

## Vernam Two Cryptographic Engine

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This cipher methodology utilizes 4 pointers pseudo-randomly set initially and advanced (different pseudo advancement functions for each pointer, executed between blocks) pointing to number streams, Xor'ed together, that are obtained from a large fixed randomly produced key; they produce **Effective Key Streams (EKS's)** that are Xor'ed with the successive blocks of plaintext. The pointer advancement algorithm does not allow any pointer to be advanced the same amount as any other pointer for any specific block, or the resulting advancement being a duplicate of any other pointer number that was used within 500,000 blocks. Both the sender and receiver can now possess a fixed key and still encrypt and decrypt text using the created-on-the-fly non-repeating pseudo-randomly controlled **EKS's** formed, just as the Vernam cipher engine does now. Because the **EKS's** are created from a fixed key, both sender and receiver will possess a common key and pseudo-randomly recreate the same set of non-repeating **EKS** streams.

This design is at least 4 times faster, and also experiences no loss of security, as compared to the AES. The same mathematical operator as the Vernam cipher (Xor) is used between the **EKS** and the plaintext. The **EKS** has multiple key solutions that do result in almost countless key sets that all translate correctly with no methodology available to determine which one of these reconstructed key sets is correct. This is illustrated in Appendix A showing 5 of the almost countless reconstructed incorrect keys. When encrypting 128 characters, the 27,000+ (AES Visual Basic version) mathematical operations executed by the AES are decreased to less than 1,000 for this Vernam Two. This results in an increase in speed that is needed in today's increasingly data-intensive and security-dependent world.

Using a fixed randomly created key stream of 2 Megabytes (2,097,407 numbers), hereafter referred to as the **Key**, four pointers are pseudo-randomly determined referencing this **Key**. The four streams of numbers extracted are equal in length to the block size, 128 key numbers in this design. The fourth pointer is an Xor of the first 3 pointers and two other Engine 2 pointers, 69 and 152, described later. Examples:

Pointer 1 = 453,176

Pointer 2 = 1,150,639

Pointer 3 = 1,873,098

Pointer 4 = 782,464

Xor'ing the numbers from these four streams forms an **EKS** that will eventually be Xor'ed with the plaintext, fully detailed in Appendix B. The example in red is '**DA**' Xor '**5F**' Xor '**9A**' Xor '**A3**' = '**BC**'. With the attacker not knowing the 4 key numbers, it is Algebraic law that this single equation with 4 unknowns will remain verifiably unsolvable. Here are 4 example key streams using the above pointer numbers and the resulting **EKS**:

Key Stream @453,176	- BF 7B C3 5A 5C 49 <b>DA</b> E7 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D
Key Stream @1,150,639	- 19 40 2A 6A BC 3F <b>5F</b> EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E
Key Stream @1,873,098	- 42 D4 39 72 35 66 <b>9A</b> BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C
Key Stream @782,464	- D6 CE CC 5B E3 44 <b>A3</b> 66 57 25 5E CC EE 92 C2 AF 10 E8 72 7C F2 0E F4 C9
Effective Key Stream 1	- 32 21 1C 19 36 54 <b>BC</b> D0 B1 CB 0E DD D3 84 5C 2E 30 52 61 BC 1D E0 FA E6

The above, as well as all other demonstration data displays within this document, is at least a partial copy/paste from a demonstration app to illustrate the validity of this design. Two screen shots showing the app displaying the data above is provided in Appendix C. If pointer 1 was advanced to 453,177, the key stream shift would cause the above example to show the **EKS #2** below. Notice that the 4<sup>th</sup> pointer is also changed because of the change in the first pointer. **EKS #1** is copied just below it for comparison:

Key Stream @453,177	- 7B C3 5A 5C 49 DA E7 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3
Key Stream @1,150,639	- 19 40 2A 6A BC 3F <b>5F</b> EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E
Key Stream @1,873,098	- 42 D4 39 72 35 66 <b>9A</b> BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C
Key Stream @782,465	- CE CC 5B E3 44 A3 66 57 25 5E CC EE 92 C2 AF 10 E8 72 7C F2 0E F4 C9 02
Effective Key Stream 2	- <b>EE</b> 9B 12 A7 84 20 44 85 C9 CE 93 24 BF 01 DA AF 69 A8 66 E9 84 F5 50 B3
Effective Key Stream 1	- 32 21 1C 19 36 54 BC D0 B1 CB 0E DD D3 84 5C 2E 30 52 61 BC 1D E0 FA E6

A very minor change in just one pointer causes a major change in the **EKS** due to the position shift of the key numbers in two of the streams used. Appendix D shows the effect of advancing just the first pointer 10 times.

## Advancing the pointers for this Vernam Two technology

Advancing the pointers in a pseudo-random fashion is absolutely crucial to the successful implementation of this Vernam Two algorithm. The function, provided in Appendix E, follows these factors in advancing a pointer:

1. The Xor of all 4 pointers determines the order the pointers will be advanced.
2. The value of the pointer determines the mathematical operation used to determine the amount of the advance.
3. The value of any or all other pointers, before **or after** their advancement, determines the amount to advance.
4. Once the pointer is advanced, that value is checked to not have been used within 500,000 blocks, advancing until a value found to not be used within 500,000 blocks is found.

Also included in Appendix E are six pages of examples displaying how this code advances the pointers.

## The 512 random number system key

This demonstration design requires only a 512 byte key, but it is way too small for use during the execution of this algorithm. In order to be used, these 512 numbers have to be constructed a certain way in order for it to be expanded. It is to be constructed in a way so that an additional key can be extracted from the array and used in the key expansion algorithm. In this way, the procedure can be pseudo-random because numbers extracted from this key are obviously classified as ‘random’ and therefore whatever the process, it is therefore repeatable for any number of cipher applications using the same key.

The numbers created for the key for this system are a set of 512 numbers from 0 to 255, 2 each, randomly placed and determined by the random number generator as you will see. Limitations are placed due to the size limitation (512 bytes) and the need for all numbers between 0 and 255 inclusive are needed within this key. A temporary key is initially made of whatever size is needed until 4 of each numerical value between 0 and 255 has been loaded into a temporary array. Then a loop is started to move randomly selected numbers that don’t have 2 of that number in the key from this array to randomly selected positions in the key array. The code used to accomplish this function and produce this list of numbers produced for this technology demonstration system is provided in Appendix F.

## Creating the 2 Megabyte Key Stream

Suppose you put a group of randomly selected numbers on blocks, put the blocks in a drum and turn the drum to mix the blocks. You then pour out the blocks and align them. Do the numbers in that order, obviously different from the first arrangement change the numbers into a block of non-random numbers? Of course they don’t. So rearranging the numbers using whatever is needed in different ways in a process that can be duplicated (pseudo) would produce a stream of 2,097,407 random numbers (only 256 numbers from the last set is used) from the original. With the input numbers listed in Appendix F, with 2 values of each number between 0 and 255, examining and extracting 256 unique numbers from this stream will provide an adequate Transposition Key. The Transposition Algorithm is **not** used here to encrypt the key but to **rearrange** the numbers in pseudo-random order for repeatability. Note that each set of rearranged numbers has the next Transposition Key extracted rather than use the same transposition key. Note: The transposition key numbers are copied to an area 255 locations above the current one, this use is described later in this document. Using the key in Appendix F, the code specified will input those 512 numbers and expand them using the extracted 8,192 Transposition keys to reposition each block of 512 numbers forming a 2,097,407 randomly formed key stream. All the Transposition keys are Xor’ed to the created stream in order to effectively hide the original 512 byte key.

Testing has shown the resulting number stream created using the number set displayed in Appendix F provided in this fashion produces only 2 streams within the 2 Megabytes of 5 numbers long that are duplicated in two places with no streams equal to or greater than 6 duplicated anywhere. Since it is not possible to reconstruct this key within the framework of the Vernam Two engine algorithm, and the numbers created cannot be discounted as not being random, this methodology of expansion should be acceptable to keep the stored key to only 512 bytes.

## The Vernam 2 Algorithm – Transposition Engine 2

In addition to the Vernam Engine described on page 1, the Transposition Keys extracted during the key expansion function are then used to transpose the **nibbles** of the Vernam output and is Engine 2 of this design. This quite literally shreds the Vernam Two output so that there would be no hope of any attack being able to be even started against this system. There is an average of about 16 of each digit in the midstream or Vernam Engine output and the attacker is going to have an impossible time trying to figure out which ‘8’ (for example) in the input would be the first ‘8’ in the line.

Just because the Transposition Algorithm has been broken now for decades does not mean it is useless. The breaking of the algorithm was made possible by plaintext as the input. It is used here to 1) expand the key, 2) uses pseudo-random data as the input and 3) transposes Vernam output **nibbles** instead of the Vernam output bytes.

Take this **midstream** from the demo system and look at the blue highlighted ‘8’ digits, both in this and the ciphertext output below:

A383238AC2D5FD77EB5A62FD228EE1009B95540AC43649574DE7E387167DEB6648182B758B50625  
5CACBDF74800FD964A93416A94890ABB7BE95BFF593F8F39B6D533251091752537C5FD80F606E2DB2  
2A05CDDADBE80BF9180D582169DF77072AEDDF921430F2492E5FDBC0F20CCA5038C226330A615428D  
9F56B8AB352BC18

Here’s the ciphertext **output** stream with the ‘8’ digits also highlighted so you can see the transpositions:

803A98B5D22547ABDDC5FC1A55202577A23423F4785CB6D2839F32BDD23F913530CF2F9F037AB94  
A779887846DA118949E5AB22B093C4B55BE6F978E5888E80ECCA019DB9B1A5E80D23100D35050B12A  
8883B5564B25D006B2B6F8AD5050624AC2FD4FDC94EBDF07391E2D63F64CDE6BEF02695723FCF9EDF  
16506267757AD16

Take the first digit ‘8’ in the ciphertext line highlighted in red. Since you know the midstream above is defined as pseudo-random, how would an attacker attempt to properly determine which ‘8’ in the midstream was placed in that position 1 in the output? How would an attacker be able to determine that the red ‘8’ in the midstream is the first ‘8’ in the ciphertext line, not any of the other 17 ‘8’s? There are 18 digit ‘8’ numbers, highlighted in blue, in both lines, meaning there are 18 factorial or 6,402,373,705,728,000 possible transposition keys, just for all the ‘8’ digits in the line. There are 15 other digits. The product of all the factorials of the numbers of each numbered digit in this **particular** output line is  $8.309 \times 10^{215}$  transposition keys that would take that ciphertext block to produce the correct midstream above. The number of transposition keys for each line varies as the quantity of each hex digit varies in each stream. There is no mathematical process that could ever be developed that would be capable of picking the correct transposition key out of all those possible keys even if there was enough space in the universe to store them. Not only are there more possible keys than there are molecules in the universe, but they all convert the ciphertext properly to the given midstream above.

To complicate the attack even more, even if they were able to correctly reconstruct the transposition key, an offset is also determined into that particular transposition key. Remember in the key expansion algorithm it was noted that the transposition key was also copied to the upper 255 locations? This is why. An offset into this table is randomly determined at the start where the start of access to the table is made, from 0 to 255. Even if the attacker were somehow able to reconstruct the correct key, there can never be any indication by any numeric processing of the exposed key as to where location 1 was located in that key. In the above example, the offset was 209. Locations 209 to 465 would contain the transposition key used to transpose the midstream to form the output ciphertext. There could never be any method of determining that position 48 is actually position 1 of the key used with an offset of 209.

For the next block of ciphertext, the pointers are all advanced using separate pseudo-random technology for each pointer that combines both the values of potentially all the pointers and Vernam key values in determining what is used for pointers for the next block of text. In this way, no additional modes of operation are needed for this design. It also checks to make sure no pointer uses a pointer value used by **any** pointer within 500,000 blocks.

Extensive testing of the advancement algorithm has shown that there is no duplication of all 4 pointers used for any ciphertext block even through 100 million simulated blocks of plaintext. Since the 2 Megabyte key has been shown to be random in nature, Xor’ing 4 different pseudo-randomly selected streams from this key and Xor’ing them together to form an Effective Key Stream (the **EKS** described on the first page), they can be described as non-repeating, the same as what is required by the original Vernam system. Because the key is fixed, formed by a pseudo-random process that is easily repeated by both sender and receiver, the transmission of the key with the ciphertext is no longer required.

## The communication protocol of pointers to the decrypt engine

Since 5 of the 6 pointers are randomly selected for each ciphertext processed, these numbers need to be communicated with the decrypt engine using an algorithm to hide them from any attacker.

Starting with the Encrypt engine, the 3 pointers need to be inserted. For the first block only, a simple sum of the ASCII characters in the 120 byte plaintext block is obtained, converted to hexadecimal and inserted as the first 4 characters of the plaintext. After the Vernam Engine has executed, producing a stream of pseudo-random midstream numbers and split into 256 nibbles, the 3 pointers are split as follows:

1. The first 5 nibbles are mathematically combined with the top bit cleared to form a single pointer from 0 to 1,048,575 (1FFFFFF hex) inclusive.
2. If the value of the location in the Vernam Key is less than 6 or greater than 235, the pointer is incremented and the next value is obtained, repeating until a number within the acceptable range is attained. Example: The first 5 nibbles: 0, 9, 4, 0, 6, forming 9406 Hex or 37,894 decimal. That location contains 160, an acceptable number.
3. Each of the first 3 pointer's first 16 bits are split into two nibbles each and the 8 nibbles are inserted in the midstream starting at the pointer obtained, in this case, locations 160 through 167.
4. The top 5 bits of all 3 pointers are combined into one number (forming bits 0 to 14 of 15 bits) and then that number is split into 2 nibbles and those are inserted into the midstream as well. In this case, locations 168 and 169.

Example using the sample supplied on the first page – the pointers 1 - 1,725,418, 2 - 1,260,439, 3 - 774,161 were changed to 21,482, 1,551, 44,714, then combines the top 5 bits from each pointer (#1-) 26,624 (6800h), (#2-) 992 (3E0h) and (#3-) 9 (9h) for a value of 27,625 (6BE9h). These 4 numbers are broken into the 8 nibbles and inserted in the midstream for the transposition engine. The Transposition engine executes the repositioning of all the nibbles and pairs of nibbles are combined to form the characters of the ciphertext output stream. The transposition numbers themselves, the key number and offset, are communicated by two extra characters inserted in only the first block of ciphertext, making it 130 characters in length instead of 128. The process involves the following steps:

1. The first three characters of the ciphertext line are mathematically combined to form a pointer into the Vernam key table.
2. A loop executes if the location pointed to in the Engine 1 key contains less than 5 or greater than 125 incrementing the pointer if not, exiting if it is within range. Example: the first 3 characters are 69 (45H), 102 (66H) and 85 (55H) forming 456655H. The upper 4 of the hex is stripped, making the pointer 353,877. That location in the Vernam key contains 193, not within range, it advances the pointer to 353,878 that contains 15, that is in range. The function passes that back to the encrypt engine.
3. It then inserts ASCII characters equal to the 1) Engine 2 pointer and 2) zero-based engine 2 offset in positions 15 and 16. Since these numbers are created randomly and inserted in what is defined as pseudo-random data, there is no way any attacker could be able to consistently determine which two characters identified these values.

Then the ciphertext output line is written to the ciphertext output file. Since the pointer handlings for subsequent ciphertext blocks is handled in a pseudo-random fashion, both encrypt and decrypt engines do stay in lock-step with each other in processing the remainder of the plaintext, so no further insertion of register data is needed (steps 1-4 and 1-3 above).

In the decrypt mode, for the first block only, inputting the first 130 ciphertext characters, the second 3-step algorithm above is executed, extracting the two characters, and bringing the block to a 128-character length. Using the pointer and offset numbers extracted, the transposition operation is reversed, constructing the midstream for the Vernam Engine.

For the first block only, the 4-step algorithm is used to extract the nibbles used to identify the 3 Vernam pointers with the 4<sup>th</sup> pointer then reconstructed by Xor'ing these pointers plus the Transposition pointer and offset. The Vernam engine is then executed, forming the plaintext string.

To help aid in the decrypt engine determining that it has been successful in decrypting the ciphertext, the simple sum of the ASCII of the characters from character 5 to the end are summed, converted to a hex number and compared to the first 4 characters of the first decrypted plaintext block. If the characters are hexadecimal and they equal the sum the decrypt engine reformed, the process continues. Otherwise the error is discovered and the decrypt process aborts and this finding is reported to the user.

## Testing performed to confirm this system's design

To test this system, a process was developed to simulate the encryption using 100 million blocks of text, 12.8 Gigabytes of plaintext. The process created just the Effective Key Streams and recorded the 5 pointer values used to create each stream. This produced a single data file almost 30 Gigabytes in size. Another process inputted this data and sorted it into 256 separate files, one for each value of the starting hex number, '00' to 'FF'. Still another process took each one of these 256 files and separated them into 256 additional files, one for each value of the second hex number, '00' to 'FF', for a total of 65,536 different files, approximately 1,550 Effective Key Streams per file. This entire process was duplicated 9 more times for a grand total of 1 billion Effective Key Streams and the associated 65,536 for each process, a total of 655,360 files containing the sorted Effective Key Streams. All 900 Gigabytes of all files, including the intermediate files used in sorting and test result files, have been moved to an external 3 Terabyte hard drive for any viewing needed. The tests done so far:

1. Each of the 65,536 files in each of the 10 cases was opened and each of the 256 nibbles in each key stream was compared with each nibble in every other key stream in the file and the maximum number of nibble matches per stream was recorded. Results: No more than 55 nibbles compared out of 256 in any two key streams matched.
2. Each of the 65,536 files in each of the 10 cases was opened and all streams in each file were compared, nibble by nibble, with each file in the next corresponding case, #1 compared with #2, #2 compared with #3, .... #10 was compared with #1. This process took 4 computing (24 hour) days to complete for each case. Results: No more than 55 nibbles out of 256 nibbles compared in any two key streams matched.
3. Each of the nibbles in the first case (streams that begin with the first two bytes of '00' and '00') were compared with all other streams in each pass. Results are ongoing at this time (another 4 computing days per pass, 10 passes), but results so far are virtually identical with the tests in the first two cases – no more than 55 nibbles compared in any two key streams matched. So even though only one 2 Megabyte key created these 100 million Effective Key Streams, a grand total of 12.8 Gigabytes of key streams, no stream that began with '0000' would come closer than matching 55 hex nibbles with any other key stream in the pass tested so far.

Because of the number of Effective Key Streams, and considering my limited computational capacity, I could conduct tests for the next 3 years and not be completely done. But results have shown me that this system is solid and considering that even if any set of pointers is duplicated anywhere within a plaintext encryption, the indication of this could never be discovered. And even if it was, the Xor of several key streams more than adequately protects the key and plaintext, not to mention that only less than 0.02% of the key would be exposed. And since all the pointers are advanced between plaintext blocks, the attack would have to start all over again for each block.

Because of the inability to discover the correct values used to create the Effective Key Stream, fixed key overlap is going to eventually occur and will remain undetected if and when it occurs by any external stimulus in either the plaintext or ciphertext.

## Appendix A

The black numbers are the real key numbers, the red numbers are bogus. Notice all [internal streams](#) and [ASCII Hex](#) are all identical.

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Plaintext ASCII Hex - 54 68 69 73 20 69 73 20 73 61 6D 70 6C 65 20 74 65 78 74 20 74 6F 20 64 65 6D 6F 6E 73 74
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
Key Stream @?,???,?-- 8E E1 55 A6 80 12 46 62 E3 85 D9 97 4B FB 28 20 E2 26 DF D3 EA 98 52 96 73 E9 DC A2 58 2A
Key Stream @?,???,?-- 45 AF 52 70 90 E0 C9 89 B9 24 E6 C0 F5 E4 C5 BC B2 B8 D6 23 20 9D 8D 7B FD 78 48 43 A4 CB
Key Stream @?,???,?-- DA 0A F6 71 57 E3 6F 07 A6 05 5A 97 58 22 15 A4 55 66 FD A8 3E C5 6A 83 05 87 F0 26 C9 10
Key Stream @?,???,?-- 23 65 ED BE 71 45 5C 3C 4D 6F 6B 1D 35 B9 A4 16 35 AA 95 E4 E9 20 4F 88 7F 74 B8 5B 19 75
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
Internal Data Stream - 66 49 75 6A 16 3D CF F0 C2 AA 63 AD BF E1 7C 5A 55 2A 15 9C 69 8F DA 82 91 0F B3 F2 5F F0
72 61 74 65 20 74 68 65 73 65 20 73 74 65 70 73 20 6F 66 20 74 68 65 20 27 52 61 6E 64 6F 6D 20 43 69 70 68 65
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
79 15 7E 8A A6 BE 50 46 78 24 75 D5 FB D7 D4 54 CD FB C9 2F FA 11 A8 10 19 07 72 0C A7 82 D6 0B A2 6A 6A 78 69
80 52 58 B5 34 6E CD 2F 91 30 F7 84 E5 16 16 12 C5 E9 02 3F 7C 51 B3 BD B7 B5 13 01 6F 58 06 00 16 B1 BA 2B 04
D3 7F F6 F3 CA A7 9D 3A F7 49 11 EE 26 55 C2 ED 45 E5 5D ED 24 6F 23 CA 6E 2C 89 17 E6 C7 11 E4 E5 49 67 CC 13
D4 97 6D 5F 32 70 91 9A 9C 51 FF F5 5A 3A AB A4 32 55 84 80 DE 41 D6 BD 9E 11 D4 35 E4 DA 93 5B 73 56 56 0D E2
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
8C CE C9 F6 4A 73 F9 AC F1 69 4C 39 16 CB DB 7C 5F CD 74 5D 08 06 8B FA 79 DD 5D 41 AE A8 3F 94 61 AD 91 FA F9
72 20 4F 75 74 70 75 74 73 27 20 6D 6F 64 65 20 75 73 69 6E 67 20 55 4E 41 54 54 41 43 4B 41 42 4C 45 20 41 6C
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
B7 29 2A D2 7A 30 91 8D 2E B4 24 B8 3F 47 09 C2 DB 4B 05 84 F8 B6 A6 9C A5 07 AF 0C 95 88 C4 14 E8 C5 56 4C 3C
0A 2C AD 23 5B FA E3 D8 68 6F 1C 35 18 CC 92 5D 18 D3 A7 36 B0 99 64 55 E4 8C 2E 26 CE C2 C9 5A 3B 84 92 96 83
44 BE 43 64 3E 6D 1D 55 60 C4 61 68 5F 34 4E DD A9 9E AE B1 D3 FB 5A DB 42 2C 0D C5 18 23 6D 09 61 32 57 6C 7D
A5 96 F2 BC DF AF E2 8B 57 37 85 98 AF 7C 78 99 C0 66 48 C6 3E 8E 09 ED 69 65 BA AE 9B 02 A3 D6 E6 BA 9B 6A 74
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
2E 0D 79 5C B4 78 F8 FF 02 0F FC 10 B8 A7 C8 FB DF 13 2D AB C2 7A C4 B1 2B 96 62 00 9B 20 82 D3 18 8C 28 9D DA
67 65 62 72 61 69 63 20 6C 61 77 20 66 6F 72 20 73 65 63 75 72 69 74 79
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
4C D0 04 F3 A5 01 E0 C6 94 CC AE 8A 8D 0F 8A 40 77 D0 34 63 A5 AD B0 6D
1A F8 58 AD D8 3C 2C 69 69 0F 71 5A 95 23 E3 E9 59 94 E0 0E 8D CA 23
B2 6A 1F D0 D8 D5 34 A8 D3 64 5E 6E 29 C8 ED 10 52 27 08 AE 95 E3 2C 83
2C 89 08 CB EC 5A CE 86 83 C6 81 CB 97 79 31 1F 60 9B 02 8C 74 EF 8D B9
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
AF AE 29 37 28 DB 55 0A C1 66 09 7E 0F 44 07 8C DF 50 C9 D4 38 45 AF 0D

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Plaintext ASCII Hex - 54 68 69 73 20 69 73 20 73 61 6D 70 6C 65 20 74 65 78 74 20 74 6F 20 64 65 6D 6F 6E 73 74
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
Key Stream @?,???,?-- EE 15 1E 44 20 C6 05 B7 A8 97 7E 77 6F FD 85 C4 5A EF 8B 18 94 DE E8 BC 1D F3 86 A8 93 8C
Key Stream @?,???,?-- 7B 22 7A 13 41 98 CC 7C 82 7D 58 28 B3 61 E4 C2 56 55 C6 54 17 F4 A7 6D 2A B1 7B 96 E3 63
Key Stream @?,???,?-- 68 6F 9C 7F C2 37 59 C1 32 41 86 BE CD 0A C9 24 7B 90 08 8C A7 32 3B EE 28 C7 75 68 6E FC
Key Stream @?,???,?-- CF 79 E4 31 95 3D 2C DA A9 60 AE 3C C2 12 F4 0C 47 78 24 7C 39 F8 8E D9 EB E7 54 CA 32 97
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
Internal Data Stream - 66 49 75 6A 16 3D CF F0 C2 AA 63 AD BF E1 7C 5A 55 2A 15 9C 69 8F DA 82 91 0F B3 F2 5F F0
72 61 74 65 20 74 68 65 73 65 20 73 74 65 70 73 20 6F 66 20 74 68 65 20 27 52 61 6E 64 6F 6D 20 43 69 70 68 65
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
CA A0 3F F8 C6 8C 62 71 9D 16 C1 59 36 89 6E B8 23 E9 D8 F6 D3 4E 15 D4 F6 85 6E B0 31 E9 2B F9 02 7D A0 F0 F5
BF F7 96 0D F5 45 B0 F2 5C EE 16 D8 F4 87 BD 9C B1 75 8A F6 FE DA 6B 8D 74 C2 B6 3D DB 8D C0 A7 61 9F C1 FA 19
30 2F F0 F2 D9 D5 D4 17 9B BC DF 44 6F DA 9F 18 64 AE D7 93 2A 82 2B F5 E5 E2 0C D8 2F 5B E5 8C 6E 78 86 B2 57
BB D7 E4 94 80 1B 97 5D 88 48 64 8F CF 7A E7 33 89 90 97 EE 7B 78 BB 76 39 2A E8 7A 0F F8 5C 66 2F 5E 06 2A 27
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
8C CE C9 F6 4A 73 F9 AC F1 69 4C 39 16 CB DB 7C 5F CD 74 5D 08 06 8B FA 79 DD 5D 41 AE A8 3F 94 61 AD 91 FA F9
72 20 4F 75 74 70 75 74 73 27 20 6D 6F 64 65 20 75 73 69 6E 67 20 55 4E 41 54 54 41 43 4B 41 42 4C 45 20 41 6C
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
4E 77 A0 08 07 3F 1F 5A D5 35 05 1A 7D 52 2D AF BA 94 AB 23 DB 90 0C D5 9D 38 D4 5E 46 E8 34 C3 02 B7 0B DC 81
46 E7 00 B6 EB 8B 6B 88 7C AC 60 B6 19 0A 44 BC FD 03 C6 28 AE 0C 2C 90 67 7F E1 D6 C5 75 3F 9F B0 DD 99 10 8C
FA CF 1B C2 56 A1 E2 B0 73 01 C8 99 A4 8D CF FB E3 24 19 1F 50 D0 01 2D E8 F7 7A 72 89 C2 A8 F0 26 CC BC 26 46
AE 72 8D 55 7A 2E 1B E9 AB B0 71 48 17 16 0B 33 0E D3 30 D1 80 16 B0 97 78 72 79 BB D2 34 60 3D C0 6F 26 36 FD
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
2E 0D 79 5C B4 78 F8 FF 02 0F FC 10 B8 A7 C8 FB DF 13 2D AB C2 7A C4 B1 2B 96 62 00 9B 20 82 D3 18 8C 28 9D DA
67 65 62 72 61 69 63 20 6C 61 77 20 66 6F 72 20 73 65 63 75 72 69 74 79
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
FC 20 04 D1 1D 9D 02 78 9F CD 36 D5 6A 19 06 B8 5C 40 8B 3E 11 D5 77 F2
E1 8C CB A0 79 86 29 C6 4F 96 B9 54 D6 76 F8 49 A5 D6 51 BB 18 EA 56 7F
0E 14 21 C2 0A 92 C2 BE 36 3C 51 E8 AA 15 42 EF 0D 3A 46 46 BC 3F 95 1A
DB 73 A5 F6 27 3B DF 2A 4B 60 A0 37 7F 51 C9 B2 58 99 36 62 FF 2C 6F E3
|| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
AF AE 29 37 28 DB 55 0A C1 66 09 7E 0F 44 07 8C DF 50 C9 D4 38 45 AF 0D

```

Plaintext ASCII Hex	- 54 68 69 73 20 69 73 20 73 61 6D 70 6C 65 20 74 65 78 74 20 74 6F 20 64 65 6D 6F 6E 73 74
Key Stream @?,???,???	- 83 5C 5C 09 3A 38 56 DA 79 BE E3 CD E0 3D D7 33 B1 CE E6 9A 9B CF 91 EE CE 9C 53 CD 3B 90
Key Stream @?,???,???	- 2A 59 14 73 17 1A 72 5F 87 CF AA 2F CF 79 F3 5F 57 BC E0 B3 3D 73 9E DC 2A 74 6C 6C 72 A5
Key Stream @?,???,???	- 96 27 55 D6 59 A8 1A B5 3A 75 93 0C AF C3 0A 15 EA D1 B4 3C 07 43 FF 15 77 C0 1B A1 AB CE
Key Stream @?,???,???	- 0D 03 01 B5 42 DE 82 E0 75 CF D4 33 53 03 72 57 3C F1 D3 A9 BC 1F 0A C1 67 4A F8 9C CE 7F
Internal Data Stream	- 66 49 75 6A 16 3D CF F0 C2 AA 63 AD BF E1 7C 5A 55 2A 15 9C 69 8F DA 82 91 0F B3 F2 5F F0
72 61 74 65 20 74 68 65 73 65 20 73 74 65 70 73 20 6F 66 20 74 68 65 20 27 52 61 6E 64 6F 6D 20 43 69 70 68 65	
OB 29 2A 3B AC 24 01 E4 23 27 53 41 89 44 27 75 89 CD 89 4A 13 34 56 AF 41 25 44 74 89 E2 2F 43 24 DD AB E2 BD	
5A FB 72 3F 45 9A 26 60 12 78 09 D7 29 D2 31 2B 35 1F AA EC 19 7C 12 3E 35 55 75 A2 DA 54 6A 06 09 8E 6D 0F 73	
C6 C1 04 EC 5C FA FB F0 1D 6B 8C A3 C0 0B E7 9A 38 26 59 57 C6 19 77 9F 3F 4C 8D 1D 9E 70 45 38 CC FA 9B 31 AE	
69 BC E1 7B DF 43 4D BD AE 38 BA 7F 02 33 5A CB FB 56 68 8C B0 3F DD D4 15 B3 80 E4 07 01 52 C9 C3 6D BC 4E FC	
8C CE C9 F6 4A 73 F9 AC F1 69 4C 39 16 CB DB 7C 5F CD 74 5D 08 06 8B FA 79 DD 5D 41 AE A8 3F 94 61 AD 91 FA F9	
72 20 4F 75 74 70 75 74 73 27 20 6D 6F 64 65 20 75 73 69 6E 67 20 55 4E 41 54 54 41 43 4B 41 42 4C 45 20 41 6C	
9B C5 A6 5E C7 1C 3A 96 95 20 92 EE 59 A8 29 8E 67 BA 81 2B 2C 96 DC 33 8D 03 37 3B 7F DD 87 A8 E7 DF 37 9C B3	
EC 7F A5 AD D6 FB C0 B3 26 BB 71 9F 4B 6B 33 AA BC 2C 72 63 9F 6C 5C 2D B9 04 E7 FE 99 93 22 55 FF 19 C0 7C 92	
DF 00 7F 6F 91 CC 6E OF 39 E9 F6 2B 35 BD D8 OF D4 57 FF F9 50 DD 15 AE 0B 35 63 42 0D F1 ED 23 BD 80 CD 67 DF	
F4 97 4A B5 40 23 19 A1 FB 5A C9 27 F0 BD 6F F0 A5 A1 48 74 46 7D 04 4F 55 F0 85 C6 33 D4 8B 4F F1 8F 32 5B 48	
2E 0D 79 5C B4 78 F8 FF 02 0F FC 10 B8 A7 C8 FB DF 13 2D AB C2 7A C4 B1 2B 96 62 00 9B 20 82 D3 18 8C 28 9D DA	
67 65 62 72 61 69 63 20 6C 61 77 20 66 6F 72 20 73 65 63 75 72 69 74 79	
AC E0 23 39 24 4A 9E CF E5 A3 6E AA 1E FE E4 FB 9B 0E 68 47 0D 22 E9 07	
D6 E1 FF C2 65 23 6B FA 13 E8 4B 0A 84 E9 5F D2 89 FB 1F 33 3B 20 6F 32	
92 CF 57 CE CC 4E 3B FA AC 4D 67 A3 BE D9 86 D7 00 9D 25 A9 91 C6 82 B2	
20 05 C0 70 C4 95 F8 E5 F7 01 3C 5D 4D E5 48 52 BE 5D F8 7C ED E8 DF F3	
AF AE 29 37 28 DB 55 0A C1 66 09 7E 0F 44 07 8C DF 50 C9 D4 38 45 AF 0D	

Plaintext ASCII Hex	- 54 68 69 73 20 69 73 20 73 61 6D 70 6C 65 20 74 65 78 74 20 74 6F 20 64 65 6D 6F 6E 73 74
Key Stream @?,???,???	- 59 37 1B 89 59 B3 0D C6 C7 AE 6A 20 24 D0 7D BC C8 AC 70 35 C4 E2 58 55 14 76 83 12 09 70
Key Stream @?,???,???	- 8F 1E AC 0F DB A1 69 12 37 AB F3 60 C6 BB 98 77 38 84 0A 79 07 9A 38 F8 EF 5D 6C 00 AE 2A
Key Stream @?,???,???	- 95 2F EB 0B 83 8E BB 95 45 3A FE 5C 5E 69 36 14 AE B4 C2 86 B9 0D 42 30 3A 00 4B 1B E7 2D
Key Stream @?,???,???	- 71 27 40 94 37 C8 63 91 04 F4 69 C1 6F 86 8F F1 6E CE D9 76 67 95 D8 7B 35 49 78 95 6C F3
Internal Data Stream	- 66 49 75 6A 16 3D CF F0 C2 AA 63 AD BF E1 7C 5A 55 2A 15 9C 69 8F DA 82 91 0F B3 F2 5F F0
72 61 74 65 20 74 68 65 73 65 20 73 74 65 70 73 20 6F 66 20 74 68 65 20 27 52 61 6E 64 6F 6D 20 43 69 70 68 65	
00 CB F4 B4 6F C3 16 23 0B DD C7 F1 F4 99 E5 49 C1 4E 80 1E 45 A9 C2 53 A0 65 23 0E 89 4C CE 59 DA 6D 4D F9 5C	
A5 64 FD C0 36 4E CE F0 9F 01 C6 88 AA F0 FD 80 CA 04 F4 65 AF 29 D6 06 2D 19 F3 5D 4E 6D 79 C0 B5 E0 73 48 35	
4B FD 85 04 BE 8F 2F C3 91 2F E3 AD D6 B9 4D 8C A9 A1 D7 68 61 54 F0 88 FB D0 9B A9 C2 82 3B 7D 43 5F 9D 67 70	
10 FD 31 E3 8D 05 66 D9 87 FF 8E 9E EA 7E FE 4A DD 49 B1 6E F7 BA 0A 07 28 23 77 D5 CF 64 DE 50 0E 16 42 44 85	
8C CE C9 F6 4A 73 F9 AC F1 69 4C 39 16 CB DB 7C 5F CD 74 5D 08 06 8B FA 79 DD 5D 41 AE A8 3F 94 61 AD 91 FA F9	
72 20 4F 75 74 70 75 74 73 27 20 6D 6F 64 65 20 75 73 69 6E 67 20 55 4E 41 54 54 41 43 4B 41 42 4C 45 20 41 6C	
9F 7C 92 D4 35 AB FC 4D 02 15 DF A7 8F 80 95 5F 9B 35 40 A0 D3 22 29 8A D2 4D 5B C2 5B 7C 7F 3A D5 21 FA 40 06	
E5 07 80 B1 6C EB 51 36 F0 29 2C 56 C4 13 79 C6 9E 88 40 3B 64 68 16 80 36 54 49 DB BB AA 4E A2 AF C0 69 18 AC	
45 47 74 12 93 FF 9B 73 06 9D 38 4C D6 14 C6 EC 10 BE DC A9 36 E7 6A 8B 14 9C 34 37 E5 B5 8E 19 A6 21 59 D4 B8	
63 11 50 5E 0A B7 BB 83 85 89 17 C0 4A 44 87 AE BF 63 98 F7 24 F7 C4 7E 9A 47 10 6F DD 08 7C 10 88 09 C2 50 A4	
2E 0D 79 5C B4 78 F8 FF 02 0F FC 10 B8 A7 C8 FB DF 13 2D AB C2 7A C4 B1 2B 96 62 00 9B 20 82 D3 18 8C 28 9D DA	
67 65 62 72 61 69 63 20 6C 61 77 20 66 6F 72 20 73 65 63 75 72 69 74 79	
8B 44 CC 13 4A 8B 06 B8 E2 88 16 C3 B4 A0 30 D6 28 3E DE 5C 1F 6E 8F CC	
5F 9E 8D 38 82 D8 B5 0F 4F 58 47 B2 55 5F D9 2F 07 1E FA 32 78 DD 90 4C	
70 3D EE BC A5 27 B7 AA 3D 05 7A 33 7A C0 E6 59 F5 7A BE 4C 62 09 BF 86	
6C 2C E4 D2 24 C6 32 37 3D D2 55 1C F2 14 7A 0C 76 6F 30 83 4F 96 7B 72	
AF AE 29 37 28 DB 55 0A C1 66 09 7E 0F 44 07 8C DF 50 C9 D4 38 45 AF 0D	

This shows the Transposition Engine #2 operating on the Internal Data Stream. The numbers above the Internal Stream are the position number in vertical format. The numbers above the Ciphertext Output are the position in the Midstream where that hex digit was obtained.

On the next 5 pages are random reconstructions of Transposition Keys that will reconstruct this midstream into the ciphertext in this example. The Internal Data Streams and ciphertext are all identical in this and all 5 bogus examples.

	1	11	11	11	11	11	12	22	22	22	23	33	33	33	34	44	44	44	44	45	55	55	55	56																							
12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90																							
<b>Internal Data Stream</b>	-	66	49	75	6A	16	3D	CF	F0	C2	AA	63	AD	BF	E1	7C	5A	55	2A	15	9C	69	8F	DA	82	91	0F	B3	F2	5F	F0																
Transposition	-	1	2	2	21	1	12	1	11	2	21	11	22	1	11	12	21	11	1	2	2	11	11	21	1	2	1	2	12																		
Key Number ???	-	02	58	55	11	18	92	86	49	78	4	12	28	53	92	64	84	14	19	2	49	85	66	80	17	5	27	53	59	55	70																
Offset Number ???	-	47	50	60	00	18	41	83	09	87	34	92	35	49	51	61	47	68	52	99	57	76	57	31	17	36	57	29	40	82	27																
<b>Ciphertext Output</b>	-	6E	09	28	F9	32	05	BC	C1	A6	59	DF	99	F8	86	B5	BD	78	4B	19	C7	CD	FD	20	A7	4C	CF	F9	FB	F5	DD																
1	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11																
66	66	66	66	67	77	77	77	78	88	88	88	89	99	99	99	99	99	90	00	00	00	00	01	11	11	11	11	12	22	22	22	23	33	33													
12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34																
8C	CE	C9	F6	4A	73	F9	AC	F1	69	4C	39	16	CB	DB	7C	5F	CD	74	5D	08	06	8B	FA	79	DD	5D	41	AE	A8	3F	94	61	AD	91	FA	F9											
2	11	1	12	21	11	1	2	22	2	12	11	1	11	2	1	2	1	2	2	21	2	21	12	11	21	2	2	1																			
23	63	96	82	74	44	93	53	14	07	34	23	73	02	17	58	14	21	91	55	99	41	65	72	08	09	36	63	47	79	13	37	21	14	5	44	06											
51	26	31	58	26	90	43	35	32	69	32	04	18	22	70	33	45	40	17	17	15	24	41	46	66	26	85	70	15	08	26	46	46	88	16	64	36											
B7	CA	2A	11	38	FC	F5	A2	5C	B6	09	BF	77	85	A3	03	D7	D6	7C	45	9C	FF	E0	91	D6	C2	5C	F9	DC	A4	D4	92	A1	82	05	A0	09											
11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	12	22	22	22	22												
33	33	34	44	44	44	44	45	55	55	55	55	56	66	66	66	66	67	77	77	77	78	88	88	88	88	89	99	99	99	99	99	90	00	00	00	00											
56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90															
2E	0D	79	5C	B4	78	F8	FF	02	0F	FC	10	B8	A7	C8	FB	DF	13	2D	AB	C2	7A	C4	B1	2B	96	62	00	9B	20	82	D3	18	8C	28	9D	DA											
2	21	1	2	1	1	11	1	2	11	2	2	1	1	11	1	1	1	22	1	12	1	2	21	2	12	12	1	12	1	11	11	11	11	12	22	22	22	22									
44	00	68	32	81	07	98	23	38	70	02	65	68	14	17	0	91	30	07	4	59	66	21	25	51	1	53	34	18	31	40	23	10	27	61	29	57											
39	39	94	09	26	83	39	29	22	60	03	93	40	88	98	57	61	58	71	23	48	30	85	79	92	82	02	75	36	23	09	01	91	45	24	52	59											
83	27	19	C7	C0	AF	50	37	A1	CD	8A	4B	84	24	A1	96	DD	2A	F2	6B	33	C0	63	AF	BE	AD	FA	0D	26	EC	9A	A5	A8	4A	79	6C	FC											
22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22											
01	11	11	11	11	12	22	22	22	23	33	33	33	33	34	44	44	44	44	45	45	55	55	55	55	55	55	55	55	55	55	55	55	55	55	55	55	55										
90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90												
AF	AE	29	37	28	DB	55	0A	C1	66	09	7E	0F	44	07	8C	DF	50	C9	D4	38	45	AF	0D	26	EC	9A	A5	A8	4A	79	6C	FC															
1	21	2	12	11	11	1	1	22	1	2	11	11	1	1	11	1	1	1	2	1	11	1	2	21	2	12	12	1	12	1	11	11	11	11	12	22	22	22	22								
35	20	18	30	31	57	33	52	5	82	32	59	62	47	94	84	4	33	46	32	29	46	42	16	70	75	79	04	75	24	18	86	57	18	53	57	89	73	99	14	11	43	78	61	60	61	40	80
01	68	2D	18	1F	2B	FD	01	71	4D	40	FD	60	FA	59	B4	66	5F	8F	E3	F0	98	F8	E8																								







	1	11	11	11	11	11	12	22	22	22	23	33	33	33	34	44	44	44	45	55	55	55	56													
12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90												
<b>Internal Data Stream -</b>	66	49	75	6A	16	3D	CF	F0	C2	AA	63	AD	BF	E1	7C	5A	55	2A	15	9C	69	8F	DA	82	91	0F	B3	F2	5F	F0						
<b>Transposition</b>	-	2	21	2	21	12	12	1	21	1	1	12	11	1	11	11	2	11	11	11	2	12	2	11	2											
<b>Key Number ???</b>	-	11	54	31	73	49	82	64	65	37	21	26	48	33	08	83	71	64	39	77	60	79	50	13	29	44	19	11	55	21	85					
<b>Offset Number ???</b>	-	02	50	58	39	96	91	60	27	29	20	48	25	39	56	13	41	28	50	84	39	97	40	87	31	45	74	54	93	23	96					
<b>Ciphertext Output</b>	-	6E	09	28	F9	32	05	BC	C1	A6	59	DF	99	F8	86	B5	BD	78	4B	19	C7	CD	FD	20	A7	4C	CF	F9	FB	F5	DD					
	1	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11						
66	66	66	66	67	77	77	77	78	88	88	88	89	99	99	99	99	90	00	00	00	00	01	11	11	11	11	11	11	11	11	11					
12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34					
8C	CE	C9	F6	4A	73	F9	AC	F1	69	4C	39	16	CB	DB	7C	5F	CD	74	5D	08	06	8B	FA	79	DD	5D	41	AE	A8	3F	94	61	AD	91	FA	F9
1	2	11	2	2	1	12	2	11	2	2	2	1	1	22	2	22	1	11	1	22	1	11	2	12	2	12	1	1	2							
83	85	91	32	80	51	35	5	36	92	28	85	93	69	05	52	11	7	9	64	40	14	34	9	32	98	52	1	16	11	1	30	08	41	93	31	34
89	23	37	78	30	43	17	86	43	27	30	40	71	19	84	12	26	27	55	91	62	04	24	19	85	23	25	44	45	95	93	43	95	63	01	26	39
B7	CA	2A	11	38	FC	F5	A2	5C	B6	09	BF	77	85	A3	03	D7	D6	7C	45	9C	FF	E0	91	D6	C2	5C	F9	DC	A4	D4	92	A1	82	05	A0	09
11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	12	22	22	22	22	
33	33	34	44	44	44	44	45	55	55	55	55	56	66	66	66	67	77	77	77	78	88	88	88	88	89	99	99	99	99	99	99	90	00	00	00	
56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78					
2E	0D	79	5C	B4	78	F8	FF	02	0F	FC	10	B8	A7	C8	FB	DF	13	2D	AB	C2	7A	C4	B1	2B	96	62	00	9B	20	82	D3	18	8C	28	9D	DA
11	1	1	11	1	21	22	1	11	2	11	22	1	11	21	22	12	12	2	11	2	1	11	2	2	2	1	1	12	2	12	1	1				
67	77	56	42	53	36	45	13	11	71	04	85	04	38	23	38	44	52	41	82	29	82	21	75	41	70	42	60	4	63	87	63	05	37	70	7	04
00	11	06	29	67	65	31	58	96	52	46	09	18	51	70	07	17	24	77	60	18	79	11	82	38	57	20	06	82	40	43	18	80	60	75	16	70
83	27	19	C7	C0	AF	50	37	A1	CD	8A	4B	84	24	A1	96	DD	2A	F2	6B	33	C0	63	AF	BE	AD	FA	0D	26	EC	9A	A5	A8	4A	79	6C	FC
22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22			
01	11	11	11	11	12	22	22	22	23	33	33	33	33	34	44	44	44	44	45	55	55	55														
90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34	56	78	90	12	34				
AF	AE	29	37	28	DB	55	0A	C1	66	09	7E	0F	44	07	8C	DF	50	C9	D4	38	45	AF	0D	26	EC	9A	A5	A8	4A	79	6C	FC				
11	1	11	11	12	1	11	12	11	2	11	1	2	1	1	21	1	1	1	11	1	1	11	1	1	2	2	2	1	1	12	2	12	1			
02	60	86	92	63	72	52	52	48	54	29	59	45	51	2	09	20	97	44	37	60	29	24	26													
36	82	87	90	94	65	58	36	52	15	44	86	18	51	69	68	84	37	39	62	71	35	67	74													
01	68	2D	18	1F	2B	FD	01	71	4D	40	FD	60	FA	59	B4	66	5F	8F	E3	F0	98	F8	E8													

## Appendix B

Illustrated below is a full view of the entire 128 character block processing executed by the Vernam Two Engine illustrated on the first page of this document. The fourth key stream pointer is an Xor of the five values of the first 3 pointers and the pointer and offset for the Transposition Engine displayed on the next page (453,176 Xor 1,150,639 Xor 1,873,098 Xor 69 Xor 152 = 782,464). The example text in red illustrates the sequence: **73** Xor **B9** Xor **9D** Xor **85** Xor **7C = AE**. The top plaintext hex is Xor'ed with the 4 key values below them, resulting in the hex number in the Internal Data Stream line. This entire example, here and on the next page, is copy/pasted from a technology demonstration application, illustrated in Appendix C later, so all the calculations are guaranteed to be correct.

Sample text block used:

This is sample text to demonstrate these steps of the 'Random Cipher Outputs' mode using UNATTACKABLE Algebraic law for security

Vernam Two processing data:

```
Plaintext ASCII Hex - 54 68 69 73 20 69 73 20 73 61 6D 70 6C 65 20 74 65 78 74 20 74 6F 20 64 65 6D 6F 6E 73 74
      || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || |
Key Stream @453,176 - B2 2C 8D 67 D2 23 B9 34 0F 56 10 A0 D2 24 AC 4F 0B C5 28 96 3F 5F C8 1E 9F 91 66 B7 16 03
Key Stream @1,150,639- F6 F2 B4 F5 57 83 9D 57 8E 17 D8 2C 07 51 8F F7 B1 DE 38 F9 84 80 B5 AA A1 5C F8 FF 3C 6A
Key Stream @1,873,098- 88 D7 E8 6E 0B DC 85 62 CA EA 7E 46 EA B5 C0 B9 B2 96 22 5B 22 83 F3 33 DD AD 88 5A 9D 51
Key Stream @782,464 - AD AB 47 04 2C CD 7C 84 2E DD 82 4B BF 3F 23 ED 97 8F 0A 96 6A 4F A9 0A 6F 31 2D C6 A4 FD
      || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || |
Internal Data Stream - 35 CA FF 8B 82 D8 AE A5 16 17 59 F1 EC 9A E0 98 FA 7A 4C 82 87 7C 07 E9 E9 3C 54 BA 60 B1
```

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72 61 74 65 20 74 68 65 73 65 20 73 74 65 70 73 20 6F 66 20 74 68 65 20 27 52 61 6E 64 6F 6D 20 43 69 70 68 65
|| || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || |
79 B1 53 58 28 72 F0 96 07 9E 9D B0 CC B1 3B 52 45 6E 02 74 83 F5 9A 91 EB E1 FF 2A D7 67 85 1D 43 31 8B 5F B1
0D 11 60 1C 0A 06 30 85 62 24 25 5F DB 4F B9 E2 3E 87 9E 17 25 86 46 04 3D F7 D4 C1 3D ED B0 F5 38 A4 0B 69 E8
44 04 D4 A5 31 1D 14 2A 2D E4 3F 78 94 01 5B 01 AC 9C A5 9B 31 39 67 38 D8 8A 44 F4 72 8B EF 2F 03 66 F1 33 03
89 EB 51 CB 20 C9 4E 31 DF B3 DC 71 59 37 8B 57 B5 85 BA AC 28 A9 24 4B DC 27 34 82 E5 8F C6 76 C0 03 44 09 EE
|| || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || |
CB 2E C2 4F 13 D4 F2 6D E4 88 7B 95 AE AD 22 95 42 9F E5 74 CB 8B FA C6 F5 E9 3A F3 19 E1 71 91 FB 99 45 64 D1
```

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72 20 4F 75 74 70 75 74 73 27 20 6D 6F 64 65 20 75 73 69 6E 67 20 55 4E 41 54 54 41 43 4B 41 42 4C 45 20 41 6C
|| || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || |
91 68 CC B9 DF 69 E7 0F B3 D4 5B 7A A9 A2 8D B8 DA 9D CD 72 D6 40 01 6D 3E 19 E5 0A 21 07 36 79 59 0B 9F 6C 24
F6 85 31 AF 98 3F 6F D9 34 33 F8 46 D5 60 CE C6 5D B9 7E 03 95 3D 07 D3 35 21 E0 7F D9 2D 8B 32 AA 98 B1 52 AA
6B EE AA 0C 42 EC A5 7A E4 49 D0 55 87 C2 7B 2C A6 F6 5C 45 0C A5 1F 3E C1 7D A0 65 5B 3E CD 4A 7F 5C BE 23 9C
D6 8B 07 84 10 0A 2C 99 33 38 C9 AA AE 79 7B E3 8F 42 DB FA A2 48 7E A1 2A E6 45 5A 6C 39 2D 9D 69 F2 31 A4 F2
|| || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || |
A8 A8 1F EB 61 C0 74 41 23 B1 9A AE 3A 1D 26 91 DB E3 5D A0 8A B0 32 6F A1 F7 B4 0B 8C 66 1C DE A9 78 81 F8 8C
```

```
67 65 62 72 61 69 63 20 6C 61 77 20 66 6F 72 20 73 65 63 75 72 69 74 79
|| || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || |
30 F0 E5 25 4F 2B 42 7D 92 5C B3 C6 B8 6C 38 0C A6 50 5F 0A 47 FD B0 7A
7B 34 DB 90 56 FE ED A0 68 D0 00 AA 21 F4 77 F7 4E 31 B6 1F 86 DB BA 65
C6 CD 39 60 23 5A 5E 89 63 6E 49 C4 A8 66 6A 91 33 35 7F 8E CC E4 27 45
64 1A 36 4E BE C6 FC 5A 85 2F 1D D0 1E 74 B8 22 59 3D 4E 55 14 B3 17 0D
|| || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || || |
8E 76 53 E9 E5 20 6E 2E 70 AC 90 58 49 E5 EF 68 F1 0C BB BB 6B 18 4E 2E
```

Illustrated on the next page is the process carried out by the second engine to quite literally shred the output of this engine producing the ciphertext block.

Illustrated below is the operation of the Transposition Engine on the Vernam output on the plaintext sample on the previous page. The ‘Internal Data Stream’ on the previous page is copied here as the input to the Transposition Engine. The digit number is listed in vertical format just above each digit in the stream. Digit ‘**10**’ (indicated in **blue**) for example is a ‘**2**’. Digit ‘**122**’ is a ‘**1**’. The Transposition Key Number is the number selected out of 4,096 keys, the offset is the start of the access to that particular key. Remember, each key consists of 256 unique numbers with 255 of them copied to the top portion so that there are effectively 256 keys from this one key in memory. The ‘Ciphertext Output’ is the output of the Transposition engine. The vertical format number above each digit is the Transposition key number where the engine obtained the Internal Data Stream or Vernam Output digit. For example, notice the first digit is ‘**8**’, 80 is in vertical format just above it. The ‘**8**’ in the ‘Internal Data Stream’ second part in red was where that first digit was obtained. The second digit ‘**0**’ was obtained from position ‘146’ also in red. Digit 29, ‘**8**’, obtained from 202.

The Transposition Engine quite literally shreds the output of the Vernam Engine. Without the Transposition Key, the first digit '8' could be any one of the 21 - '8' digits in the Internal Data Stream. With the input being defined as pseudo-random, current technology that would normally be used to break the Transposition text would be totally worthless. Since this stream is internal to the cipher, they will never have access to this data stream, any more than they would have access to any internal data while the AES is executing. For example, look at the 2-digit green Vernam pair, 23 and 24 ('F1'). Notice that digit 24 ('1') is in the second line of the ciphertext, 23 ('F') is in the third line. Ask yourself how any mathematical process will be able to not only find those two digits but put them in the correct order.

Pairs of hex digits are grouped together, converted to characters and the ciphertext has standard ciphertext appearance. Due to the non-printability of some of the characters, they are converted to something that is printable here.

## **Appendix C**



Demonstration Text: This is sample text to demonstrate these steps of the 'Random Cipher Outputs' mode using UNATTACKABLE Algebraic Law for security

With knowledge of the Plaintext input and the Internal Data Stream, the number of key sets possible for this stage 1 that would take this Plaintext and produce this Internal Data Stream would be equal to  $65,536^{\wedge}128 = 3 \cdot 231700607 \times 10^{^{\wedge}616}$

The hex 'Key Stream' numbers in vertical alignment with the plaintext ASCII numbers are Xored together to form the 'Internal Data Stream' numbers just below each set.

Stage	One:	Two:	Three:	Four:	Five:	Six:	Seven:	Eight:	Nine:	Ten:	Eleven:	Twelve:	Thirteen:	Fourteen:	Fifteen:	Sixteen:																					
Plaintext ASCII Hex	-	54	68	69	73	20	69	73	20	73	61	6D	70	6C	65	20	74	65	6F	70	64	65	6D	6F	6E	73	74	72	61	74	65	2					
Effective Key Stream	-	32	21	1C	19	36	54	BC	D0	B1	CB	0E	DD	D3	84	5C	2E	30	52	61	BC	1D	E0	FA	E6	F4	62	DC	9C	2C	84	FE	A9	BD	93	6	
Internal Data Stream	-	66	49	75	6A	16	16	3D	CF	F0	C2	AA	63	AD	BF	E1	7C	5A	55	2A	15	9C	69	8F	DA	82	91	0F	B3	F2	5F	F0	8C	CE	C9	F6	4

If there were to be additional ciphertext blocks, the pointers are advanced using a pseudo-random methodology for each successive block. Click this for samples.

'Stage 2 Input' nibbles are numbered in vertical format. The 'Ciphertext Out' stream shows the transposed NIBBLES from the Input, the vertical format numbers show the original position. The Transposition Key number (0-255) and offset (1-256) are the ones either randomly selected (first block) or incremented by a pseudo value determined in Block 1. The offset shows the start of the table access.

Stage	Two:	Three:	Four:	Five:	Six:	Seven:	Eight:	Nine:	Ten:	Eleven:	Twelve:	Thirteen:	Fourteen:	Fifteen:	Sixteen:																					
Transposition	-	11	11	11	11	11	2	12	21	11	11	11	11	12	1	2	2	21	2	1	2	21	11													
Key Number 69	-	83	52	70	4	78	34	24	9	04	36	91	43	54	41	51	49	34	89	57	80	51	20	55	59	36	47	59	58	54	82	6				
Offset Number 152	-	76	83	62	44	03	71	00	59	91	46	70	64	06	30	93	36	98	10	04	29	62	27	63	37	55	07	41	88	53	94	65	59	77	69	3
Ciphertext Output	-	6E	09	28	F9	32	05	BC	C1	A6	59	DF	99	F8	86	B5	BD	78	4B	19	C7	CD	F0	20	A7	4C	CF	F9	FB	F5	DD	B7	CA	2A	11	3

Quantities of each digit: 18 - 0's, 14 - 1's, 15 - 2's, 10 - 3's, 12 - 4's, 14 - 5's, 15 - 6's, 13 - 7's, 17 - 8's, 19 - 9's, 22 - A's, 13 - B's, 21 - C's, 20 - D's, 6 - E's, 27 - F's

With the internal middle datastream known and the specific Transposition key unknown, the number of possible transposition keys that would convert the middle Data Stream to the Ciphertext output for this block is equal to the product of all the factorials of the number of digits in the Internal Stream, detailed above, equal to  $2.6578540016696 \times 10^{^{\wedge}218}$

128 character Ciphertext Block:

n\_0i2|\_iÁ|yBmgtPnZxK|çÍY ŠLJuuöY · \*#Buöc\I\_iw..£\_IxO |Eeyä 'oÁ\üñöö· i , | \_f' |çA p71řsk,,Si -ý\*ok3ac -i -u\_isz' jylu h-1+y qM3Y 'w' f \_ä ööé

Show Bogus Key buttons and theckbox

**Titanium 2 Stage Internal Methodology Display**

**Demonstration Text:** This is sample text to demonstrate these steps of the 'Random Cipher Outputs' made using UNATTACKABLE Algebraic Law for security

With knowledge of the Plaintext input and the Internal Data Stream, the number of key sets possible for this stage 1 that would take this Plaintext and produce this Internal Data Stream would be equal to  $65^{536} \wedge 128 = 3,231,700,607 \times 10^{16}16$

Hide All	Hide Display Windows	Print Current Display	Encrypt the Sample Text	Close																																																																																																																													
Hide the Key	Plaintext ASCII Hex	- 54 68 69 73 20 69 73 20 73 61 6D 70 6C 65 20 74 65 78 74 20 74 6F 20 64 65 6D 6F 6E 73 74 72 61 74 65 2																																																																																																																															
The hex Key Stream numbers in vertical alignment with the plaintext ASCII numbers are Xor'd together to form the 'Internal Data Stream' numbers just below each set.																																																																																																																																	
<table border="1"> <thead> <tr> <th>P1</th> <th>P2</th> <th>P3</th> <th>P4</th> <th>Eng 2 ptr</th> </tr> </thead> <tbody> <tr> <td>1 pointers, Eng 1: P1 = 453,176</td> <td>P2 = 1,150,639</td> <td>P3 = 1,873,098</td> <td>P4 = 782,464</td> <td>69,</td> </tr> <tr> <td>2 pointers, Eng 1: P1 = 453,248</td> <td>(+72), P2 = 1,150,646 (+7), P3 = 1,873,112 (+14), P4 = 782,398 (-66),</td> <td></td> <td></td> <td>Offset = 156 (+4)</td> </tr> <tr> <td>3 pointers, Eng 1: P1 = 453,264</td> <td>(+16), P2 = 1,150,659 (+13), P3 = 1,873,060 (+848), P4 = 785,501 (+87),</td> <td></td> <td></td> <td>Offset = 159 (-3)</td> </tr> <tr> <td>4 pointers, Eng 1: P1 = 453,389</td> <td>(+125), P2 = 1,150,721 (+62), P3 = 1,874,084 (+124), P4 = 785,501 (-87),</td> <td></td> <td></td> <td>Offset = 162 (+3)</td> </tr> <tr> <td>5 pointers, Eng 1: P1 = 453,411</td> <td>(+22), P2 = 1,151,273 (+552), P3 = 1,874,092 (+8), P4 = 778,841 (-6660),</td> <td></td> <td></td> <td>Offset = 165 (-3)</td> </tr> <tr> <td>6 pointers, Eng 1: P1 = 454,997</td> <td>(+1586), P2 = 1,152,071 (+798), P3 = 1,874,417 (+325), P4 = 785,435 (+6594),</td> <td></td> <td></td> <td>Offset = 167 (+2)</td> </tr> <tr> <td>7 pointers, Eng 1: P1 = 455,394</td> <td>(+397), P2 = 1,152,335 (+364), P3 = 1,874,451 (+34), P4 = 785,802 (+367),</td> <td></td> <td></td> <td>Offset = 170 (-3)</td> </tr> <tr> <td>8 pointers, Eng 1: P1 = 455,872</td> <td>(+478), P2 = 1,152,595 (+160), P3 = 1,874,479 (+28), P4 = 784,502 (-1300),</td> <td></td> <td></td> <td>Offset = 172 (+2)</td> </tr> <tr> <td>9 pointers, Eng 1: P1 = 456,033</td> <td>(+161), P2 = 1,152,731 (+136), P3 = 1,874,488 (+9), P4 = 784,734 (+232),</td> <td></td> <td></td> <td>Offset = 176 (+4)</td> </tr> <tr> <td>10 pointers, Eng 1: P1 = 456,153</td> <td>(+120), P2 = 1,152,761 (+30), P3 = 1,874,825 (+337), P4 = 784,489 (-245),</td> <td></td> <td></td> <td>Offset = 180 (+4)</td> </tr> <tr> <td>11 pointers, Eng 1: P1 = 456,359</td> <td>(+206), P2 = 1,153,649 (+888), P3 = 1,875,186 (+361), P4 = 782,571 (-1,918),</td> <td></td> <td></td> <td>Offset = 184 (+4)</td> </tr> <tr> <td>12 pointers, Eng 1: P1 = 456,703</td> <td>(+344), P2 = 1,153,661 (+112), P3 = 1,875,197 (+11), P4 = 782,779 (+208),</td> <td></td> <td></td> <td>Offset = 187 (+3)</td> </tr> <tr> <td>13 pointers, Eng 1: P1 = 456,717</td> <td>(+141), P2 = 1,153,716 (+55), P3 = 1,875,305 (+108), P4 = 786,411 (+3632),</td> <td></td> <td></td> <td>Offset = 190 (+3)</td> </tr> <tr> <td>14 pointers, Eng 1: P1 = 456,727</td> <td>(+10), P2 = 1,154,141 (+425), P3 = 1,875,339 (+134), P4 = 784,865 (-1,546),</td> <td></td> <td></td> <td>Offset = 194 (+4)</td> </tr> <tr> <td>15 pointers, Eng 1: P1 = 456,127</td> <td>(+1490), P2 = 1,154,613 (+472), P3 = 1,875,676 (+237), P4 = 785,704 (+839),</td> <td></td> <td></td> <td>Offset = 196 (+2)</td> </tr> <tr> <td>16 pointers, Eng 1: P1 = 459,265</td> <td>(+1138), P2 = 1,154,701 (+88), P3 = 1,875,722 (+46), P4 = 656,330 (-1,293,734),</td> <td></td> <td></td> <td>Offset = 199 (-3)</td> </tr> <tr> <td>17 pointers, Eng 1: P1 = 460,189</td> <td>(+924), P2 = 1,154,705 (+4), P3 = 1,876,077 (+335), P4 = 670,502 (+1,417,2),</td> <td></td> <td></td> <td>Offset = 202 (+3)</td> </tr> <tr> <td>18 pointers, Eng 1: P1 = 460,457</td> <td>(+268), P2 = 1,155,212 (+507), P3 = 1,876,981 (+904), P4 = 656,784 (-1,371,8),</td> <td></td> <td></td> <td>Offset = 206 (+4)</td> </tr> <tr> <td>19 pointers, Eng 1: P1 = 460,879</td> <td>(+422), P2 = 1,155,293 (+81), P3 = 1,877,322 (+341), P4 = 658,841 (+207),</td> <td></td> <td></td> <td>Offset = 210 (+4)</td> </tr> <tr> <td>20 pointers, Eng 1: P1 = 461,251</td> <td>(+372), P2 = 1,155,303 (+10), P3 = 1,877,572 (+250), P4 = 659,334 (+393),</td> <td></td> <td></td> <td>Offset = 213 (-3)</td> </tr> <tr> <td>21 pointers, Eng 1: P1 = 461,901</td> <td>(+650), P2 = 1,155,319 (+16), P3 = 1,877,580 (+8), P4 = 658,109 (-1125),</td> <td></td> <td></td> <td>Offset = 215 (+2)</td> </tr> <tr> <td>22 pointers, Eng 1: P1 = 461,923</td> <td>(+22), P2 = 1,155,335 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11 pointers, Eng 1: P1 = 456,359	(+206), P2 = 1,153,649 (+888), P3 = 1,875,186 (+361), P4 = 782,571 (-1,918),			Offset = 184 (+4)																																																																																																																													
12 pointers, Eng 1: P1 = 456,703	(+344), P2 = 1,153,661 (+112), P3 = 1,875,197 (+11), P4 = 782,779 (+208),			Offset = 187 (+3)																																																																																																																													
13 pointers, Eng 1: P1 = 456,717	(+141), P2 = 1,153,716 (+55), P3 = 1,875,305 (+108), P4 = 786,411 (+3632),			Offset = 190 (+3)																																																																																																																													
14 pointers, Eng 1: P1 = 456,727	(+10), P2 = 1,154,141 (+425), P3 = 1,875,339 (+134), P4 = 784,865 (-1,546),			Offset = 194 (+4)																																																																																																																													
15 pointers, Eng 1: P1 = 456,127	(+1490), P2 = 1,154,613 (+472), P3 = 1,875,676 (+237), P4 = 785,704 (+839),			Offset = 196 (+2)																																																																																																																													
16 pointers, Eng 1: P1 = 459,265	(+1138), P2 = 1,154,701 (+88), P3 = 1,875,722 (+46), P4 = 656,330 (-1,293,734),			Offset = 199 (-3)																																																																																																																													
17 pointers, Eng 1: P1 = 460,189	(+924), P2 = 1,154,705 (+4), P3 = 1,876,077 (+335), P4 = 670,502 (+1,417,2),			Offset = 202 (+3)																																																																																																																													
18 pointers, Eng 1: P1 = 460,457	(+268), P2 = 1,155,212 (+507), P3 = 1,876,981 (+904), P4 = 656,784 (-1,371,8),			Offset = 206 (+4)																																																																																																																													
19 pointers, Eng 1: P1 = 460,879	(+422), P2 = 1,155,293 (+81), P3 = 1,877,322 (+341), P4 = 658,841 (+207),			Offset = 210 (+4)																																																																																																																													
20 pointers, Eng 1: P1 = 461,251	(+372), P2 = 1,155,303 (+10), P3 = 1,877,572 (+250), P4 = 659,334 (+393),			Offset = 213 (-3)																																																																																																																													
21 pointers, Eng 1: P1 = 461,901	(+650), P2 = 1,155,319 (+16), P3 = 1,877,580 (+8), P4 = 658,109 (-1125),			Offset = 215 (+2)																																																																																																																													
22 pointers, Eng 1: P1 = 461,923	(+22), P2 = 1,155,335 (+16), P3 = 1,877,588 (+8), P4 = 658,293 (+184),			Offset = 216 (-1)																																																																																																																													
23 pointers, Eng 1: P1 = 462,189	(+266), P2 = 1,156,001 (+666), P3 = 1,877,720 (+132), P4 = 657,519 (+744),			Offset = 218 (+2)																																																																																																																													
24 pointers, Eng 1: P1 = 462,215	(+26), P2 = 1,156,795 (+794), P3 = 1,877,860 (+140), P4 = 658,464 (+945),			Offset = 221 (-3)																																																																																																																													

**Quantities of each digit: 18 - 0's, 14 - 1's, 15 - 2's, 10 - 3's, 12 - 4's, 14 - 5's, 15 - 6's, 13 - 7's, 17 - 8's, 19 - 9's, 22 - A's, 13 - B's, 21 - C's, 20 - D's, 6 - E's, 27 - F's**

With the internal middle datastream known and the specific Transposition key unknown, the number of possible transposition keys that would convert the middle Data Stream to the Ciphertext output for this block is equal to the product of all the factorials of the number of digits in the Internal Stream, detailed above, equal to  $2,657,854,001,6596 \times 10^{218}$

**128 character Ciphertext Block:**

n\_02]áyBmgfprzck|cÍY SLÍmúðY·È\*48uðcVÍ\_Eeyá·óA\ññó' i | \_f'|çáP7íšk, \$i-Y\*ok3Ac~¾-ú\_1sÝ'ýylu h-1+y qMgy'uy f\_aððéé

Show Bogus Key buttons and checkbox

Output each digit positions in both the midstream and ciphertext

## Appendix D

Key Stream @453,176 - BF 7B C3 5A 5C 49 DA E7 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3 F5 19 D5 9C  
 Key Stream @1,150,639 - 19 40 2A 6A BC 3F 5F EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E EE 61 45 1C A8  
 Key Stream @1,873,098 - 42 D4 39 72 35 66 9A BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C BB 3D C1 DD 49  
 Key Stream @782,464 - D6 CE CC 5B E3 44 A3 66 57 25 5E CC EE 92 C2 AF 10 E8 72 7C F2 0E F4 C9 02 CB 41 88 51  
**Effective Key Stream** - 32 21 1C 19 36 54 BC D0 B1 CB 0E DD D3 84 5C 2E 30 52 61 BC 1D E0 FA E6 F4 62 DC 9C 2C  
  
 Key Stream @453,177 - 7B C3 5A 5C 49 DA E7 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3 F5 19 D5 9C 88  
 Key Stream @1,150,639 - 19 40 2A 6A BC 3F 5F EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E EE 61 45 1C A8  
 Key Stream @1,873,098 - 42 D4 39 72 35 66 9A BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C BB 3D C1 DD 49  
 Key Stream @782,465 - CE CC 5B E3 44 A3 66 57 25 5E CC EE 92 C2 AF 10 E8 72 7C F2 0E F4 C9 02 CB 41 88 51 EB  
**Effective Key Stream** - EE 9B 12 A7 84 20 44 85 C9 CE 93 24 BF 01 DA AF 69 A8 66 E9 84 F5 50 B3 6B 04 D9 0C 82  
  
 Key Stream @453,178 - C3 5A 5C 49 DA E7 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3 F5 19 D5 9C 88 33  
 Key Stream @1,150,639 - 19 40 2A 6A BC 3F 5F EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E EE 61 45 1C A8  
 Key Stream @1,873,098 - 42 D4 39 72 35 66 9A BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C BB 3D C1 DD 49  
 Key Stream @782,466 - CC 5B E3 44 A3 66 57 25 5E CC EE 92 C2 AF 10 E8 72 7C F2 0E F4 C9 02 CB 41 88 51 EB C6  
**Effective Key Stream** - 54 95 AC 15 F0 D8 11 FD CC 53 6A 48 3A 87 5B F6 93 AF 33 70 91 5F 05 2C 0D 01 49 A2 14  
  
 Key Stream @453,179 - 5A 5C 49 DA E7 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3 F5 19 D5 9C 88 33 85  
 Key Stream @1,150,639 - 19 40 2A 6A BC 3F 5F EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E EE 61 45 1C A8  
 Key Stream @1,873,098 - 42 D4 39 72 35 66 9A BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C BB 3D C1 DD 49  
**Effective Key Stream** - 5A 2B 1E 61 08 8D 69 F8 51 AA 06 CD BC 06 02 0C 94 FA AA 65 3B 0A 9A 4A 08 91 E7 34 54  
  
 Key Stream @453,180 - 5C 49 DA E7 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3 F5 19 D5 9C 88 33 85 8F  
 Key Stream @1,150,639 - 19 40 2A 6A BC 3F 5F EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E EE 61 45 1C A8  
 Key Stream @1,873,098 - 42 D4 39 72 35 66 9A BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C BB 3D C1 DD 49  
 Key Stream @782,468 - E3 44 A3 66 57 25 5E CC EE 92 C2 AF 10 E8 72 7C F2 0E F4 C9 02 CB 41 88 51 EB C6 30 22  
**Effective Key Stream** - E4 99 6A 99 5D F5 6C 65 A8 C6 83 4B 3D 5F F8 0B C1 63 BF CF 6E 95 FC 4F 98 3F 71 74 4C  
  
 Key Stream @453,181 - 49 DA E7 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3 F5 19 D5 9C 88 33 85 8F ED  
 Key Stream @1,150,639 - 19 40 2A 6A BC 3F 5F EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E EE 61 45 1C A8  
 Key Stream @1,873,098 - 42 D4 39 72 35 66 9A BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C BB 3D C1 DD 49  
 Key Stream @782,469 - 44 A3 66 57 25 5E CC EE 92 C2 AF 10 E8 72 7C F2 0E F4 C9 02 CB 41 88 51 EB C6 30 22 5A  
**Effective Key Stream** - 56 ED 92 CC 25 F0 F1 9C C4 43 05 CA 64 A5 FF 5E 58 76 15 9A F1 F3 F9 DF 36 A9 31 6C 56  
  
 Key Stream @453,182 - DA E7 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3 F5 19 D5 9C 88 33 85 8F ED D2  
 Key Stream @1,150,639 - 19 40 2A 6A BC 3F 5F EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E EE 61 45 1C A8  
 Key Stream @1,873,098 - 42 D4 39 72 35 66 9A BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C BB 3D C1 DD 49  
 Key Stream @782,470 - A3 66 57 25 5E CC EE 92 C2 AF 10 E8 72 7C F2 0E F4 C9 02 CB 41 88 51 EB C6 30 22 5A 2F  
**Effective Key Stream** - 22 15 C7 B4 20 6D 08 F0 41 C5 84 93 9E A2 AA C7 4D DC 40 05 97 F6 69 71 A0 E9 29 76 1C  
  
 Key Stream @453,183 - E7 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3 F5 19 D5 9C 88 33 85 8F ED D2 0E  
 Key Stream @1,150,639 - 19 40 2A 6A BC 3F 5F EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E EE 61 45 1C A8  
 Key Stream @1,873,098 - 42 D4 39 72 35 66 9A BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C BB 3D C1 DD 49  
 Key Stream @782,471 - 66 57 25 5E CC EE 92 C2 AF 10 E8 72 7C F2 0E F4 C9 02 CB 41 88 51 EB C6 30 22 5A 2F DB  
**Effective Key Stream** - DA 40 BF B1 BD 94 64 75 C7 44 DD 69 99 F7 33 D2 E7 89 DF 63 92 66 C7 E7 E0 F1 33 3C 34  
  
 Key Stream @453,184 - 83 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3 F5 19 D5 9C 88 33 85 8F ED D2 0E 50  
 Key Stream @1,150,639 - 19 40 2A 6A BC 3F 5F EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E EE 61 45 1C A8  
 Key Stream @1,873,098 - 42 D4 39 72 35 66 9A BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C BB 3D C1 DD 49  
 Key Stream @782,584 - AA 9B 6B 56 29 66 E7 A7 70 7A A4 F1 48 7D BE 0A 0A FB 06 4D 39 80 DA 18 BE DB DD F4 21  
**Effective Key Stream** - 72 86 8F B6 83 0C C4 FB 26 8F F1 E3 76 1D 6C BB BA 26 FE A3 6A A3 4D 8F 64 6A 8B 3B 90  
  
 Key Stream @453,185 - 89 F7 F8 23 33 E6 0D 33 92 F2 FB 20 45 AA 3D A3 F5 19 D5 9C 88 33 85 8F ED D2 0E 50 2A  
 Key Stream @1,150,639 - 19 40 2A 6A BC 3F 5F EC F6 6B E4 4B A1 10 9D E1 1D C0 D0 24 1B CD 5F 1E EE 61 45 1C A8  
 Key Stream @1,873,098 - 42 D4 39 72 35 66 9A BD 93 0C 43 A2 BF 35 E5 6D 0E E8 31 1F D4 66 FB 0C BB 3D C1 DD 49  
 Key Stream @782,585 - 9B 6B 56 29 66 E7 A7 70 7A A4 F1 48 7D BE 0A 0A FB 06 4D 39 80 DA 18 BE DB DD F4 21 2C  
**Effective Key Stream** - 49 08 BD 12 DC 58 6F 12 8D 31 AD 81 26 31 4F 25 1D 37 79 9E C7 42 39 23 63 53 7E B0 E7  
  
**Effective Key Stream** - 32 21 1C 19 36 54 BC D0 B1 CB 0E DD D3 84 5C 2E 30 52 61 BC 1D E0 FA E6 F4 62 DC 9C 2C  
**Effective Key Stream** - EE 9B 12 A7 84 20 44 85 C9 CE 93 24 BF 01 DA AF 69 A8 66 E9 84 F5 50 B3 6B 04 D9 0C 82  
**Effective Key Stream** - 54 95 AC 15 F0 D8 11 FD CC 53 6A 48 3A 87 5B F6 93 AF 33 70 91 5F 05 2C 0D 01 49 A2 14  
**Effective Key Stream** - 5A 2B 1E 61 08 8D 69 F8 51 AA 06 CD BC 06 02 0C 94 FA AA 65 3B 0A 9A 4A 08 91 E7 34 54  
**Effective Key Stream** - E4 99 6A 99 5D F5 6C 65 A8 C6 83 4B 3D 5F F8 0B C1 63 BF CF 6E 95 FC 4F 98 3F 71 74 4C  
**Effective Key Stream** - 56 ED 92 CC 25 F0 F1 9C C4 43 05 CA 64 A5 FF 5E 58 76 15 9A F1 F3 F9 DF 36 A9 31 6C 56  
**Effective Key Stream** - 22 15 C7 B4 20 6D 08 F0 41 C5 84 93 9E A2 AA C7 4D DC 40 05 97 F6 69 71 A0 E9 29 76 1C  
**Effective Key Stream** - DA 40 BF B1 BD 94 64 75 C7 44 DD 69 99 F7 33 D2 E7 89 DF 63 92 66 C7 E7 E0 F1 33 3C 34  
**Effective Key Stream** - 72 86 8F B6 83 0C C4 FB 26 8F F1 E3 76 1D 6C BB BA 26 FE A3 6A A3 4D 8F 64 6A 8B 3B 90  
**Effective Key Stream** - 49 08 BD 12 DC 58 6F 12 8D 31 AD 81 26 31 4F 25 1D 37 79 9E C7 42 39 23 63 53 7E B0 E7

## Appendix E

This function is called to advance the pointers, calling the functions below as warranted to advance the individual pointers. Notice that the combined (Xor) values of the 4 pointers are used to determine the order the pointers are advanced. It should be obvious that the order of advancement will further affect at least some of the pointer's advancements.

```

Sub advancePointers()
    Dim o1 As Long, o2 As Long, o3 As Long, chg1 As Long, chg2 As Long, chg3 As Long, elk1 As Long, elk2 As Long, elk3 As Long

    ' Save the current pointers for checking that their change isn't the same as any other pointer's change
    o1 = elp1: o2 = elp2: o3 = elp3
    ' Get the values from the key that each pointer is pointing to and make sure these values are not the same as any other
    elk1 = ln(elKey(elp1) + 223)
    elk2 = ln(elKey(elp2) + 223): Do While elk2 = elk1: elp2 = elp2 + 1: elk2 = ln(elKey(elp2)) And &HF&: Loop
    elk3 = ln(elKey(elp3) + 223): Do While elk3 = elk1 Or elk3 = elk2: elp3 = elp3 + 1: elk3 = ln(elKey(elp3)) And &HF&: Loop
    ' Decide which order to do the advancements - the order is critical because all 3 pointers are used in all 3 pointer advancements
    ' and depending upon the order, each pointer may be the 'old' OR the 'new' value
    Select Case (elp1 Xor elp2 Xor elp3 Xor elp4) Mod 6
        Case 0: chg1 = initialize_elp1(elk1, elk2, elk3, o1)
                  chg2 = initialize_elp2(elk1, elk2, elk3, o2): If chg2 = chg1 Then elp2 = (elp2 + 1) And &H1FFFFFF: chg2 = chg2 + 1
                  chg3 = initialize_elp3(elk1, elk2, elk3, o3): Do While chg1 = chg3 Or chg3 = chg2: elp3 = elp3 + 1: chg3 = chg3 + 1: Loop
        Case 1: chg1 = initialize_elp1(elk1, elk2, elk3, o1)
                  chg3 = initialize_elp3(elk1, elk2, elk3, o3): If chg3 = chg1 Then elp3 = (elp3 + 1) And &H1FFFFFF: chg3 = chg3 + 1
                  chg2 = initialize_elp2(elk1, elk2, elk3, o2): Do While chg2 = chg1 Or chg2 = chg3: elp2 = elp2 + 1: chg2 = chg2 + 1: Loop
        Case 2: chg2 = initialize_elp2(elk1, elk2, elk3, o2)
                  chg1 = initialize_elp1(elk1, elk2, elk3, o1): If chg2 = chg1 Then elp1 = (elp1 + 1) And &H1FFFFFF: chg1 = chg1 + 1
                  chg3 = initialize_elp3(elk1, elk2, elk3, o3): Do While chg3 = chg1 Or chg3 = chg2: elp3 = elp3 + 1: chg3 = chg3 + 1: Loop
        Case 3: chg2 = initialize_elp2(elk1, elk2, elk3, o2)
                  chg3 = initialize_elp3(elk1, elk2, elk3, o3): If chg3 = chg2 Then elp3 = (elp3 + 1) And &H1FFFFFF: chg3 = chg3 + 1
                  chg1 = initialize_elp1(elk1, elk2, elk3, o1): Do While chg1 = chg2 Or chg1 = chg3: elp1 = elp1 + 1: chg1 = chg1 + 1: Loop
        Case 4: chg3 = initialize_elp3(elk1, elk2, elk3, o3)
                  chg1 = initialize_elp1(elk1, elk2, elk3, o1): If chg1 = chg3 Then elp1 = (elp1 + 1) And &H1FFFFFF: chg1 = chg1 + 1
                  chg2 = initialize_elp2(elk1, elk2, elk3, o2): Do While chg2 = chg1 Or chg2 = chg3: elp2 = elp2 + 1: chg2 = chg2 + 1: Loop
        Case 5: chg3 = initialize_elp3(elk1, elk2, elk3, o3)
                  chg2 = initialize_elp2(elk1, elk2, elk3, o2): If chg2 = chg3 Then elp2 = (elp2 + 1) And &H1FFFFFF: chg2 = chg2 + 1
                  chg1 = initialize_elp1(elk1, elk2, elk3, o1): Do While chg1 = chg2 Or chg1 = chg3: elp1 = elp1 + 1: chg1 = chg1 + 1: Loop
    End Select
    ' Bring the pointers within legal range
    elp1 = elp1 And &H1FFFFFF: elp2 = elp2 And &H1FFFFFF: elp3 = elp3 And &H1FFFFFF
    ' Check for pointer 1 usage
    If lastPtrUsage(elp1) > 0 Then Do While (ctxBlockNum - lastPtrUsage(elp1)) < 500000: elp1 = (elp1 + 1) And &H1FFFFFF: Loop
    ' Set the block count to store what block this pointer number was used
    lastPtrUsage(elp1) = ctxBlockNum
    ' Check for pointer 2 usage
    If lastPtrUsage(elp2) > 0 Then Do While (ctxBlockNum - lastPtrUsage(elp2)) < 500000: elp2 = (elp2 + 1) And &H1FFFFFF: Loop
    ' Set the block count to store what block this pointer number was used
    lastPtrUsage(elp2) = ctxBlockNum
    ' Check for pointer 3 usage
    If lastPtrUsage(elp3) > 0 Then Do While (ctxBlockNum - lastPtrUsage(elp3)) < 500000: elp3 = (elp3 + 1) And &H1FFFFFF: Loop
    ' Set the block count to store what block this pointer number was used
    lastPtrUsage(elp3) = ctxBlockNum
    ' Go initialize the Engine 2 pointer and offset
    Call initialize_e2Ptr_e2Off
    ' Produce pointer 4 as the Xor of the first 3 pointers plus the 2 engine 2 pointers
    elp4 = elp1 Xor elp2 Xor elp3 Xor e2Ptr Xor e2Off
End Sub

```

This function is called to advance the Engine 2 pointers.

```

Sub initialize_e2Ptr_e2Off()
    ' Now modify the Engine 2 pointers
    Select Case ((elp1 Xor elp2) Mod 7)
        Case 0: e2Ptr = e2Ptr + (elp1 And 7)
        Case 1: e2Ptr = e2Ptr + (Int(elp1 / &H10&) And 7)
        Case 2: e2Ptr = e2Ptr + (Int(elp1 / &H100&) And 7)
        Case 3: e2Ptr = e2Ptr + (Int(elp1 / &H1000&) And 7)
        Case 4: e2Ptr = e2Ptr + (elp2 And 7)
        Case 5: e2Ptr = e2Ptr + (Int(elp2 / &H10&) And 7)
        Case 6: e2Ptr = e2Ptr + (Int(elp2 / &H100&) And 7)
    End Select
    Select Case ((elp3 Xor elp4) Mod 7)
        Case 0: e2Off = e2Off + (elp2 And 3)
        Case 1: e2Off = e2Off + (Int(elp2 / &H40&) And 3)
        Case 2: e2Off = e2Off + (Int(elp2 / &H400&) And 3)
        Case 3: e2Off = e2Off + (Int(elp2 / &H4000&) And 3)
        Case 4: e2Off = e2Off + (elp3 And 3)
        Case 5: e2Off = e2Off + (Int(elp3 / &H40&) And 3)
        Case 6: e2Off = e2Off + (Int(elp3 / &H400&) And 3)
    End Select
    ' Restrict the pointers to their legal bounds
    e2Ptr = (e2Ptr + 1) And &H1FFF&: e2Off = (e2Off And &HFFF&) + 1
End Sub

```

## This function is called to advance the first Vernam 2 pointer.

Notice that it uses the then-current value to determine which case below to use to determine what mathematical operation is used to calculate the advancement value. Due to the order executed in the main function call, the values of the other pointers may or may not be already advanced.

```

Function initialize_elp1(elk1 As Long, elk2 As Long, elk3 As Long, ol As Long) As Long
    Dim i As Byte, chg1 As Long, v2Use As Byte

    ' Select which combination of pointers to use based on current value of this pointer. Note value of other pointers may be old OR new values
    Select Case (elp1 Mod 25)
        Case 0: v2Use = elp2 Mod 13
        Case 1: v2Use = elp3 Mod 13
        Case 2: v2Use = elp4 Mod 13
        Case 3: v2Use = e2Ptr Mod 13
        Case 4: v2Use = e2Off Mod 13
        Case 5: v2Use = (elp2 Xor elp3) Mod 13
        Case 6: v2Use = (elp2 Xor elp4) Mod 13
        Case 7: v2Use = (elp2 Xor e2Ptr) Mod 13
        Case 8: v2Use = (elp2 Xor e2Off) Mod 13
        Case 9: v2Use = (elp3 Xor elp4) Mod 13
        Case 10: v2Use = (elp3 Xor e2Ptr) Mod 13
        Case 11: v2Use = (elp3 Xor e2Off) Mod 13
        Case 12: v2Use = (elp4 Xor e2Ptr) Mod 13
        Case 13: v2Use = (elp4 Xor e2Off) Mod 13
        Case 14: v2Use = (e2Ptr Xor e2Off) Mod 13
        Case 15: v2Use = (elp2 Xor elp3 Xor e2Ptr) Mod 13
        Case 16: v2Use = (elp2 Xor elp3 Xor e2Off) Mod 13
        Case 17: v2Use = (elp2 Xor e2Ptr Xor e2Off) Mod 13
        Case 18: v2Use = (elp3 Xor e2Ptr Xor e2Off) Mod 13
        Case 19: v2Use = (elp2 Xor elp3 Xor elp4 Xor e2Ptr) Mod 13
        Case 20: v2Use = (elp2 Xor elp3 Xor elp4 Xor e2Off) Mod 13
        Case 21: v2Use = (elp2 Xor elp3 Xor e2Ptr Xor e2Off) Mod 13
        Case 22: v2Use = (elp2 Xor elp4 Xor e2Ptr Xor e2Off) Mod 13
        Case 23: v2Use = (elp3 Xor elp4 Xor e2Ptr Xor e2Off) Mod 13
        Case 24: v2Use = (elp2 Xor elp3 Xor elp4 Xor e2Ptr Xor e2Off) Mod 13
    End Select
    ' Loop the specified number of times for this pointer #1
    For i = 0 To ((elp2 Xor elp3) And 1)
        ' Advance the pointers according to the ciphertext block counter mod 7
        Select Case v2Use
            Case 0: elp1 = elp1 + elk2
            Case 1: elp1 = elp1 + (elk2 Xor elk3) + 1
            Case 2: elp1 = elp1 + ((elk2 + elk3) And &HF&) + 1
            Case 3: If (elk2 - elk3) > 0 Then elp1 = elp1 + elk2 - elk3 + 1 Else elp1 = elp1 + elk3 - elk2
            Case 4: elp1 = elp1 + elk3
            Case 5: elp1 = elp1 + (elk3 Xor elk1) + 1
            Case 6: elp1 = elp1 + ((elk3 + elk1) And &HF&) + 1
            Case 7: If (elk3 - elk1) > 0 Then elp1 = elp1 + elk3 - elk1 + 1 Else elp1 = elp1 + elk1 - elk3
            Case 8: elp1 = elp1 + elk1
            Case 9: elp1 = elp1 + (elk1 Xor elk2) + 1
            Case 10: elp1 = elp1 + (elk1 + elk2) + 1
            Case 11: If (elk1 - elk2) > 0 Then elp1 = elp1 + elk1 - elk2 + 1 Else elp1 = elp1 + elk2 - elk1
            Case 12: elp1 = elp1 + (elk1 Xor elk2 Xor elk3) + 1
        End Select
        Next i
        ' Limit the pointer to 0 to 2,097,151
        elp1 = elp1 And &H1FFFFFFF
        ' Set the location to indicate the change
        chg1 = Abs(elp1 - ol): If chg1 = 0 Then elp1 = elp1 + 1: chg1 = 1
        ' Return the change number
        initialize_elp1 = chg1
    End Function

```

## This function is called to advance the second Vernam 2 pointer.

Notice that it uses the then-current value to determine which case below to use to determine what mathematical operation is used to calculate the advancement value. Due to the order executed in the main function call, the values of the other pointers may or may not be already advanced.

```

Function initialize_elp2(e1k1 As Long, e1k2 As Long, e1k3 As Long, o2 As Long) As Long
    Dim i As Byte, chg2 As Long, v2Use As Byte

    ' Select which combination of pointers to use based on current value of this pointer. Note value of other pointers may be old OR new values
    Select Case (elp2 Mod 25)
        Case 0: v2Use = elp1 Mod 13
        Case 1: v2Use = elp3 Mod 13
        Case 2: v2Use = elp4 Mod 13
        Case 3: v2Use = e2Ptr Mod 13
        Case 4: v2Use = e2Off Mod 13
        Case 5: v2Use = (elp1 Xor elp3) Mod 13
        Case 6: v2Use = (elp1 Xor elp4) Mod 13
        Case 7: v2Use = (elp1 Xor e2Ptr) Mod 13
        Case 8: v2Use = (elp1 Xor e2Off) Mod 13
        Case 9: v2Use = (elp3 Xor elp4) Mod 13
        Case 10: v2Use = (elp3 Xor e2Ptr) Mod 13
        Case 11: v2Use = (elp3 Xor e2Off) Mod 13
        Case 12: v2Use = (elp4 Xor e2Ptr) Mod 13
        Case 13: v2Use = (elp4 Xor e2Off) Mod 13
        Case 14: v2Use = (e2Ptr Xor e2Off) Mod 13
        Case 15: v2Use = (elp1 Xor elp3 Xor e2Ptr) Mod 13
        Case 16: v2Use = (elp1 Xor elp3 Xor e2Off) Mod 13
        Case 17: v2Use = (elp1 Xor e2Ptr Xor e2Off) Mod 13
        Case 18: v2Use = (elp3 Xor e2Ptr Xor e2Off) Mod 13
        Case 19: v2Use = (elp1 Xor elp3 Xor elp4 Xor e2Ptr) Mod 13
        Case 20: v2Use = (elp1 Xor elp3 Xor elp4 Xor e2Off) Mod 13
        Case 21: v2Use = (elp1 Xor elp3 Xor e2Ptr Xor e2Off) Mod 13
        Case 22: v2Use = (elp1 Xor elp4 Xor e2Ptr Xor e2Off) Mod 13
        Case 23: v2Use = (elp3 Xor elp4 Xor e2Ptr Xor e2Off) Mod 13
        Case 24: v2Use = (elp1 Xor elp3 Xor elp4 Xor e2Ptr Xor e2Off) Mod 13
    End Select
    ' Loop the specified number of times for this pointer #
    For i = 0 To ((elp1 Xor elp3) And 1)
        ' Advance the pointers according to the ciphertext block counter mod 7
        Select Case v2Use
            Case 0: elp2 = elp2 + e1k3
            Case 1: elp2 = elp2 + (e1k3 Xor e1k1) + 1
            Case 2: elp2 = elp2 + ((e1k3 + e1k1) And &HF&) + 1
            Case 3: If (e1k3 - e1k1) > 0 Then elp2 = elp2 + e1k3 - e1k1 + 1 Else elp2 = elp2 + e1k1 - e1k3
            Case 4: elp2 = elp2 + e1k1
            Case 5: elp2 = elp2 + (e1k1 Xor e1k2) + 1
            Case 6: elp2 = elp2 + ((e1k1 + e1k2) And &HF&) + 1
            Case 7: If (e1k1 - e1k2) > 0 Then elp2 = elp2 + e1k1 - e1k2 + 1 Else elp2 = elp2 + e1k2 - e1k1
            Case 8: elp2 = elp2 + e1k2
            Case 9: elp2 = elp2 + (e1k1 Xor e1k3) + 1
            Case 10: elp2 = elp2 + ((e1k1 + e1k3) And &HF&) + 1
            Case 11: If (e1k1 - e1k3) > 0 Then elp2 = elp2 + e1k1 - e1k3 + 1 Else elp2 = elp2 + e1k3 - e1k1
            Case 12: elp2 = elp2 + (e1k1 Xor e1k2 Xor e1k3) + 1
        End Select
    Next i
    ' Limit the pointer to 0 to 2,097,151
    elp2 = elp2 And &H1FFFFFF
    ' Set the location to indicate the change
    chg2 = Abs(elp2 - o2): If chg2 = 0 Then elp2 = elp2 + 1: chg2 = 1
    ' Return the change number
    initialize_elp2 = chg2
End Function

```

### This function is called to advance the third Vernam 2 pointer.

Notice that it uses the then-current value to determine which case below to use to determine what mathematical operation is used to calculate the advancement value. Due to the order executed in the main function call, the values of the other pointers may or may not be already advanced.

```

Function initialize_elp3(elk1 As Long, elk2 As Long, elk3 As Long, o3 As Long) As Long
    Dim i As Byte, chg3 As Long, v2Use As Byte

    ' Select which combination of pointers to use based on current value of this pointer. Note value of other pointers may be old OR new values
    Select Case (elp3 Mod 25)
        Case 0: v2Use = elp1 Mod 13
        Case 1: v2Use = elp2 Mod 13
        Case 2: v2Use = elp4 Mod 13
        Case 3: v2Use = e2Ptr Mod 13
        Case 4: v2Use = e2Off Mod 13
        Case 5: v2Use = (elp1 Xor elp2) Mod 13
        Case 6: v2Use = (elp1 Xor elp4) Mod 13
        Case 7: v2Use = (elp1 Xor e2Ptr) Mod 13
        Case 8: v2Use = (elp1 Xor e2Off) Mod 13
        Case 9: v2Use = (elp2 Xor elp4) Mod 13
        Case 10: v2Use = (elp2 Xor e2Ptr) Mod 13
        Case 11: v2Use = (elp2 Xor e2Off) Mod 13
        Case 12: v2Use = (elp4 Xor e2Ptr) Mod 13
        Case 13: v2Use = (elp4 Xor e2Off) Mod 13
        Case 14: v2Use = (e2Ptr Xor e2Off) Mod 13
        Case 15: v2Use = (elp1 Xor elp2 Xor e2Ptr) Mod 13
        Case 16: v2Use = (elp1 Xor elp2 Xor e2Off) Mod 13
        Case 17: v2Use = (elp1 Xor e2Ptr Xor e2Off) Mod 13
        Case 18: v2Use = (elp2 Xor e2Ptr Xor e2Off) Mod 13
        Case 19: v2Use = (elp1 Xor elp2 Xor elp4 Xor e2Ptr) Mod 13
        Case 20: v2Use = (elp1 Xor elp2 Xor elp4 Xor e2Off) Mod 13
        Case 21: v2Use = (elp1 Xor elp2 Xor e2Ptr Xor e2Off) Mod 13
        Case 22: v2Use = (elp1 Xor elp4 Xor e2Ptr Xor e2Off) Mod 13
        Case 23: v2Use = (elp2 Xor elp4 Xor e2Ptr Xor e2Off) Mod 13
        Case 24: v2Use = (elp1 Xor elp2 Xor elp4 Xor e2Ptr Xor e2Off) Mod 13
    End Select
    ' Loop the specified number of times for this pointer #3
    For i = 0 To ((elp1 Xor elp2) And 1)
        ' Advance the pointers according to the ciphertext block counter mod 100
        Select Case v2Use
            Case 0: elp3 = elp3 + elk1
            Case 1: elp3 = elp3 + (elk1 Xor elk2) + 1
            Case 2: elp3 = elp3 + ((elk1 + elk2) And &HF&) + 1
            Case 3: If (elk1 - elk2) > 0 Then elp3 = elp3 + elk1 - elk2 + 1 Else elp3 = elp3 + elk2 - elk1
            Case 4: elp3 = elp3 + elk2
            Case 5: elp3 = elp3 + (elk1 Xor elk3) + 1
            Case 6: elp3 = elp3 + ((elk1 + elk3) And &HF&) + 1
            Case 7: If (elk1 - elk3) > 0 Then elp3 = elp3 + elk1 - elk3 + 1 Else elp3 = elp3 + elk3 - elk1
            Case 8: elp3 = elp3 + elk3
            Case 9: elp3 = elp3 + (elk2 Xor elk3) + 1
            Case 10: elp3 = elp3 + ((elk2 + elk3) And &HF&) + 1
            Case 11: If (elk2 - elk3) > 0 Then elp3 = elp3 + elk2 - elk3 + 1 Else elp3 = elp3 + elk3 - elk2
            Case 12: elp3 = elp3 + (elk1 Xor elk2 Xor elk3) + 1
        End Select
    Next i
    ' Limit the pointer to 0 to 2,097,151
    elp3 = elp3 And &H1FFFFFF
    ' Set the location to indicate the change
    chg3 = Abs(elp3 - o3): If chg3 = 0 Then elp3 = elp3 + 1: chg3 = 1
    ' Return the change number
    initialize_elp3 = chg3
End Function

```

On pages 26 and 27 are examples of how the above pointer advancement function behaves when using the pointers in the example on page 1 of this document. Notice how the 4<sup>th</sup> pointer can be changed in either a positive or negative direction depending upon the Xor of the other 5 pointer values.

To show how thoroughly this function works, I will ‘rotate’ the values (P1 receives P2’s value, P2 receives P3’s value, P3 receives P1’s value) and you will see on pages 28 and 29 following that even though the pointers have the same values as the first example, the advancements are also position-sensitive. You will also be able to observe that just the position of the first 3 pointers also affects the advancement of the Engine 2 pointers.

Pages 30 and 31 show only pointers 2 and 3 exchanged, keeping pointer 1 the same as on pages 28 and 29. You will be able to see the change to pointer 1’s changes as compared to those on pages 26 and 27. This will show how each pointer’s advancement is dependent upon the other pointers.

With this type of interdependence on each pointer, plus key table values used and checking for previous use (within 500,000 blocks), the selection of pointer values for each block assures a non-repetitive **EKS** is used.



```

61 pointers, Eng 1: P1 = 1, 749, 105 (+432), P2 = 1, 273, 376 (+296), P3 = 793, 690
62 pointers, Eng 1: P1 = 1, 750, 712 (+257), P2 = 1, 273, 621 (+1350), P3 = 793, 704
63 pointers, Eng 1: P1 = 1, 751, 616 (+51), P2 = 1, 273, 616 (+42), P3 = 793, 732
64 pointers, Eng 1: P1 = 1, 751, 105 (+51), P2 = 1, 273, 616 (+42), P3 = 793, 752
65 pointers, Eng 1: P1 = 1, 751, 513 (+408), P2 = 1, 273, 976 (+60), P3 = 794, 074
66 pointers, Eng 1: P1 = 1, 753, 153 (+1640), P2 = 1, 273, 198 (+222), P3 = 794, 297
67 pointers, Eng 1: P1 = 1, 753, 49 (+196), P2 = 1, 274, 633 (+35), P3 = 794, 397
68 pointers, Eng 1: P1 = 1, 753, 538 (+9), P2 = 1, 275, 713 (+76), P3 = 794, 541
69 pointers, Eng 1: P1 = 1, 753, 372 (+142), P2 = 1, 275, 713 (+76), P3 = 794, 683
70 pointers, Eng 1: P1 = 1, 753, 621 (+249), P2 = 1, 276, 055 (+342), P3 = 794, 861
71 pointers, Eng 1: P1 = 1, 753, 632 (+1), P2 = 1, 276, 321 (+206), P3 = 794, 863
72 pointers, Eng 1: P1 = 1, 753, 828 (+206), P2 = 1, 276, 341 (+20), P3 = 795, 673
73 pointers, Eng 1: P1 = 1, 754, 02 (+374), P2 = 1, 277, 235 (+894), P3 = 795, 693
74 pointers, Eng 1: P1 = 1, 754, 14 (+112), P2 = 1, 278, 571 (+500), P3 = 795, 907
75 pointers, Eng 1: P1 = 1, 755, 07 (+713), P2 = 1, 278, 571 (+472), P3 = 796, 379
76 pointers, Eng 1: P1 = 1, 755, 045 (+18), P2 = 1, 278, 818 (+247), P3 = 796, 889
77 pointers, Eng 1: P1 = 1, 755, 807 (+682), P2 = 1, 278, 825 (+252), P3 = 796, 93
78 pointers, Eng 1: P1 = 1, 756, 729 (+922), P2 = 1, 278, 825 (+252), P3 = 797, 131
79 pointers, Eng 1: P1 = 1, 756, 047 (+318), P2 = 1, 280, 015 (+712), P3 = 797, 290
80 pointers, Eng 1: P1 = 1, 757, 049 (+49), P2 = 1, 280, 497 (+426), P3 = 797, 751
81 pointers, Eng 1: P1 = 1, 757, 084 (+352), P2 = 1, 280, 497 (+56), P3 = 798, 217
82 pointers, Eng 1: P1 = 1, 757, 769 (+685), P2 = 1, 281, 926 (+415), P3 = 798, 857
83 pointers, Eng 1: P1 = 1, 757, 797 (+28), P2 = 1, 281, 926 (+344), P3 = 799, 545
84 pointers, Eng 1: P1 = 1, 757, 949 (+152), P2 = 1, 281, 609 (+353), P3 = 799, 845
85 pointers, Eng 1: P1 = 1, 758, 382 (+433), P2 = 1, 282, 018 (+359), P3 = 799, 865
86 pointers, Eng 1: P1 = 1, 758, 387 (+5), P2 = 1, 282, 018 (+359), P3 = 799, 869
87 pointers, Eng 1: P1 = 1, 758, 636 (+249), P2 = 1, 282, 247 (+229), P3 = 799, 929
88 pointers, Eng 1: P1 = 1, 758, 640 (+4), P2 = 1, 282, 285 (+16), P3 = 800, 171
89 pointers, Eng 1: P1 = 1, 758, 642 (+4), P2 = 1, 282, 281 (+16), P3 = 800, 553
90 pointers, Eng 1: P1 = 1, 758, 769 (+127), P2 = 1, 282, 407 (+126), P3 = 800, 857
91 pointers, Eng 1: P1 = 1, 759, 031 (+62), P2 = 1, 282, 407 (+104), P3 = 801, 951
92 pointers, Eng 1: P1 = 1, 759, 187 (+156), P2 = 1, 282, 517 (+6), P3 = 801, 139
93 pointers, Eng 1: P1 = 1, 759, 406 (+219), P2 = 1, 282, 531 (+14), P3 = 801, 265
94 pointers, Eng 1: P1 = 1, 759, 420 (+14), P2 = 1, 282, 531 (+14), P3 = 801, 295
95 pointers, Eng 1: P1 = 1, 759, 797 (+7), P2 = 1, 283, 345 (+82), P3 = 801, 473
96 pointers, Eng 1: P1 = 1, 759, 127 (+48), P2 = 1, 283, 475 (+48), P3 = 801, 568
97 pointers, Eng 1: P1 = 1, 759, 951 (+476), P2 = 1, 283, 581 (+118), P3 = 801, 878
98 pointers, Eng 1: P1 = 1, 760, 335 (+784), P2 = 1, 283, 669 (+88), P3 = 802, 314
99 pointers, Eng 1: P1 = 1, 760, 743 (+8), P2 = 1, 283, 743 (+8), P3 = 802, 452
100 pointers, Eng 1: P1 = 1, 760, 865 (+122), P2 = 1, 284, 843 (+28), P3 = 802, 467
101 pointers, Eng 1: P1 = 1, 760, 892 (+122), P2 = 1, 284, 843 (+28), P3 = 802, 472
102 pointers, Eng 1: P1 = 1, 760, 895 (+63), P2 = 1, 284, 843 (+63), P3 = 802, 483
103 pointers, Eng 1: P1 = 1, 761, 621 (+63), P2 = 1, 285, 188 (+63), P3 = 802, 489
104 pointers, Eng 1: P1 = 1, 761, 835 (+214), P2 = 1, 285, 537 (+349), P3 = 802, 945
105 pointers, Eng 1: P1 = 1, 761, 551 (+16), P2 = 1, 286, 141 (+64), P3 = 803, 091
106 pointers, Eng 1: P1 = 1, 762, 767 (+916), P2 = 1, 286, 162 (+212), P3 = 803, 373
107 pointers, Eng 1: P1 = 1, 763, 385 (+618), P2 = 1, 286, 471 (+09), P3 = 803, 841
108 pointers, Eng 1: P1 = 1, 763, 549 (+164), P2 = 1, 286, 471 (+12), P3 = 804, 609
109 pointers, Eng 1: P1 = 1, 763, 577 (+28), P2 = 1, 286, 473 (+12), P3 = 805, 083
110 pointers, Eng 1: P1 = 1, 763, 602 (+25), P2 = 1, 286, 485 (+12), P3 = 805, 087
111 pointers, Eng 1: P1 = 1, 763, 603 (+1), P2 = 1, 287, 403 (+218), P3 = 805, 091
112 pointers, Eng 1: P1 = 1, 763, 603 (+60), P2 = 1, 287, 403 (+218), P3 = 805, 509
113 pointers, Eng 1: P1 = 1, 763, 603 (+60), P2 = 1, 287, 649 (+46), P3 = 806, 227
114 pointers, Eng 1: P1 = 1, 764, 075 (+412), P2 = 1, 287, 962 (+13), P3 = 807, 609
115 pointers, Eng 1: P1 = 1, 764, 983 (+908), P2 = 1, 287, 974 (+12), P3 = 805, 907
116 pointers, Eng 1: P1 = 1, 765, 241 (+258), P2 = 1, 287, 988 (+14), P3 = 804, 955
117 pointers, Eng 1: P1 = 1, 765, 267 (+26), P2 = 1, 288, 393 (+405), P3 = 804, 135
118 pointers, Eng 1: P1 = 1, 765, 365 (+98), P2 = 1, 288, 673 (+280), P3 = 805, 227
119 pointers, Eng 1: P1 = 1, 765, 527 (+162), P2 = 1, 289, 423 (+50), P3 = 806, 240
120 pointers, Eng 1: P1 = 1, 765, 623 (+162), P2 = 1, 289, 423 (+50), P3 = 806, 246
P4 = 377, 826 (+142), P5 = 377, 556 (-700), P6 = 378, 294 (-700), P7 = 379, 197 (+203), P8 = 379, 715 (-82), P9 = 382, 344 (+299), P10 = 382, 344 (+10031), P11 = 382, 344 (-379), P12 = 385, 555 (-5354), P13 = 385, 555 (-15354), P14 = 386, 606 (-5354), P15 = 386, 808 (-15354), P16 = 387, 808 (-15354), P17 = 387, 808 (-15354), P18 = 387, 808 (-15354), P19 = 387, 808 (-15354), P20 = 387, 808 (-15354), P21 = 387, 808 (-15354), P22 = 387, 808 (-15354), P23 = 387, 808 (-15354), P24 = 387, 808 (-15354), P25 = 387, 808 (-15354), P26 = 387, 808 (-15354), P27 = 387, 808 (-15354), P28 = 387, 808 (-15354), P29 = 387, 808 (-15354), P30 = 387, 808 (-15354), P31 = 387, 808 (-15354), P32 = 387, 808 (-15354), P33 = 387, 808 (-15354), P34 = 387, 808 (-15354), P35 = 387, 808 (-15354), P36 = 387, 808 (-15354), P37 = 387, 808 (-15354), P38 = 387, 808 (-15354), P39 = 387, 808 (-15354), P40 = 387, 808 (-15354), P41 = 387, 808 (-15354), P42 = 387, 808 (-15354), P43 = 387, 808 (-15354), P44 = 387, 808 (-15354), P45 = 387, 808 (-15354), P46 = 387, 808 (-15354), P47 = 387, 808 (-15354), P48 = 387, 808 (-15354), P49 = 387, 808 (-15354), P50 = 387, 808 (-15354), P51 = 387, 808 (-15354), P52 = 387, 808 (-15354), P53 = 387, 808 (-15354), P54 = 387, 808 (-15354), P55 = 387, 808 (-15354), P56 = 387, 808 (-15354), P57 = 387, 808 (-15354), P58 = 387, 808 (-15354), P59 = 387, 808 (-15354), P60 = 387, 808 (-15354), P61 = 387, 808 (-15354), P62 = 387, 808 (-15354), P63 = 387, 808 (-15354), P64 = 387, 808 (-15354), P65 = 387, 808 (-15354), P66 = 387, 808 (-15354), P67 = 387, 808 (-15354), P68 = 387, 808 (-15354), P69 = 387, 808 (-15354), P70 = 387, 808 (-15354), P71 = 387, 808 (-15354), P72 = 387, 808 (-15354), P73 = 387, 808 (-15354), P74 = 387, 808 (-15354), P75 = 387, 808 (-15354), P76 = 387, 808 (-15354), P77 = 387, 808 (-15354), P78 = 387, 808 (-15354), P79 = 387, 808 (-15354), P80 = 387, 808 (-15354), P81 = 387, 808 (-15354), P82 = 387, 808 (-15354), P83 = 387, 808 (-15354), P84 = 387, 808 (-15354), P85 = 387, 808 (-15354), P86 = 387, 808 (-15354), P87 = 387, 808 (-15354), P88 = 387, 808 (-15354), P89 = 387, 808 (-15354), P90 = 387, 808 (-15354), P91 = 387, 808 (-15354), P92 = 387, 808 (-15354), P93 = 387, 808 (-15354), P94 = 387, 808 (-15354), P95 = 387, 808 (-15354), P96 = 387, 808 (-15354), P97 = 387, 808 (-15354), P98 = 387, 808 (-15354), P99 = 387, 808 (-15354), P100 = 387, 808 (-15354), P101 = 387, 808 (-15354), P102 = 387, 808 (-15354), P103 = 387, 808 (-15354), P104 = 387, 808 (-15354), P105 = 387, 808 (-15354), P106 = 387, 808 (-15354), P107 = 387, 808 (-15354), P108 = 387, 808 (-15354), P109 = 387, 808 (-15354), P110 = 387, 808 (-15354), P111 = 387, 808 (-15354), P112 = 387, 808 (-15354), P113 = 387, 808 (-15354), P114 = 387, 808 (-15354), P115 = 387, 808 (-15354), P116 = 387, 808 (-15354), P117 = 387, 808 (-15354), P118 = 387, 808 (-15354), P119 = 387, 808 (-15354), P120 = 387, 808 (-15354), offset = 48 (+1).

```

1	pointers, Eng 1:	P1 = 774,161	P2 = 1,725,418	P3 = 1,260,439	P4 = 178,267
2	pointers, Eng 1:	P1 = 774,403	P2 = 1,725,786	P3 = 1,260,469	P4 = 180,177
3	pointers, Eng 1:	P1 = 775,359	P2 = 1,725,796	P3 = 1,261,426	P4 = 180,864
4	pointers, Eng 1:	P1 = 776,207	P2 = 1,726,413	P3 = 1,262,426	P4 = 183,538
5	pointers, Eng 1:	P1 = 776,221	P2 = 1,726,413	P3 = 1,262,62	P4 = 183,127
6	pointers, Eng 1:	P1 = 777,885	P2 = 1,727,363	P3 = 1,262,837	P4 = 187,578
7	pointers, Eng 1:	P1 = 778,105	P2 = 1,727,367	P3 = 1,263,275	P4 = 180,745
8	pointers, Eng 1:	P1 = 778,107	P2 = 1,727,423	P3 = 1,263,275	P4 = 180,836
9	pointers, Eng 1:	P1 = 778,119	P2 = 1,727,857	P3 = 1,263,28	P4 = 181,560
10	pointers, Eng 1:	P1 = 778,261	P2 = 1,727,870	P3 = 1,264,162	P4 = 194,354
11	pointers, Eng 1:	P1 = 778,272	P2 = 1,727,886	P3 = 1,264,504	P4 = 194,216
12	pointers, Eng 1:	P1 = 778,343	P2 = 1,728,660	P3 = 1,265,88	P4 = 184,023
13	pointers, Eng 1:	P1 = 778,444	P2 = 1,728,540	P3 = 1,266,112	P4 = 184,667
14	pointers, Eng 1:	P1 = 778,474	P2 = 1,729,154	P3 = 1,266,133	P4 = 185,332
15	pointers, Eng 1:	P1 = 779,479	P2 = 1,729,423	P3 = 1,266,301	P4 = 185,154
16	pointers, Eng 1:	P1 = 779,543	P2 = 1,729,434	P3 = 1,266,302	P4 = 185,338
17	pointers, Eng 1:	P1 = 779,552	P2 = 1,730,364	P3 = 1,266,320	P4 = 184,536
18	pointers, Eng 1:	P1 = 779,980	P2 = 1,731,078	P3 = 1,266,489	P4 = 184,759
19	pointers, Eng 1:	P1 = 779,986	P2 = 1,731,105	P3 = 1,266,504	P4 = 188,392
20	pointers, Eng 1:	P1 = 780,483	P2 = 1,731,178	P3 = 1,266,810	P4 = 186,012
21	pointers, Eng 1:	P1 = 780,702	P2 = 1,731,356	P3 = 1,266,812	P4 = 185,424
22	pointers, Eng 1:	P1 = 781,185	P2 = 1,731,498	P3 = 1,266,852	P4 = 185,758
23	pointers, Eng 1:	P1 = 781,195	P2 = 1,731,672	P3 = 1,267,558	P4 = 184,321
24	pointers, Eng 1:	P1 = 781,942	P2 = 1,732,456	P3 = 1,267,582	P4 = 186,062
25	pointers, Eng 1:	P1 = 782,198	P2 = 1,732,580	P3 = 1,267,591	P4 = 186,294
26	pointers, Eng 1:	P1 = 782,606	P2 = 1,732,610	P3 = 1,267,791	P4 = 186,447
27	pointers, Eng 1:	P1 = 783,256	P2 = 1,732,664	P3 = 1,267,895	P4 = 187,379
28	pointers, Eng 1:	P1 = 783,656	P2 = 1,733,052	P3 = 1,268,055	P4 = 187,694
29	pointers, Eng 1:	P1 = 783,684	P2 = 1,733,064	P3 = 1,268,082	P4 = 187,666
30	pointers, Eng 1:	P1 = 784,856	P2 = 1,733,316	P3 = 1,268,694	P4 = 184,925
31	pointers, Eng 1:	P1 = 785,094	P2 = 1,733,415	P3 = 1,269,564	P4 = 184,584
32	pointers, Eng 1:	P1 = 785,116	P2 = 1,733,647	P3 = 1,269,580	P4 = 184,703
33	pointers, Eng 1:	P1 = 785,631	P2 = 1,733,672	P3 = 1,269,587	P4 = 191,977
34	pointers, Eng 1:	P1 = 785,748	P2 = 1,733,699	P3 = 1,270,307	P4 = 191,522
35	pointers, Eng 1:	P1 = 785,476	P2 = 1,734,021	P3 = 1,271,929	P4 = 191,729
36	pointers, Eng 1:	P1 = 785,480	P2 = 1,734,084	P3 = 1,272,557	P4 = 190,150
37	pointers, Eng 1:	P1 = 785,588	P2 = 1,734,084	P3 = 1,272,891	P4 = 193,846
38	pointers, Eng 1:	P1 = 785,624	P2 = 1,735,879	P3 = 1,274,311	P4 = 192,848
39	pointers, Eng 1:	P1 = 785,631	P2 = 1,736,334	P3 = 1,274,329	P4 = 193,243
40	pointers, Eng 1:	P1 = 785,841	P2 = 1,736,345	P3 = 1,274,334	P4 = 193,088
41	pointers, Eng 1:	P1 = 785,851	P2 = 1,736,345	P3 = 1,274,540	P4 = 192,778
42	pointers, Eng 1:	P1 = 786,047	P2 = 1,736,839	P3 = 1,274,721	P4 = 192,727
43	pointers, Eng 1:	P1 = 786,101	P2 = 1,736,903	P3 = 1,275,557	P4 = 193,557
44	pointers, Eng 1:	P1 = 786,112	P2 = 1,737,965	P3 = 1,275,891	P4 = 193,928
45	pointers, Eng 1:	P1 = 786,577	P2 = 1,737,987	P3 = 1,276,199	P4 = 132,667
46	pointers, Eng 1:	P1 = 787,427	P2 = 1,738,427	P3 = 1,276,405	P4 = 135,062
47	pointers, Eng 1:	P1 = 787,505	P2 = 1,738,795	P3 = 1,276,405	P4 = 154,844
48	pointers, Eng 1:	P1 = 787,613	P2 = 1,739,092	P3 = 1,276,981	P4 = 156,777
49	pointers, Eng 1:	P1 = 787,939	P2 = 1,739,432	P3 = 1,277,251	P4 = 140,023
50	pointers, Eng 1:	P1 = 788,645	P2 = 1,739,711	P3 = 1,277,661	P4 = 113,311
51	pointers, Eng 1:	P1 = 788,759	P2 = 1,739,714	P3 = 1,277,737	P4 = 146,761
52	pointers, Eng 1:	P1 = 788,843	P2 = 1,740,024	P3 = 1,278,739	P4 = 165,551
53	pointers, Eng 1:	P1 = 789,191	P2 = 1,740,032	P3 = 1,278,755	P4 = 159,551
54	pointers, Eng 1:	P1 = 789,223	P2 = 1,740,445	P3 = 1,278,873	P4 = 138,551
55	pointers, Eng 1:	P1 = 789,676	P2 = 1,740,079	P3 = 1,276,979	P4 = 156,810
56	pointers, Eng 1:	P1 = 790,079	P2 = 1,740,138	P3 = 1,276,981	P4 = 138,707
57	pointers, Eng 1:	P1 = 790,083	P2 = 1,740,574	P3 = 1,277,797	P4 = 159,103
58	pointers, Eng 1:	P1 = 790,213	P2 = 1,740,925	P3 = 1,278,233	P4 = 135,379
59	pointers, Eng 1:	P1 = 790,419	P2 = 1,740,935	P3 = 1,278,694	P4 = 167,447
60	pointers, Eng 1:	P1 = 790,495	P2 = 1,740,955	P3 = 1,278,732	P4 = 156,156



B1k	1 pointers, Eng 1:	P1 = 1, 725, 418	(+56), P2 = 774, 161	P3 = 1, 260, 809	(+370), P4 = 178, 580	(+313), offset = 6
B1k	2 pointers, Eng 1:	P1 = 1, 725, 714	(+240), P2 = 775, 215	P3 = 1, 261, 159	(+50), P4 = 180, 072	(+52), offset = 10
B1k	3 pointers, Eng 1:	P1 = 1, 725, 849	(+135), P2 = 775, 269	P3 = 1, 261, 168	(+52), P4 = 180, 095	(+52), offset = 14
B1k	4 pointers, Eng 1:	P1 = 1, 725, 899	(+50), P2 = 775, 322	P3 = 1, 261, 178	(+10), P4 = 180, 098	(+52), offset = 18
B1k	5 pointers, Eng 1:	P1 = 1, 725, 899	(+50), P2 = 775, 322	P3 = 1, 261, 197	(+19), P4 = 180, 096	(+52), offset = 21
B1k	6 pointers, Eng 1:	P1 = 1, 725, 915	(+16), P2 = 775, 305	P3 = 1, 261, 273	(+76), P4 = 179, 419	(+677), offset = 24
B1k	7 pointers, Eng 1:	P1 = 1, 726, 429	(+514), P2 = 775, 562	P3 = 1, 261, 925	(+622), P4 = 184, 262	(+4843), offset = 28
B1k	8 pointers, Eng 1:	P1 = 1, 727, 01	(+872), P2 = 775, 598	P3 = 1, 261, 945	(+20), P4 = 184, 277	(+157), offset = 29
B1k	9 pointers, Eng 1:	P1 = 1, 727, 313	(+12), P2 = 775, 608	P3 = 1, 261, 977	(+320), P4 = 183, 637	(+60), offset = 33
B1k	10 pointers, Eng 1:	P1 = 1, 727, 373	(+602), P2 = 775, 938	P3 = 1, 261, 985	(+8), P4 = 182, 900	(+77), offset = 36
B1k	11 pointers, Eng 1:	P1 = 1, 727, 703	(+330), P2 = 776, 000	P3 = 1, 261, 985	(+8), P4 = 193, 787	(+1087), offset = 40
B1k	12 pointers, Eng 1:	P1 = 1, 729, 003	(+1300), P2 = 776, 123	P3 = 1, 262, 315	(+310), P4 = 196, 106	(+2319), offset = 41
B1k	13 pointers, Eng 1:	P1 = 1, 729, 885	(+882), P2 = 776, 404	P3 = 1, 262, 533	(+218), P4 = 195, 523	(+53), offset = 45
B1k	14 pointers, Eng 1:	P1 = 1, 729, 947	(+622), P2 = 776, 407	P3 = 1, 263, 319	(+786), P4 = 195, 523	(+479), offset = 46
B1k	15 pointers, Eng 1:	P1 = 1, 730, 124	(+17), P2 = 776, 410	P3 = 1, 263, 522	(+10), P4 = 194, 854	(+190), offset = 50
B1k	16 pointers, Eng 1:	P1 = 1, 730, 130	(+6), P2 = 776, 429	P3 = 1, 263, 402	(+132), P4 = 194, 854	(+186), offset = 53
B1k	17 pointers, Eng 1:	P1 = 1, 730, 577	(+447), P2 = 776, 438	P3 = 1, 263, 754	(+322), P4 = 194, 788	(+86), offset = 57
B1k	18 pointers, Eng 1:	P1 = 1, 731, 288	(+809), P2 = 777, 106	P3 = 1, 263, 892	(+138), P4 = 196, 826	(+58), offset = 60
B1k	19 pointers, Eng 1:	P1 = 1, 731, 964	(+578), P2 = 777, 115	P3 = 1, 264, 096	(+40), P4 = 196, 520	(+1664), offset = 63
B1k	20 pointers, Eng 1:	P1 = 1, 732, 010	(+46), P2 = 777, 141	P3 = 1, 264, 143	(+472), P4 = 195, 766	(+165), offset = 64
B1k	21 pointers, Eng 1:	P1 = 1, 732, 169	(+169), P2 = 777, 519	P3 = 1, 264, 522	(+379), P4 = 194, 691	(+165), offset = 66
B1k	22 pointers, Eng 1:	P1 = 1, 732, 189	(+10), P2 = 777, 537	P3 = 1, 264, 769	(+474), P4 = 1873, 474	(+1873), offset = 68
B1k	23 pointers, Eng 1:	P1 = 1, 732, 193	(+42), P2 = 777, 545	P3 = 1, 265, 148	(+379), P4 = 196, 854	(+39), offset = 70
B1k	24 pointers, Eng 1:	P1 = 1, 732, 465	(+272), P2 = 777, 551	P3 = 1, 265, 604	(+456), P4 = 195, 854	(+30), offset = 74
B1k	25 pointers, Eng 1:	P1 = 1, 733, 691	(+122), P2 = 777, 567	P3 = 1, 265, 93	(+219), P4 = 194, 931	(+93), offset = 78
B1k	26 pointers, Eng 1:	P1 = 1, 733, 726	(+35), P2 = 777, 689	P3 = 1, 266, 221	(+228), P4 = 195, 418	(+482), offset = 80
B1k	27 pointers, Eng 1:	P1 = 1, 733, 765	(+39), P2 = 778, 153	P3 = 1, 266, 385	(+116), P4 = 194, 923	(+495), offset = 82
B1k	28 pointers, Eng 1:	P1 = 1, 733, 773	(+82), P2 = 778, 225	P3 = 1, 266, 609	(+224), P4 = 194, 644	(+279), offset = 86
B1k	29 pointers, Eng 1:	P1 = 1, 733, 773	(+82), P2 = 778, 259	P3 = 1, 266, 642	(+133), P4 = 196, 892	(+30), offset = 87
B1k	30 pointers, Eng 1:	P1 = 1, 734, 411	(+112), P2 = 779, 095	P3 = 1, 266, 655	(+113), P4 = 196, 892	(+30), offset = 91
B1k	31 pointers, Eng 1:	P1 = 1, 734, 573	(+652), P2 = 779, 399	P3 = 1, 266, 657	(+52), P4 = 179, 776	(+384), offset = 95
B1k	32 pointers, Eng 1:	P1 = 1, 734, 650	(+650), P2 = 779, 694	P3 = 1, 266, 881	(+52), P4 = 183, 684	(+843), offset = 97
B1k	33 pointers, Eng 1:	P1 = 1, 736, 167	(+940), P2 = 779, 595	P3 = 1, 266, 823	(+142), P4 = 183, 644	(+119), offset = 99
B1k	34 pointers, Eng 1:	P1 = 1, 736, 335	(+168), P2 = 779, 606	P3 = 1, 267, 213	(+110), P4 = 183, 644	(+162), offset = 102
B1k	35 pointers, Eng 1:	P1 = 1, 736, 335	(+168), P2 = 779, 606	P3 = 1, 268, 149	(+936), P4 = 146, 941	(+6593), offset = 103
B1k	36 pointers, Eng 1:	P1 = 1, 736, 977	(+642), P2 = 779, 727	P3 = 1, 268, 265	(+116), P4 = 147, 202	(+265), offset = 105
B1k	37 pointers, Eng 1:	P1 = 1, 737, 777	(+300), P2 = 780, 160	P3 = 1, 268, 265	(+116), P4 = 178, 852	(+87), offset = 106
B1k	38 pointers, Eng 1:	P1 = 1, 737, 873	(+586), P2 = 780, 168	P3 = 1, 268, 658	(+86), P4 = 183, 832	(+832), offset = 109
B1k	39 pointers, Eng 1:	P1 = 1, 737, 884	(+10), P2 = 780, 820	P3 = 1, 269, 684	(+20), P4 = 183, 776	(+384), offset = 112
B1k	40 pointers, Eng 1:	P1 = 1, 737, 952	(+11), P2 = 780, 834	P3 = 1, 270, 098	(+414), P4 = 183, 033	(+843), offset = 115
B1k	41 pointers, Eng 1:	P1 = 1, 738, 230	(+278), P2 = 780, 846	P3 = 1, 270, 463	(+365), P4 = 183, 398	(+632), offset = 117
B1k	42 pointers, Eng 1:	P1 = 1, 738, 485	(+255), P2 = 781, 522	P3 = 1, 270, 473	(+310), P4 = 183, 786	(+612), offset = 118
B1k	43 pointers, Eng 1:	P1 = 1, 738, 864	(+162), P2 = 781, 932	P3 = 1, 270, 634	(+162), P4 = 123, 769	(+18), offset = 120
B1k	44 pointers, Eng 1:	P1 = 1, 739, 097	(+233), P2 = 782, 178	P3 = 1, 270, 654	(+20), P4 = 147, 202	(+222), offset = 121
B1k	45 pointers, Eng 1:	P1 = 1, 739, 217	(+120), P2 = 783, 014	P3 = 1, 270, 696	(+42), P4 = 137, 528	(+222), offset = 122
B1k	46 pointers, Eng 1:	P1 = 1, 739, 682	(+65), P2 = 783, 268	P3 = 1, 270, 716	(+20), P4 = 137, 387	(+348), offset = 123
B1k	47 pointers, Eng 1:	P1 = 1, 740, 544	(+862), P2 = 783, 443	P3 = 1, 270, 728	(+20), P4 = 138, 806	(+180), offset = 125
B1k	48 pointers, Eng 1:	P1 = 1, 740, 576	(+322), P2 = 783, 463	P3 = 1, 271, 442	(+652), P4 = 138, 389	(+46), offset = 127
B1k	49 pointers, Eng 1:	P1 = 1, 741, 242	(+162), P2 = 783, 698	P3 = 1, 271, 447	(+55), P4 = 132, 055	(+625), offset = 129
B1k	50 pointers, Eng 1:	P1 = 1, 741, 58	(+162), P2 = 783, 711	P3 = 1, 271, 888	(+441), P4 = 134, 509	(+254), offset = 132
B1k	51 pointers, Eng 1:	P1 = 1, 741, 520	(+262), P2 = 784, 101	P3 = 1, 272, 210	(+322), P4 = 134, 162	(+347), offset = 135
B1k	52 pointers, Eng 1:	P1 = 1, 741, 525	(+5), P2 = 784, 164	P3 = 1, 272, 336	(+1126), P4 = 134, 737	(+572), offset = 136
B1k	53 pointers, Eng 1:	P1 = 1, 741, 544	(+862), P2 = 784, 112	P3 = 1, 272, 636	(+200), P4 = 131, 150	(+387), offset = 140
B1k	54 pointers, Eng 1:	P1 = 1, 741, 576	(+322), P2 = 784, 880	P3 = 1, 272, 148	(+512), P4 = 134, 029	(+1879), offset = 141
B1k	55 pointers, Eng 1:	P1 = 1, 741, 570	(+36), P2 = 785, 748	P3 = 1, 273, 165	(+17), P4 = 131, 753	(+1276), offset = 143
B1k	56 pointers, Eng 1:	P1 = 1, 742, 396	(+826), P2 = 785, 161	P3 = 1, 273, 256	(+91), P4 = 132, 298	(+565), offset = 144
B1k	57 pointers, Eng 1:	P1 = 1, 742, 836	(+440), P2 = 785, 043	P3 = 1, 273, 785	(+29), P4 = 132, 187	(+259889), offset = 145
B1k	58 pointers, Eng 1:	P1 = 1, 742, 845	(+9), P2 = 787, 153	P3 = 1, 274, 094	(+309), P4 = 136, 075	(+6112), offset = 147
B1k	59 pointers, Eng 1:	P1 = 1, 742, 912	(+67), P2 = 787, 419	P3 = 1, 274, 317	(+223), P4 = 137, 978	(+151), offset = 151
B1k	60 pointers, Eng 1:	P1 = 1, 742, 924	(+12), P2 = 787, 593	P3 = 1, 274, 317	(+223), P4 = 138, 676	(+698), offset = 155



## Appendix F

```

Sub MakeKeyTable()
    Dim i As Integer, keyTable(511) As Integer, rndNums(10000) As Byte, used(255) As Byte, p As Long, _
    p1 As Long, p2 As Long, ptr As Long, progTime As Single

    ' Loop to prepare the used array
    For i = 0 To 255: used(i) = 0: Next i
    ' Loop to initialize the random number array - set the pointer
    ptr = 0
    ' Do until we have at least 4 of every number from 0 to 255
    Do
        ' Select a random number and count the occurrence of this number
        rndNums(ptr) = GRN: used(rndNums(ptr)) = used(rndNums(ptr)) + 1
        ' Advance the pointer
        ptr = ptr + 1
        ' Look at the array for at least 4 of every value from 0 to 255
        For p = 0 To 255
            ' If less than 4, another # needs to be placed, prematurely exit the loop - 'p' will not be 256
            If used(p) < 4 Then Exit For
        Next p
        ' Keep going until all values have recorded at least 4 occurrences in the 'rndNums' array
    Loop While p < 256
    ' Loops to prepare the used and key table arrays
    For i = 0 To 255: used(i) = 0: Next i
    For i = 0 To 511: keyTable(i) = 300: Next i
    ' Loop to transfer the numbers to the key array
    For i = 0 To 511
        ' Randomly find one in the list that doesn't have 2 numbers in the key table yet
        Do: p1 = GRN(ptr): Loop While used(rndNums(p1)) = 2
        ' Randomly find a location that needs to be loaded
        Do: p2 = GRN(512): Loop While keyTable(p2) < 300
        ' Load it
        keyTable(p2) = rndNums(p1)
        ' Count this one
        used(keyTable(p2)) = used(keyTable(p2)) + 1
    Next i
    ' Open the key table for writing
    Open App.Path + "\ vernamTwo.tbl" For Output As #1
    ' Write the key table to the file
    For i = 0 To 510: Print #1, ls(keyTable(i)); ":"; Next i: Print #1, ls(keyTable(i))
    ' Close the file so the input function operates
    Close #1
    ' Report
    report.Caption = "A new key table is constructed in" + Str$(Timer - progTime) + " seconds"
End Sub

Function ls(num) as String: ls = Ltrim$(Str$(num)): End Function

```

### The key numbers used for this technology demonstration document:

192,189,67,23,199,12,219,192,13,186,96,161,53,33,86,155,250,110,11,174,233,191,254,59,194,185,60,145,46,228,178,105,15,238,164  
99,181,0,67,121,81,107,194,79,170,62,24,101,109,222,244,92,243,69,104,147,212,176,116,10,6,25,255,218,44,128,180,18,26,169,111  
245,4,24,171,197,193,57,211,76,112,61,22,93,95,17,49,55,144,201,33,119,51,14,65,210,6,46,27,133,98,3,183,28,198,154,254,182,227  
146,236,83,160,53,40,132,249,208,34,141,179,5,126,84,162,152,58,116,119,50,246,153,70,35,30,238,14,250,10,104,42,247,19,108,103  
37,143,123,21,27,146,113,158,52,148,96,223,105,210,174,78,217,240,203,221,178,228,209,206,196,218,88,230,237,118,198,153,107,215  
202,43,200,54,184,166,63,212,167,150,74,56,188,82,221,113,195,173,40,130,36,231,181,206,252,75,95,48,71,103,249,186,29,235,89  
217,132,151,134,157,39,64,156,224,248,72,157,122,191,236,126,137,41,149,5,120,73,239,244,207,239,161,226,4,202,91,147,60,123,31  
72,55,32,224,78,74,90,137,54,94,240,45,168,131,165,115,20,160,232,68,9,66,91,177,43,209,167,112,124,225,11,131,253,184,79,118,69  
223,220,115,106,22,251,38,200,101,173,12,148,242,130,231,51,138,149,88,129,38,97,216,156,2,68,58,145,179,197,185,87,121,29,19  
175,241,102,117,48,253,237,127,172,100,26,208,117,214,143,133,241,190,37,155,144,90,125,188,159,13,77,203,232,159,162,70,71,142  
193,213,7,98,50,3,252,139,39,251,108,129,110,242,154,47,187,139,255,165,205,172,80,83,77,28,75,109,80,229,150,32,18,42,1,136,201  
127,57,86,20,243,102,171,44,183,248,97,17,180,124,175,158,216,61,125,34,151,92,106,136,230,120,89,213,205,135,8,138,135,114,85  
84,187,189,140,169,30,246,163,87,211,66,163,1,226,41,229,76,234,23,49,122,52,227,182,94,134,25,207,63,7,152,45,8,62,170,114,166  
190,0,222,93,64,16,31,225,21,168,196,234,214,177,140,35,235,73,176,99,9,47,233,220,128,59,2,111,199,215,164,16,204,82,142,195  
245,56,85,100,15,36,65,141,204,219,81,247

## Appendix G

This is a display of the final report on 3 tests. The test code first converts the first 2,000 Effective Key Streams to 256 ASCII numbers and stores them in a 2,000 x 256 structure. Then it inputs one Effective Key Stream at a time, from 2,001 to 2,000,000, converts that string to 256 ASCII numbers and compares all 2,000 sets of ASCII numbers of the first 2,000 with that one set. The code counts the ASCII numbers that match, then records the maximum encountered. So for this report, each test has executed almost 514 billion 256-character loops for each of the 3 tests.

Maximum # digits equal = 45, minimum = 0

Maximum match 0 was encountered 33,757 times

Maximum match 1 was encountered 580,583 times

Maximum match 2 was encountered 4,913,396 times

Maximum match 3 was encountered 28,058,957 times

Maximum match 4 was encountered 118,445,887 times

Maximum match 5 was encountered 397,957,701 times

Maximum match 6 was encountered 1,111,120,960 times

Maximum match 7 was encountered 2,643,247,243 times

Maximum match 8 was encountered 5,486,496,311 times

Maximum match 9 was encountered 10,077,008,213 times

Maximum match 10 was encountered 16,589,405,202 times

Maximum match 11 was encountered 24,736,752,007 times

Maximum match 12 was encountered 33,664,046,718 times

Maximum match 13 was encountered 42,126,865,474 times

Maximum match 14 was encountered 48,753,722,490 times

Maximum match 15 was encountered 52,433,354,102 times

Maximum match 16 was encountered 52,655,561,351 times

Maximum match 17 was encountered 49,557,332,660 times

Maximum match 18 was encountered 43,871,551,980 times

Maximum match 19 was encountered 36,633,832,607 times

Maximum match 20 was encountered 28,943,677,783 times

Maximum match 21 was encountered 21,683,923,875 times

Maximum match 22 was encountered 15,442,768,204 times

Maximum match 23 was encountered 10,475,308,531 times

Maximum match 24 was encountered 6,777,830,500 times

Maximum match 25 was encountered 4,193,664,069 times

Maximum match 26 was encountered 2,484,780,048 times

Maximum match 27 was encountered 1,411,207,717 times

Maximum match 28 was encountered 768,705,061 times

Maximum match 29 was encountered 402,970,817 times

Maximum match 30 was encountered 203,032,183 times

Maximum match 31 was encountered 98,787,517 times

Maximum match 32 was encountered 46,425,506 times

Maximum match 33 was encountered 20,938,723 times

Maximum match 34 was encountered 9,225,147 times

Maximum match 35 was encountered 3,874,007 times

Maximum match 36 was encountered 1,571,512 times

Maximum match 37 was encountered 625,445 times

Maximum match 38 was encountered 247,571 times

Maximum match 39 was encountered 89,379 times

Maximum match 40 was encountered 31,422 times

Maximum match 41 was encountered 13,211 times

Maximum match 42 was encountered 3,875 times

Maximum match 43 was encountered 1,354 times

Maximum match 44 was encountered 578 times

Maximum match 45 was encountered 366 times

Grand Total of checks = 513,859,992,000

Maximum # digits equal = 44, minimum = 0  
Maximum match 0 was encountered 37,836 times  
Maximum match 1 was encountered 589,129 times  
Maximum match 2 was encountered 4,952,581 times  
Maximum match 3 was encountered 28,064,870 times  
Maximum match 4 was encountered 118,448,065 times  
Maximum match 5 was encountered 397,604,961 times  
Maximum match 6 was encountered 1,108,503,567 times  
Maximum match 7 was encountered 2,640,933,352 times  
Maximum match 8 was encountered 5,480,861,432 times  
Maximum match 9 was encountered 10,063,564,755 times  
Maximum match 10 was encountered 16,571,349,882 times  
Maximum match 11 was encountered 24,706,631,509 times  
Maximum match 12 was encountered 33,636,343,015 times  
Maximum match 13 was encountered 42,092,126,439 times  
Maximum match 14 was encountered 48,708,480,371 times  
Maximum match 15 was encountered 52,385,886,648 times  
Maximum match 16 was encountered 52,611,727,620 times  
Maximum match 17 was encountered 49,518,162,018 times  
Maximum match 18 was encountered 43,838,323,379 times  
Maximum match 19 was encountered 36,612,754,998 times  
Maximum match 20 was encountered 28,919,533,566 times  
Maximum match 21 was encountered 21,672,742,385 times  
Maximum match 22 was encountered 15,432,422,939 times  
Maximum match 23 was encountered 10,470,082,203 times  
Maximum match 24 was encountered 6,774,038,136 times  
Maximum match 25 was encountered 4,192,664,303 times  
Maximum match 26 was encountered 2,482,866,417 times  
Maximum match 27 was encountered 1,411,187,546 times  
Maximum match 28 was encountered 769,236,369 times  
Maximum match 29 was encountered 403,064,039 times  
Maximum match 30 was encountered 203,285,211 times  
Maximum match 31 was encountered 98,452,046 times  
Maximum match 32 was encountered 46,297,366 times  
Maximum match 33 was encountered 21,022,551 times  
Maximum match 34 was encountered 9,181,557 times  
Maximum match 35 was encountered 3,873,302 times  
Maximum match 36 was encountered 1,581,359 times  
Maximum match 37 was encountered 643,249 times  
Maximum match 38 was encountered 242,150 times  
Maximum match 39 was encountered 92,893 times  
Maximum match 40 was encountered 31,929 times  
Maximum match 41 was encountered 11,859 times  
Maximum match 42 was encountered 4,748 times  
Maximum match 43 was encountered 1,329 times  
Maximum match 44 was encountered 121 times  
Grand Total of checks = 513,437,906,000

Maximum # digits equal = 47, minimum = 0  
Maximum match 0 was encountered 31,655 times  
Maximum match 1 was encountered 600,478 times  
Maximum match 2 was encountered 4,959,624 times  
Maximum match 3 was encountered 28,091,049 times  
Maximum match 4 was encountered 118,263,709 times  
Maximum match 5 was encountered 397,944,652 times  
Maximum match 6 was encountered 1,110,171,846 times  
Maximum match 7 was encountered 2,642,115,995 times  
Maximum match 8 was encountered 5,480,836,173 times  
Maximum match 9 was encountered 10,069,368,821 times  
Maximum match 10 was encountered 16,580,548,303 times  
Maximum match 11 was encountered 24,717,355,214 times  
Maximum match 12 was encountered 33,647,169,575 times  
Maximum match 13 was encountered 42,100,546,074 times  
Maximum match 14 was encountered 48,714,384,320 times  
Maximum match 15 was encountered 52,402,286,789 times  
Maximum match 16 was encountered 52,618,671,750 times  
Maximum match 17 was encountered 49,516,762,397 times  
Maximum match 18 was encountered 43,833,578,760 times  
Maximum match 19 was encountered 36,606,515,214 times  
Maximum match 20 was encountered 28,921,542,928 times  
Maximum match 21 was encountered 21,667,862,647 times  
Maximum match 22 was encountered 15,427,524,681 times  
Maximum match 23 was encountered 10,467,357,508 times  
Maximum match 24 was encountered 6,773,602,557 times  
Maximum match 25 was encountered 4,190,774,551 times  
Maximum match 26 was encountered 2,482,166,238 times  
Maximum match 27 was encountered 1,409,656,853 times  
Maximum match 28 was encountered 767,872,193 times  
Maximum match 29 was encountered 402,581,776 times  
Maximum match 30 was encountered 203,306,782 times  
Maximum match 31 was encountered 98,905,682 times  
Maximum match 32 was encountered 46,312,997 times  
Maximum match 33 was encountered 20,963,784 times  
Maximum match 34 was encountered 9,094,170 times  
Maximum match 35 was encountered 3,918,248 times  
Maximum match 36 was encountered 1,569,119 times  
Maximum match 37 was encountered 656,425 times  
Maximum match 38 was encountered 240,982 times  
Maximum match 39 was encountered 92,287 times  
Maximum match 40 was encountered 35,673 times  
Maximum match 41 was encountered 11,467 times  
Maximum match 42 was encountered 4,235 times  
Maximum match 43 was encountered 1,033 times  
Maximum match 44 was encountered 508 times  
Maximum match 45 was encountered 124 times  
Maximum match 47 was encountered 154 times  
Grand Total of checks = 513,486,258,000