Let's suppose we have the following words (Spanish) appearing in order from left to right. The figure depicts how words and/or symbols are added binary wise to a dynamic “middle axis” depicted in black. The gnomic rule is visually straightforward.

[gente, azaroso, trenza, bucle, geo, guerra, %, C++, centro, casamata, blando, jamón, Tren, Susto, wifi, sosías, silencio, asunto, crisis, atlas, bruto],

Permuted to

[%, asunto, atlas, azaroso, blando, bruto, bucle, C++, casamata, centro, crisis, gente, geo, guerra, jamón, silencio, sosías, susto, tren, trenza, wifi]
We may program this via two types of pointers: *izq, *der, as it’s shown schematically below