

('cat on spec')

The cat <action> sits <location> mat
menu bar
menu title 1 'the cat action sits mat location'

window 1 'window'

the condition of this cat is that it sits and the location of this cat is that it sits on the mat

attached panel 1 'panel'

like all cats - this cat is an animal - a *natural type*

window 2 'window'

it is a mobile entity and it is an animate physical object, unlike an angel, which though also a mobile entity and which even when fallen or looking homeward has the possibility of animation, is neither an animal nor a physical object

attached panel 2 'panel'

unlike too a robot, which is a mobile entity and physical object of the machine kind

window 3 'window'

this cat could be a kitten, in which case, while its status and location remain the same and its type remains unchanged it possesses a further qualification, that of age, a characteristic of an entity at a point in time

attached panel 3 'panel'

neither kitten nor cat is a dog though all three have in common the fact that they are animal, mammalian and carnivorous

window 4 'window'

cat kitten or dog are likely, especially if seated on a mat, to enjoy the common status of domestic pet; which is a role played by an animal that depends on an accidental relationship to another entity, a person

attached panel 4 'panel'

of angel, cat, kitten (or dog), two (or three) are physical entities, and one alone is an abstract entity enjoying no lesser or greater a status, on that account, than the others

window 5 'window'

cat kitten or dog are *seen* as external images or sensory icons (while an angel may be seen as an *internal image*) which are, in the *mind's eye*, matched to whatever cat, kitten, dog or angel perceptions are in stock and then assembled to describe the status and relationships at play when a cat kitten or dog sits on a mat, or angels dance on the head of a pin

'attached sheet' 1 —a form of 'dialog box' —button 'button'