



FREE FIELD MANUAL / ISSUE 00

WHOAMI?

What I build, what I test, and what I share.

EXPERIMENTS / METHODS / FIELD NOTES

00 / WHO I AM HERE

I'm Operator_0x.

I build software, experiment with AI agents and the systems around them, and write about what I learn. Some projects become public tools. Others stay prototypes or become posts about an idea that did not work.

Operator_0x is the name I use for this work. I keep my personal identity in the background because I want the projects to be judged on what they do and what I can show about them. The name is a little enigmatic; the results should be understandable.

This book is an introduction, not a biography. It tells you what I am building now, what I am trying to learn, and what you can expect me to share.

01 / WHAT I WORK ON

I build tools and test how agents work.

One part of my work is testing how AI agents behave when they have a real task. An agent can use tools and take several steps toward an answer. The harness is the setup around it: the instructions, tools, context, limits, checkpoints, and tests. I am interested in how changing that setup changes the work.

Sometimes the best setup is one agent with a narrow job. Sometimes it is a fixed sequence of steps. I may use several agents when separate perspectives could help, but a swarm is not my default. I also build visual and video tools that use no agents at all. In each case, I want to find what works, what fails, and where a person still needs to decide.

02 / THE PROJECTS

Here is what exists.

These four projects are at different stages. I would rather name the stage than make them sound equally finished.

01 / POLYMIND / LOCAL PROTOTYPE

PolyMind lets configurable agent personas discuss a question in rounds. Their responses and costs are visible. I want to test when another perspective improves an answer and when it only adds noise. Its simulation mode shows how the discussion would run; it does not count as independent evidence.

02 / CARTOONIO / LIVE

Cartoonio turns a story into characters, scenes, voices, and motion. It is live at cartoonio.net. The work I want to document is continuity: where a character changes unexpectedly between steps, and which human checks catch that drift.

03 / LOOPY & CLIPPY / UNLAUNCHED

Loopy & Clippy is a local video editor for arranging scenes, camera moves, transitions, text, and sound before an FFmpeg render. It has not launched. The question is whether the exported video reliably matches what the editor shows.

04 / SYMMETRY STUDIO / OPEN

Symmetry Studio turns photographs into repeating patterns using seventeen wallpaper groups. It runs in the browser and keeps images there. It is not an agent project. You can use it now at operator0x.com/symmetry/.

These are the projects I can show or describe today. Future notes will make the questions and results more specific.

03 / WHAT I WILL SHOW

A post should let you inspect the work.

When I publish an agent experiment, I want to show the task, the setup, what happened, and what the result does or does not prove. For a harness test, that means naming the model and tools, the limits I set, the baseline I compared it with, and the cases where the system failed. If I cannot share an input because it is private, I will say so.

For example, I could compare one agent checking a short research answer with a version that uses a second reviewer. The interesting result would not be that the two agents agreed. It would be whether the second pass caught errors the first missed, how often it introduced new ones, and whether the extra time and cost were justified. That is a test I would need to run; I am not claiming the result here.

Other posts may be simpler: a new tool, a design decision, a broken render, or a fix that made a project easier to use. I will distinguish something I measured from something I suspect, and a working prototype from a public release. I want these notes to be useful to other builders even when the answer is inconclusive.

04 / WHERE TO START

Open something. Judge for yourself.

If you want to see a usable project, start with operator0x.com/symmetry/ or cartoonio.net. If you are interested in agents, follow the field notes at operator0x.com/feed.xml for the questions, setups, and results as I publish them. PolyMind is still a prototype, so I will not ask you to take a claim about it on trust.

Try a tool. When I publish a test, repeat it if you can and decide whether the evidence holds up. If you build on an idea here, show what changed in your hands. That is the point of putting the work in public.

Know me by the work. Check the work for yourself.

OPERATOR_0x / FIELD MANUAL 00

FREE TO READ, COPY, AND SHARE WITH CREDIT.

THE WORK CONTINUES AT [OPERATOR0X.COM](http://operator0x.com).