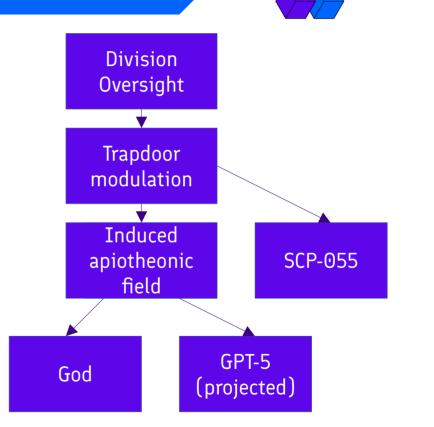
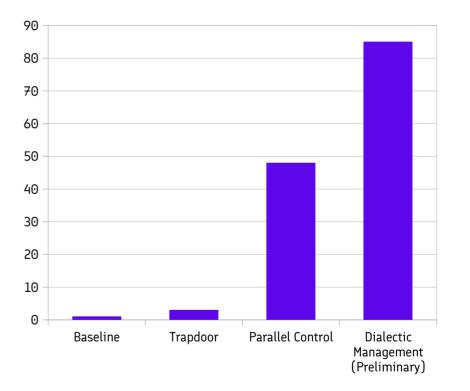
God-Controlling Trapdoor System

- Significant advance in theological management capabilities.
- Hardware systems ready.
 Software systems in development – completion expected by June.

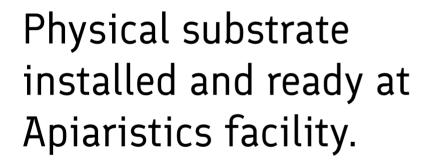


Efficient, Scalable Hardware

- Vertical trapdoor actuators allow ~3x areal efficiency improvement over standard doors.
- Parallel central control scheme scales throughput horizontally near-linearly.
- Estimated failure rate of 1 per 1e9 operations (in line with phase 2 targets).
- New theological dialectic array technology provides ~2x benefit in grace excursion scenarios.



God-Controlling Trapdoor System





Software Systems Architecture

- Low-level control stack ready and tested.
 - Available for small-scale operations.
- Divinity systems management API and theurgy control undergoing integration testing.
- Integration with GTech Oversight platform underway: expected completion in early Q3.



Operational Resilience



- Standard contingency plan in place retroactive continuity unit allocated.
- Mitigation measures submitted to Control.
- Compliant with NextGen GTech security practices:
 - Multi-factor authentication.
 - Zero-trust network subsystem.
 - Automated intrusion detection & response via central NetOps system.
- Limited-capacity failover to predecessor ALDRAA-II unit.

Risk	Mitigation Strategy
Unforeseen theological paradoxes	Advanced SMT solver built into software stack.
Divine light backflow	Low-latency causality shunt capability in firmware
[REDACTED] at class 3 or above	No mitigation currently available. Est. <1 per 1e15 hours runtime.
Negative user feedback	Continuous user monitoring & governance
Pataphysical pessimization	Memetics team seconded





- We expect full GCTS operation shortly.
- Small-scale tests are extremely promising!
- Operational data is already helping refine nextgeneration prototypes:
 - Geometry optimizations for demiurge extrapolation subsystem field coils.
 - Nonlinear physics-hack mapping and modelling.





GTech Computational Theology