

Colours and Data Channels

A simple guide to what each Wyrd Light channel expresses, and how each channel maps to colour.

! Important. These colours are correlated with specific data structures in the Wyrd data. They do not have any universal meaning.

Data Channels

Channel 1

not used

Not used in the Light. It detects both Channel 2a and Channel 2 at once, summing up those channels, so it redundant.

Channel 2a

red

The parallel pattern, where both data streams show statistical significance in the same direction.

Channel 2

amber

The antiparallel pattern, where the two data streams mirror each other on opposite sides of the parabola of statistical significance.

Channel 3min

blue

The "stick together" effect of the two data streams, where neither stream would be statistically significant on its own, but following the same data path creates significance.

Channel 3max

amber

Looks at the maximum distance between the two data streams over the longer term. This gives more of an average, long-term score and relates to Channel 2 patterns.

Channel 4

red

Tracks the absolute height of the score of both data streams. It is an average, longer term version of Channel 1.

Channel 5

green

Tracks the Pearson correlation between the random nut.

How the colours are generated

Paired channels use the stronger of two values.

Ch 2a + Ch 4 → MAX → RED

Ch 2 + Ch 3max → MAX → AMBER

Direct mapping

RED

Channel 2a + Channel 4

maximum probability value used

AMBER

Channel 2 + Channel 3max

maximum value used

BLUE

Channel 3min

GREEN

Channel 5

N/A

Channel 1

redundant in the Light

How the Light Evolves

The Light reflects increasing coherence in the data.

Stage 1 Colours increase in brightness.



Stage 2 Colours move toward white light.



Stage 3 Full spectrum becomes available.

Reading note

Channel 1 is ~~NOT~~ used because it already combines Channel 2a and Channel 2, making it redundant in the Light.