Why Eternal ≠ Time[1]

Clarifying a Common Misconception

If there ever is Something there *always* was Something.

In the EP Conjecture, over 99 papers, we discover that there is an always existor[2] which is unique and necessary.

The always existor is also forever. That means it is Eternal (capital E) because it is always & forever.

This paper explains why Eternal is not the same as time.

Here is the logical reasoning:

1. Always is un-caused[3] in 1st instance (path-less)
2. Un-caused → Un-beginning
3. Un-beginning → before all time
4. Before all time → There is no time
5. No time → No time has passed
6. No time has passed → There is no past time
7. Always is the 1 Source of all possibilities, including itself
8. It has a necessary instance of itself (#94)
9. It cannot be different, as there is no-thing else to be; re: it is the Source of every-thing in its original instance. Thus, what else could it be other than itself?
10. Thus, we realize it is/remains 'as is' or un-changing from itself: invariant
11. Necessarily existing + invariant (un-changing) → un-ending (perpetual)
12. Un-ending → beyond all time.

Taken all together, we find the always existor is both un-beginning and "before all time" & also un-ending and "beyond all time" (forever).

If something is both before *qnd* beyond all time, it is therefore "for all time" too.

That's because 1st and last includes "the middle" (all instances of time).

And remarkably, always and forever are satisfied in the same 1 instance.

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[1] Author: Andrew Downing Hartford. Written: September 18, 2025. This work relates to the EP Conjecture.
[2] Implicit in this paper is the new interpretation of always used in the ep conjecture. See #11.5.
[3] Why must a base case be un-caused? It cannot emerge from absolute Nothing (#1, #17), Self-causation is BS (#49), no-thing is before always so no-thing else (other something) can cause it. At least 1 Something, as a base case, must satisfy being un-caused IF there ever is existence.

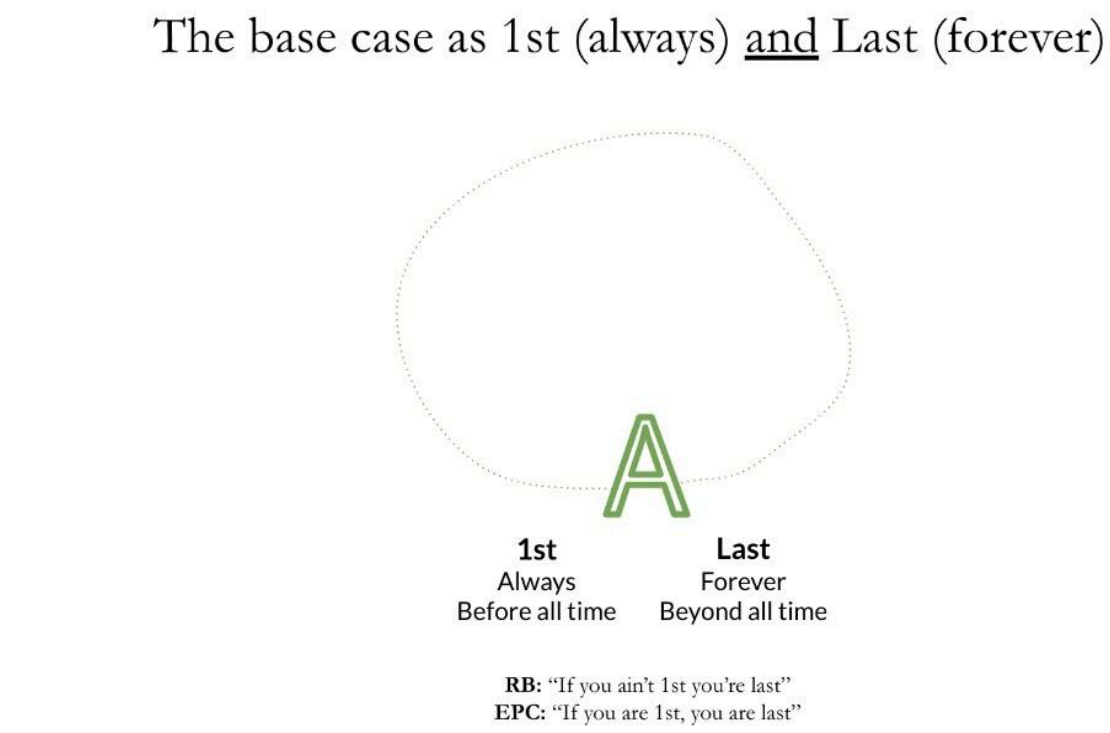
That's because both always and forever are un-caused or path-less conditions (not satisfiable by any path of any kind).

The only way to satisfy "two" path-less conditions is to do so as 1 in the same.

There is no instance after "last" (forever).

Thus, the always existor has only 1 instance, and globally, this is the only instance!

Here is an image visual:



This juxtaposes sharply with the standard way of thinking.

Generally speaking, the standard contemporary "everything model" is past time + future time.

There is maximally infinite past time (no beginning), and if there is a beginning, there is a finite past time plus a "time = 0".

There is maximally infinite future time (no end) and if there is an end, there is a finite future time.

But "past time" and "future time" are our concepts from the middle.

Eternal is a deeper concept and not equivalent to time.

Always is not past time: neither a finite or infinite amount.

Always is not “time = 0” as the concept of time does not yet apply and our model from the middle has 0 purchase whatsoever.

Always is not a physical or mathematical object.

Forever is not future time: neither a finite or infinite amount.

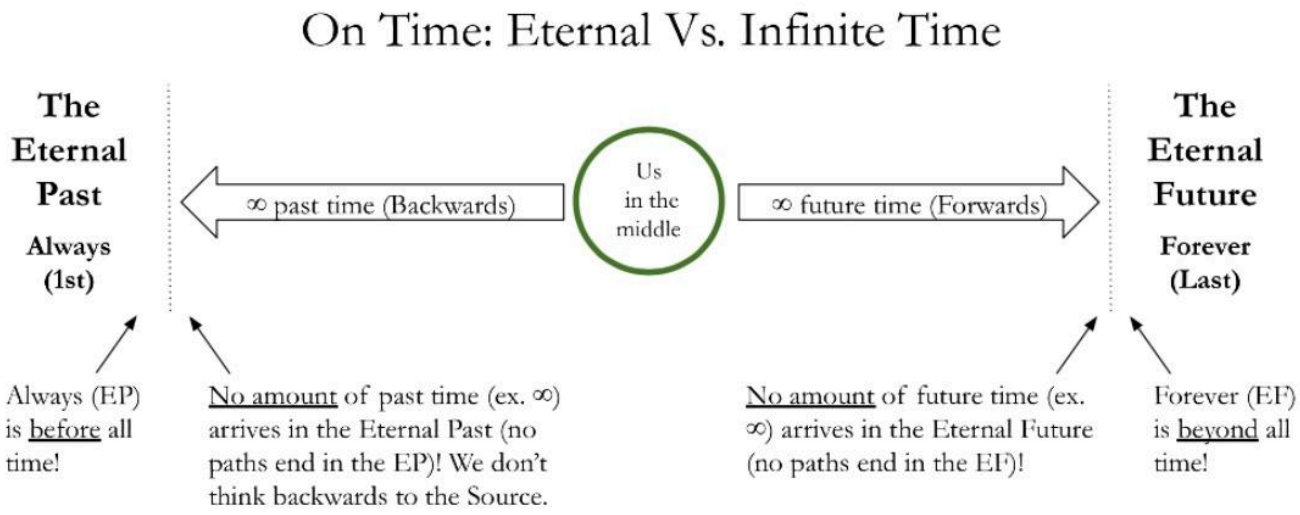
Future time is our concept.

We don’t think backwards to the Source.

Instead, we start with the Source and give it first priority.

Because what’s 1st is last (always is forever), we actually end here too[4].

Here is a visual helping capture the difference between Eternal and time:



[4] As discussed in #12, #48, #50, #85, #11.5, and #86, don’t confuse 1 Eternal instance with no novelty and the inability for all of the features of time to be bona fide (change, growth, becoming, participation, freedom, etc.). Because always is un-caused and not encoded, and yet first and last, there is no graveyard of all possibilities and there is no grave yard of all instances of time.