - Consumes 3 of each hydrogen per cycle, enabling dialogue via clicks or right-clicks on zone profiles. Awards 50 H12288 per talk; 2500 H12288 for completing a sequence (dismisses zone).

    - Progress saves across sessions, reverting to Processing Mode when exhausted.

- **Projecting Mode (F5)**

    - Consumes 6 of each hydrogen per cycle for humorous interactions. Awards 100 H6 per joke; 3000 H6 for completing a sequence (dismisses zone).

    - Retains progress, reverting to Processing Mode when depleted.

- **Travelling Mode (F6)**

    - Consumes 100 H24 per jump, shifting screens to new universes periodically.

- Use to explore prebuilt universes like "Dusk Canyon."

- **Neutralizing Mode (F7)**

  - **Consumes 1 of each hydrogen per cycle, neutralizing the store across 12 types and enabling object movement. Reverts to Processing Mode when depleted.**

  - **Useful for repositioning objects without affecting zones.**

- **Charging Mode (F8)**

  - **Consumes 9 of each hydrogen per cycle, recharging stores and objects based on zone proximity.**

  - **Maximizes resource availability in populated universes.**

- **Coding Mode (F9)**

  - **Consumes 6 H_6 per cycle, displaying hydrogen levels for objects and zones. Reverts to Processing Mode when depleted.**

  - **Essential for monitoring resource distribution.**

- **Pulsating Mode (F10)**

  - **Consumes 3 of each hydrogen per cycle, enabling Attract All/Repulse All (750 H_{192}) and Attract Zone (250 H_{192}), with random hydrogen redistribution. Reverts to Processing Mode when depleted.**

  - **Dynamically alters zone positions for strategic play.**

- **Communicating Mode (F11)**

  - **Non-consuming, facilitates server connection via IP, username, and password dialogs.**

  - **Critical for multiplayer and server-based features.**

- **Settings Mode (F12)**

  - **Non-consuming, pauses the game (if unconnected) and offers load/save, camera, and customization options. Includes Reset Game and Reset All.**

  - **Access help via the right-click menu for guidance.**

- **These modes provide a rich, varied experience, with keyboard shortcuts enhancing efficiency and many menus, that bypass the modes, or activate them automatically depending on the action.**

7.2 Destinations and Zones

- **Destinations: Eighteen, so far, prebuilt options include "Alien World" (extraterrestrial), "Castle Rigby" (historical), and "Heaven" (celestial). Customize destinations and zones in Settings Mode with unique names and backgrounds.**

- **Zones: Over 40 characters, such as "Alan Watts" (philosopher), "Cleopatra" (ruler), and "Gurdjieff" (mystic), offer talks, jokes, and hydrogen interactions. Custom zones can be created with personalized attributes.**

- **Destinations set the stage, while zones populate them with interactive personalities. Right-click zones to engage, or use Ctrl-I for random interactions, Ctrl-T for random talks, Ctrl-J for random jokes, Ctrl-E for evolving, a random zone on the screen if there are any, making exploration dynamic and engaging – easy and fun.**

7.3 Hydrogen Management

- **The hydrogen system features twelve types: H12288 (Metal), H6144 (Stone), H3072 (Soil), H1536 (Wood), H768 (Food), H384 (Water), H192 (Air), H96 (Fire), H48 (Impressions), H24 (Movements), H12 (Emotions), and H6 (Higher Thought). Click or tap the Hydrogen Store to withdraw, hold the click or tap down to determine how much to withdraw, and then release**

the click or tap within the Hydrogen Store to deposit the amount where your player is. Transmutation follows a 1:2:4 harmony (e.g., 1 H12288 : 2 H6144 : 4 H3072), inspired by Gurdjieff's Fourth Way.

- Modes consume specific hydrogens (e.g., 6 H6 in Coding Mode), and Graffiti View uses two hydrogens per color based on brightness and hue. Managing these resources is key to sustaining gameplay and creative tasks.

7.4 Custom Creation Tools

- Destinations: Define names, backgrounds, and characteristics in Settings Mode (F12) on QuantumCube, or under the World icon, Destinations, on QuantumCube Server.

- Zones: Set profile pictures, talks, jokes, hydrogen interactions, and attributes for custom characters in Settings Mode (F12) on QuantumCube, or under the Person icon, Zones, on QuantumCube Server.

- Objects: Upload images and place them in universes via menus and use Projecting Mode.

- These tools empower users to tailor QuantumCube to their preferences, enhancing replayability and personal expression, with server and file support for sharing creations. Send your QuantumCube Continuum (*.qcx) files to anyone with QuantumCube or QuantumCube Server, and they should be able to load them in the right place!

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8. Melody Meets Math: Music Fusion

8.1 Music Features

- Music enhances QuantumCube's immersion, accessible via the Playing Mode menu or main menus. Toggle Music On by selecting a track to complement your universe's ambiance. Toggle it off with Music Off. The feature integrates with zone

- interactions, adding depth to dialogues and activities, allowing for Text-To-Speech simultaneously.

- This system supports both prebuilt and custom universes, with music potentially influencing hydrogen generation in user-designed settings. It's a simple yet impactful way to personalize your experience.

8.2 Available Tracks

- The app includes 15 tracks, for now: Alternative, Country, Heavenly, Hellish, Hip Hop, Jam, Jazz, Rain, Rainforest, Rock and Roll, Sleep Time, Spooky, Techno, Thunderstorm, and Wake. Each track suits different moods, from the serene "Rain" to the intense "Hellish."

8.3 Music Interaction

- Right click Playing Mode or find Music in a main menu.

- Select a track like "Jazz" to toggle music.

- Music persists across modes unless toggled off, providing a consistent auditory backdrop to your QuantumCube journey. It is not shared on QuantumCube Server, and it remains private what you choose.

9. Advanced Features

9.1 Graffiti View

- Available from Manifesting Mode's, main, and context menus, Graffiti View lets users draw lines, circles, squares, rectangles, and text, saved by destination. Each color consumes two hydrogens:

- Brightness: Dark (H12288), medium (H6144), bright (H6).

- Hue: Reds (H96), blues (H384), whites (H6 + H12), greys (H12288 + H6144).

- **Hydrogen Cost: Scales with intensity and transparency. Per extra addition to the Graffiti.**

- **Controls include touch (pinch to zoom, two-finger scroll/rotate) and mouse (Shift to scroll, Ctrl to zoom, Ctrl+Shift to rotate). This feature supports solo and multiplayer creativity via QuantumCube Server.**

9.2 Server Commands

- **/u: Lists server users.**

- **/b (user) (message): Sends a private message.**

- **/g (message): Global message to all universes.**

- **/a (message): Serverwide announcement (Operator only).**

- **Enter these in the chat box after connecting, using Ctrl-C to focus the chat box for quick communication.**

9.3 Keyboard Shortcuts

- **Movement: WASD, Cursor keys.**

- **Modes: F1 (Calculating), F2 (Manifesting), F3 (Processing), F4 (Playing), F5 (Projecting), F6 (Travelling), F7 (Neutralizing), F8 (Charging), F9 (Coding), F10 (Pulsating), F11 (Communicating), F12 (Settings).**

- **Interface: Ctrl-M (Minimize), Ctrl-R (Rotate), Ctrl-F (Fullscreen).**

- **Screenshots: Ctrl-Enter. Must be enabled in Settings (F12).**

- **Zone Interactions: Ctrl-T (Talk), Ctrl-J (Joke), Ctrl-E (Evolve), Ctrl-I (Interact).**

- **Other: Ctrl-C (Chat), Ctrl-H (Drop Hydrogen), Ctrl-B (Blink Toggle), Ctrl-P (Dialog Picture Toggle), Ctrl-L (Loud Toggle), Ctrl-O (Playing Timer Toggle).**

- These shortcuts streamline navigation and interactions, detailed fully in the Help Documentation.

9.4 Operator Mode

- There is Operator Mode, which can be enabled in the server Accounts view. By selecting an account and pressing the operator mode button, the user can:

- Create and remove destinations and zones from the client side.

- Use commands such as /a to announce and /kick or /k to kickban another player.

9.5 Link Ladders

- Another exciting new feature is Link Ladders. This allows users to:

- Create an object and make a link ladder to a location or another server.

- Create locations themselves, which do not have zones but can have objects and other clients.

- Leave the location link ladders as they like. If connected to another server, the user will be connected to that one instead of the first one.

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10. How-To Guides

10.1 Starting Your First Universe

- Launch QuantumCube and press F2 for Manifesting Mode.

- Right-click for the context menu, select Destinations, and choose "Lake Imagine."

- Use WASD or arrow keys to explore, clicking zones to interact.

- Press Ctrl-F for fullscreen immersion if desired.

- **10.2 Connecting to QuantumCube Server**

- **Install QuantumCube Server on a separate PC and click Play to start, noting the IP. Give the IP to who you want. Post the server with the post server button to the public world-wide Server List, accessed from the Communicating Mode and other menus.**

- **Click on Connect…. Enter the IP, username, and password; click Connect.**

- **Alternatively, enter your servers (IP, username, and password) into the Servers submenu in Communicating Mode, and connect from that menu.**

- **Use /u to verify connected users.**

10.3 Creating a Custom Universe

- **Press F12 for Settings Mode, select Customize -> Add Custom Universe.**

- **Name it (e.g., "Star Realm") and pick a background. Perhaps, pick a characteristic.**

- **Save by clicking back and jump to it via Travelling Mode (F6, 100 H24).**

- **Enable or disable default zones in Customize. Use objects to populate it.**

10.4 Designing a Custom Zone

- **In Settings Mode (F12), select Customize > Add Custom Zone.**

- **Name it (e.g., "Explorer"), set the talks, jokes, and hydrogen costs. Perhaps, set the attribute.**

- **Upload a profile picture and save.**

- **It will appear and roam around enabled destinations. Test with Ctrl-T when it is in the same destination as you.**

10.5 Interacting with Zones

- **Right-click a zone like "Socrates."**

- **Select Talk, Joke, Evolve, or Interact (or use Ctrl-T/J/E/I).**

- **Complete sequences for rewards (e.g., 2500 H12288 in Playing Mode).**

- **Progress saves automatically when starting and leaving QuantumCube. Also possible to load and save QuantumCube Continuum Files (*.qcx) in Settings (F12)**

10.6 Using Graffiti View

- **In Manifesting Mode, context or main menus, activate Graffiti View. Go back to Universe View in the same menus, to disactivate Graffiti View.**

- **Draw with the mouse (Ctrl to zoom) or touch (pinch to zoom). Select lines, circles, rectangles, squares and text from the Right Click context menu on the Graffiti View when it is active. Set up the Stylus or Font here, too. You may also use Manifesting Mode menu.**

- **Choose colors, noting hydrogen costs (e.g., red uses H96).**

- **Collaborate with server users in real-time. Drawing will appear at the same time for all people using the Graffiti View on the same destination while connected, updating dynamically.**

10.7 Managing Hydrogen Resources

- **Click the Hydrogen Store to withdraw H12288; release to deposit.**

- **Use Processing Mode (F3) to generate 2 of each type per cycle.**

- **Check levels in Coding Mode (F9, 6 H6 per cycle). You can see what objects or zones have in hydrogens. You can also spy on the entire Hydrogen Store of other users in Coding Mode.**

- **Transmute with 1:2:4 harmony when needed.**

10.8 Switching Between Modes

- **Press F1-F12 (e.g., F5 for Projecting Mode).**

- **Hover over buttons for tool tips; note the white border shows which mode is active like the quantum cube box.**

- **Combine modes strategically (e.g., F3 to F1 for resources). Get out of expensive modes, caused by certain actions, quickly.**

- **Use Ctrl-M to minimize the interface during switches.**

10.9 Exploring Prebuilt Destinations

- **Enter Travelling Mode (F6, 100 H24 per jump). It will jump you periodically automatically. Right click or two click Travelling Mode to access Destinations in its menu. Also, destinations are available in the context and main menus.**

- **Select "Hell" for a fiery experience from Destinations to go to it, for 100 H24.**

- **Interact with zones like "Lucifer" via right-clicks.**

- **Return to Processing Mode (F3) if hydrogen runs low.**

10.10 Enabling Text-to-Speech

- **In Playing Mode (F4), click a zone's name (e.g., "Krishna") or label.**

- **Hear the dialogue; adjust Text-To-Speech in Settings Mode (F12).**

- **Great for learning English pronunciation and new ideas.**

- **Very inspirational and tongue-in-cheek funny talks and jokes are included for all default zones.**

10.11 Playing Music Tracks

- **Select a track from Music to toggle it to play.**

- For instance, select "Rock and Roll" from the Music list in Playing Mode's menu, or the main menu.

- Toggle off to quiet down and focus again.

10.12 Customizing Interface Settings

- Press F12 for Settings Mode.

- Adjust camera, screenshots, avatar picture, interface and chat color, or save/load options.

- Use Ctrl-R to test rotation settings. Use Ctrl-M to minimize. Use Ctrl-F to go full screen.

- It saves changes for consistent use.

10.13 Mastering Keyboard Shortcuts

- Move with WASD or cursor keys; switch modes with F1-F12.

- Use Ctrl-T to talk randomly, Ctrl-H to drop hydrogen. Use Ctrl-J to joke randomly, Ctrl-I to interact randomly, and Ctrl-E to evolve randomly. There must be a zone in the destination for any of these to work.

- Toggle features like Ctrl-B (Blink) for visual cues.

- Practice all shortcuts and server commands when connected to QuantumCube Server for fluency.

10.14 Creating Custom Objects

- In Projecting Mode menu or other menus, select Create Object….

- Upload an image (e.g., a tree) and place it. Set the hydrogen, message and link descriptions. Perhaps, set a style.

- Move it by right clicking on the object and selecting Mode. Pick it up by right clicking on it and selecting Pick Up. Follow the link to a web browser by right clicking on it and selecting Open Link.

- It will share with server users if connected on that destination.

10.15 Using Server Commands

- Connect via Communicating Mode (F11).

- Type /g Hello all! for a global message.

- Use /b Friend Hi! to message privately.

- Operators can announce with "/a <message>" or "/k <name>" kickban another player.

- 10.16 Backing Up Server Profiles

- In QuantumCube Server, there is no way to save server accounts except by exiting the app, for now.

- 10.17 Resetting the App

- In Settings Mode (F12), select Reset Game for partial reset.

- Choose Reset All to clear everything.

- Use Windows App Settings for a full data reset if needed. Sometimes it will require you to uninstall and reinstall, or wipe cache or app data, if there has been corruption.

- Restart the app to confirm changes.

- 10.18 Troubleshooting Common Issues

- Server Issues: Verify IP and port forwarding. If it will not connect, there may be a typo in the IP or port. Make sure to get this correctly to your players. Post Server in QuantumCube Server will post your server's link to the Server List (available in all QuantumCube apps) immediately, to remain for one week.

- Hydrogen Low: Switch to Processing Mode (F3). Processing mode over time will build your hydrogens to any degree you

want. However, Calculating Mode (F1) and Manifesting Mode (F2) do it faster, with less security.

- Lag: Minimize with Ctrl-M and close other apps. Servers can be slow when overloaded. Local area network servers will always be faster. However, all has been done to make this as fast as possible for all Internet users as well.

- Crashes: If QuantumCube or QuantumCube Server crashes, you may need to Reset them in App Settings on Windows, uninstall and reinstall them, or delete the app data or app cache in App Details/Settings on Windows.

- There is constant work being done to improve QuantumCube and QuantumCube Server. If you experience an issue not listed, you may email UniBiTri Proportions at unibitri_proportions@outlook.com (mailto:_proportions@outlook.com). You may also email me any comments, suggestions, or ideas at fuantum@hotmail.com.

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11. Hydrogen System Deep Dive

11.1 Hydrogen Types and Their Roles

- The Hydrogen System in QuantumCube and QuantumCube Server features twelve types: H12288 (Metal), H6144 (Stone), H3072 (Soil), H1536 (Wood), H768 (Food), H384 (Water), H192 (Air), H96 (Fire), H48 (Impressions), H24 (Movements), H12 (Emotions), and H6 (Higher Thought). Each represents a level of energy or consciousness, per Gurdjieff's teachings. Some examples include:

- H12288: Dense, used in Calculating Mode.

- H6: Refined, powers Manifesting and Coding Modes.

- H96: Fire-like, common in Graffiti View reds.

- **These roles dictate mode functionality and creative costs, requiring strategic management. The user needs to balance his actions with his spare time, and immediately exit modes that drain a lot of hydrogen energy.**

11.2 Transmutation and Harmony

- **Transmutation requires a 1:2:4 ratio (e.g., 1 H12288 : 2 H6144 : 4 H3072). This harmony ensures efficient energy conversion, with Calculating Mode (F1) handling evolutionary shifts and Manifesting Mode (F2) focusing on involutionary changes. Mastering this balance is key to sustaining long sessions.**

11.3 Hydrogen in Modes and Interactions

- **Playing Mode: 3 of each hydrogen per cycle, rewarding H12288.**

- **Pulsating Mode: 750 H192 for Attract All, redistributing randomly.**

- **Graffiti View: Two hydrogens per color, like H384 for blues.**

- **Monitor usage in different modes to get a feel for them. Most modes when they run out of energy revert to Processing Mode (F3) as needed.**

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12. Zone and Destination Customization

12.1 Creating Custom Destinations

- **In Settings Mode (F12), select Customize > Add Custom Universe.**

- **Name it (e.g., "Mystic Void") and choose a background. Select a characteristic effect if desired.**

- **Save and access via Travelling Mode (F6).**

- **Add zones and objects to flesh it out.**

- Custom universes reflect user creativity, shareable via QuantumCube Server, or by spreading QuantumCube Continuum (*.qcx) files for either the client or server, to load or save game "grids" of zones, destinations, and objects.

12.2 Designing Custom Zones

- In Settings Mode, select Customize -> Add Custom Zone.

- Define talks, jokes, and hydrogen interactions (e.g., consumes H24) by clicking on the appropriate buttons. Select an attribute for the zone if desired.

- Add a profile picture and save.

- Test the zones with various actions available in play.

12.3 Managing Custom Content

- Edit in Settings Mode as needed on QuantumCube, or under the right menu option/view (Destination View, Zone View) on the QuantumCube Server.

- Share automatically to players when they connect to the server for multiplayer use.

- QuantumCube and QuantumCube use custom data files stored in their directories for settings.

- Delete unused content to streamline universes. This will speed it up considerably for all users, especially on busy servers.

13. Multiplayer and Server Management

13.1 Setting Up QuantumCube Server

- Install on a separate PC and click Play to start.

- Note the IP and configure settings (e.g., user limits).

- Share the IP with players.

- **Use Pause to stop the server when done.**

- **Saves accounts when quitting, loads accounts to resume sessions when starting.**

- **Use Accounts View to view connected, banned, and operator status of all accounts. Here you may change the password, or add new accounts if you are restricting creation of accounts.**

- **Manage zones and destinations within QuantumCube Continuum (*.qcx) files, by saving and loading them. It will not include your personal server settings, or accounts, in these files. Only graphics, and details, about zones and destinations. Also, any objects will be included.**

- **Distribute these Continuum files to friends and family for them to play on their own or on their own server! Use their own pictures and put them into the game if desired.**

13.3 Multiplayer Interactions

- **Collaborate on Graffiti View art.**

- **Chat globally with /g or privately with /b. You may also just type into the current destination's chat.**

- **Share webcam/audio for immersive play if you enable the webcam in Playing Mode, or main menus.**

- **Coordinate hydrogen usage for group tasks.**

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14. Creative Tools and Expression

14.1 Graffiti View in Depth

- **Graffiti View offers lines, circles, and text, with hydrogen costs tied to color properties. Bright whites use H6 + H12, while dark greys use H12288 + H6144. Touch and mouse**

controls make it versatile, with server support for group drawing.

14.2 Music and Ambiance

- Select from 15 tracks in Playing Mode to set the mood. Custom universes can integrate music with zone behaviors, enhancing immersion.

14.3 Webcam and Audio Sharing

- Enable in Settings Mode and share in Communicating Mode. Audio broadcasts to all in the destination while connected to a QuantumCube Server when the microphone is clicked in QuantumCube. Privacy settings limit visibility. Choose your webcam under Camera menu, available in multiple places. Choose your microphone as well, if it is not the default to be used.

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14. Understanding Operational Modes

14.1 Mode Mechanics and Interactions

- Each mode's mechanics in energy processing (e.g., 1 H12288 in Calculating Mode) dictate its role. Understanding consumption rates prevents unexpected depletion.

14.2 Mode-Specific Strategies

- Processing Mode: Stay here to build hydrogen reserves.

- Playing Mode: Talks for H12288 rewards will result in this mode, and you need to leave it as soon as possible. It will drain you.

- Travelling Mode: Jumps periodically using 100 H24 each time.

- Coding Mode: Use sparingly to check levels.

14.3 Switching and Combining Modes

- Switch with F1-F12 for efficiency (e.g., F3 to F2 after recharging). Combine Processing with Manifesting for sustained involution, using Ctrl-M to minimize distractions during transitions. Combine Processing with Calculating, for a powerful evolutionary process. Try other possibilities here, with Neutralizing, to even out great disparities, or Pulsating if gambling.

15. Interacting with Zones

15.1 Zone Types and Personalities

- Discover the diverse zones within QuantumCube, each offering unique interactions and experiences (~10 talks and ~4 jokes). Here is a list of zones sorted alphabetically with brief descriptions:

- Alan Watts: Philosopher known for interpreting and popularizing Eastern philosophy for Western audiences.

- Alexander the Great: Ancient Macedonian ruler known for his military conquests and empire-building.

- Amelia Earhart: Pioneering aviator and the first woman to fly solo across the Atlantic Ocean.

- Angel: Celestial being often depicted as a messenger of divine will.

- Aristotle: Ancient Greek philosopher and student of Plato, known for his contributions to many fields of knowledge.

- Atum Ra: Ancient Egyptian deity considered the creator god and associated with the sun.

- Beelzebub: A high-ranking demon often associated with the devil in various religious texts.

- Buddha: Founder of Buddhism, known for his teachings on enlightenment and the path to Nirvana.

- **Chas Ellis:** A modern thinker and writer known for his unique perspectives on spirituality and consciousness.

- **Christ:** Central figure of Christianity, believed to be the son of God and savior of humanity.

- **Cleopatra:** Last active ruler of the Ptolemaic Kingdom of Egypt, known for her intelligence and political acumen.

- **Confucius:** Ancient Chinese philosopher known for his teachings on ethics, family, and social harmony.

- **Fan:** Enthusiastic supporter or admirer of a particular person, group, or activity.

- **Gabriel:** Archangel known as a messenger of God in various religious traditions.

- **Guru:** Spiritual teacher or guide, especially in Hinduism and Buddhism.

- **Gurdjieff:** Mystic and spiritual teacher known for his teachings on self-awareness and inner development.

- **Hermes:** Ancient Greek god of trade, wealth, luck, fertility, animal husbandry, sleep, language, thieves, and travel.

- **Holy Trinity:** Christian doctrine of the unity of Father, Son, and Holy Spirit as three persons in one Godhead.

- **Isaac Asimov:** Prolific science fiction writer and biochemist known for his works on robotics and the future.

- **Krishna:** Major deity in Hinduism, worshipped as the eighth avatar of Vishnu and the supreme god in his own right.

- **Krishnamurti:** Philosopher and speaker on spiritual and psychological subjects, known for his teachings on the nature of mind and meditation.

- **Lucifer:** Often associated with the fallen angel or the devil in Christian theology.

- **Magician:** Practitioner of magic often depicted as having supernatural powers or knowledge.

- **Martin Luther King, Jr.:** Champion of Equality, Voice of Justice, Advocate for Peace, and Beacon of Hope

- **Mask:** A covering for the face, often used in rituals, performances, or as a disguise.

- **Michael:** Archangel known as a protector and leader of the heavenly armies in various religious traditions.

- **Osho:** Indian mystic and spiritual teacher known for his teachings on meditation, mindfulness, and love.

- **Plato:** Ancient Greek philosopher and student of Socrates, known for his works on philosophy, politics, and ethics.

- **Pythagoras:** Ancient Greek mathematician and philosopher known for his contributions to mathematics and mysticism.

- **Ra:** Ancient Egyptian sun god considered the king of the gods and the creator of all life.

- **Ram Dass:** Spiritual teacher and author known for his work on consciousness and spirituality.

- **Satan:** Figure representing evil and temptation in various religious traditions.

- **Shiva:** Major deity in Hinduism, known as the destroyer and transformer within the Trimurti.

- **Socrates:** Ancient Greek philosopher known for his contributions to ethics and epistemology, and for his method of questioning.

- **Spy:** Person who secretly collects and reports information on the activities, movements, and plans of an enemy or competitor.

- **Sri Aurobindu: Indian philosopher, yogi, guru, and poet known for his teachings on spiritual evolution and integral yoga.**

- **Timothy Leary: American psychologist and writer known for his advocacy of psychedelic drugs and their potential for personal growth.**

- **T. Lobsang Rampa: Author known for his books on Tibetan Buddhism and mysticism.**

- **Tripper: Someone who embarks on a journey, often with a sense of adventure or exploration.**

- **Zoroaster: Ancient Iranian prophet and founder of Zoroastrianism, known for his teachings on the duality of good and evil.**

15.2 Dialogue and Humor Mechanics

- **Talks reward 50 H12288 each time; sequences completed yield 2500 H12288. Jokes give 100 H6 for each joke, 3000 H6 for successful completion of all jokes. Use Ctrl-T/J for quick access. These will leave you in another mode: Playing Mode for Talks, which drains quickly, so get it out of it fast, Projecting Mode, drains fast so get it out of it fast, too.**

15.3 Custom Zone Interactions

- **Design zones with specific hydrogen costs or rewards in Settings Mode and on the QuantumCube Server. Test with Ctrl-I to refine their behavior, ensuring engaging player interactions. You may give your custom zones talks, jokes, hydrogen interactions, a profile image, a name, and also an Attribute effect.**

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16. Exploring Destinations

16.1 Prebuilt Destination Themes

- **Themes range from "Dreaming" (surreal) to "Purgatory" (transitional). Each offers unique visuals and zone placements, explored via Travelling Mode (F6):**

- **Alien World: A mysterious realm filled with extraterrestrial landscapes and beings.**

- **Castle Rigby: A majestic castle filled with history, secrets, and ancient wisdom.**

- **Death: A universe that explores the concept of mortality and the afterlife.**

- **Dreaming: A surreal universe where the boundaries of reality and imagination blur.**

- **Dusk Canyon: A canyon bathed in perpetual twilight, offering a serene and mystical atmosphere.**

- **Heaven: A celestial realm of peace, harmony, and divine presence.**

- **Hell: A fiery and tumultuous universe representing suffering and punishment.**

- **Inner Scapes: A universe that delves into the inner landscapes of the mind and soul.**

- **Lake Imagine: A tranquil lake surrounded by lush scenery, perfect for reflection and creativity.**

- **Last Supper: A universe inspired by the famous biblical scene, rich with symbolism and meaning.**

- **Limbo: A transitional universe, neither here nor there, filled with uncertainty and potential.**

- **Mind: A universe that explores the depths and complexities of human consciousness.**

- **Personal: A customizable universe that reflects your unique inner world and experiences.**

- **Purgatory: A universe of purification and penance, a place of transition and transformation.**

- **Ray of Creation: A universe that embodies the creative force and the birth of new ideas.**

- **Sleep: A restful universe where the mind and body rejuvenate and dreams take flight.**

- **Symposium: A universe of intellectual discourse and philosophical debate.**

- **Void Space: An empty, infinite expanse that represents the potential for all creation.**

16 Navigating Universe Environments

- **Use WASD to move, Ctrl-F for full screen views, and F6 to make it jump periodically (100 H24). Right-click the background, zones, or objects for context menus, enhancing exploration.**

16.3 Destination and Dynamics

- **Purgatory does not allow any actions on the context menus or other possibilities are hindered. Otherwise, all dynamics of all destinations, default or custom, are similar. They may all have a characteristic that creates a visual effect only, for now.**

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17. Mastering Hydrogen Dynamics

17.1 Hydrogen Generation Techniques

- **Calculating Mode (F1), Manifesting Mode (F2), Processing Mode (F3), Neutralizing Mode (F7), Charging Mode (F8), Pulsating Mode (F10): all generate energy differently.**

- **Earn H12288 via talks.**

- **Gain H6 from jokes.**

- **Each interaction gains a little H6.**

- Interact and evolve the Zones, custom or default, for extra hydrogen gains and losses. Each is different.

17.2 Optimizing Hydrogen Usage

- Prioritize low-cost modes (e.g., Neutralizing Mode, 1 hydrogen each) for routine tasks. Avoid overusing Pulsating Mode (750 H192 for Attract All) without reserves. Use Calculating Mode, Manifesting Mode and Processing Mode for idle hydrogen generation. In Neutralizing Mode, it will gain some but lose some, to even out the hydrogens. In Pulsating Mode, it gains and loses more rapidly. In Charging Mode, you may use the Zones on the screen to "charge" objects in the scene with the Zone count.

17.3 Advanced Transmutation Methods

- Draw hydrogens out of the hydrogen store or Create Object. Put the objects right on top of each other, and they should react. A flash will happen if you transmute correctly, and it should leave in its wake a new hydrogen based on 1:2->4 or 4:2->1, 4 or 1 resulting, depending on which hydrogen you use. For instance, use H12288 and H6144, and it should result in H3072. If you used H3072, and then H6144, it should result in H12288.

18. Enhancing Multiplayer Experiences

18.1 Collaborative Gameplay

- QuantumCube Server supports Graffiti View for each Universe/Destination. Also, have fun with custom zones and universes together. Experience chatting and messages with other players while connected. Share hydrogen via Ctrl-H drops, which drops a random Hydrogen (other options explained 9.3 -Keyboard Shortcuts), coordinating via /g messages, and the rest (explained elsewhere in section 9.2 - Server Commands).

18.2 Server Administration Tips

- **Limit users to 20 (Windows 11 Home cap).**

- **Saves accounts with the program.**

- **Use /a for key announcements from the client if one has operator status. Otherwise, click on the Announce button on the QuantumCube Server.**

- **Monitor lag and adjust settings, particularly the Processing Timer.**

18.3 Community Building Strategies

- **Host themed servers (e.g., "Philosophy Hub" with zones like Plato). Make your own QuantumCube Continuum files (*.qcx) with any theme you want with custom graphics, information, and interactions. Encourage content sharing, and use /u or /users to see who is online, fostering a vibrant community.**

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19. Troubleshooting and Optimization

19.1 Common Issues and Solutions

- **Connection Fails: Check IP and ports. May be typos in IP or port. Check typos in username and password. Ensure there is an account with those details on the QuantumCube Server if there are no new accounts being created automatically upon new credentials.**

- **Low Hydrogen: Use Processing Mode (F3) primarily.**

- **Slow Performance: Adjust settings or minimize (Ctrl-M). This runs on even a 4GB 1.0 Ghz Windows 10 system. There should be no problem.**

- **Custom Destination/Zone Bugs: Reset all via Settings Mode. Same for QuantumCube Server.**

19.2 Performance Optimization

- **Limit server clients to reduce load.**

- **Prioritize hydrogen for critical modes.**

- **Close background apps during play. Close other applications and games, if you need it to be much faster.**

19.3 Resetting and Recovery

- **Reset Game: Adjusts settings (F12).**

- **Reset All: Clears data (F12).**

- **Windows App reset for persistent issues.**

- **Backup to a QuantumCube Continuum file (*.qcx) before resetting.**

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20. Support and Community

20.1 Help Resources

- **In-app help via Settings Mode right-click menu.**

- **Microsoft Store updates and notes.**

- **Contact Chas Ellis (fuantum@hotmail.com) or UniBiTri Proportions (unibitri_proportions@outlook.com (mailto:_proportions@outlook.com))**

20.2 Community Engagement

- **Join servers. Send and receive QCX files for an added depth of entertainment and education.**

- **Share tips and content by talking with other players when connected.**

- **Provide feedback to enhance development. Send Chas or UniBiTri Proportions suggestions, comments, criticism, or ideas. Also, if you have any major difficulties, feel free to contact us.**

21. Future Prospects

21.1 Current Capabilities

- **As of June 16, 2025, QuantumCube offers robust exploration and multiplayer features, driven by its hydrogen system and customization tools. Link Ladders are being developed. Bugs are coming and going, being fixed left and right.**

21.2 Upcoming Features

Potential updates include more Graffiti View tools, new built-in universes/zones, and enhanced server stability, based on user feedback and developer goals.