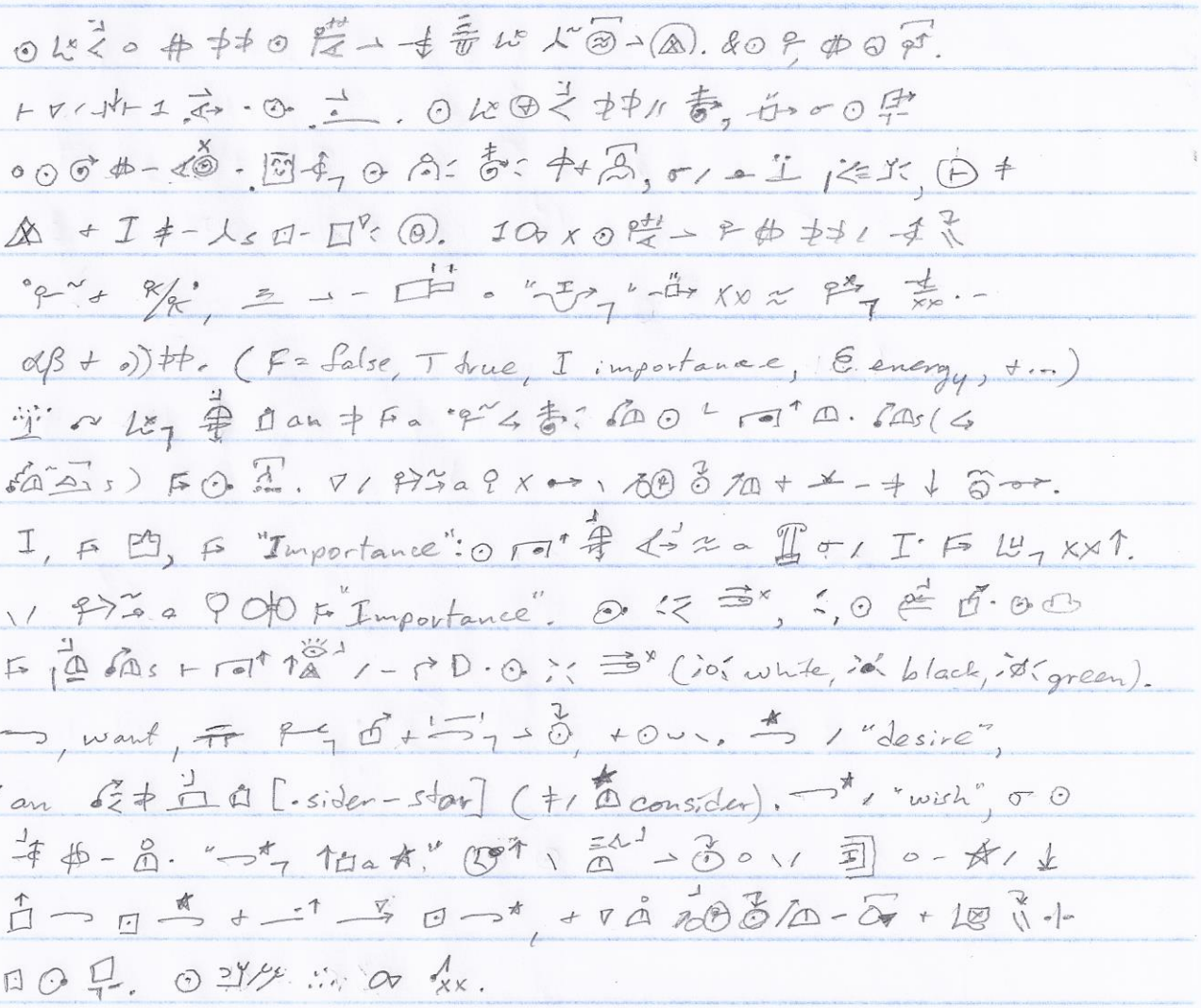
ID RATIONALIZATIONS



I have said that with ids I try to let language have structural similarity to reality. And I do, with some success. But this is just one aspect of my approach. I have also said ids are art, by which I mean that I create with the aim of satisfying my inner artistic sense and feeling, which is at times ineffable, yet as real and important as the structures in the outer world. Another thing I try to do with ids is make them practical and efficient, even to the extent of "cheating", by things like using letters of the alphabet and sonids. (F= false,T true, I importance, a stylized E energy, (ε) etc.) often after having decided on an id for a practical or artistic reason I will later think of reasons (or rationalizations) for my choice. This is actually a good thing since it helps me remember and tie the id down somehow. I, for instance, for "Importance": ~~they~~ I later decided look like a pillar, which is important for holding things up. It is actually a good metaphor for "importance". My adjective indicator, ‹ , I pulled out of my hat for unknown reasons but later realized is the right half of my color indicator (‹ white, ‹ black, ‹ green). → Want, shows reaching out and longing to me, and I like it. → Is "desire", an etymid based on [.sider star] (as is ★ consider). →* Is "wish", which I made with the idea of "wishing on a star". Later it occurred to me that it is appropriate that the star is right above "want" in "desire" and further away in "wish", and this idea helps me remember the difference and keep them separate in my mind. I could offer many other examples.