Quantum Thread Theory
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Abstract: "The dimensions of the gravitational constant are [L^3]/[M][T^2]. That is a specific volume times acceleration. That means the gravitational constant is the basic quantum of the three dimensional force of gravity"

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THE GRAVITATIONAL CONSTANT
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The gravitational constant is the proportionality constant connecting the gravitational force F between two bodies m1m2 with the product of their masses and the inverse square of their distance 1 / r^2. Isaac Newton added the gravitational constant to his universal law of gravitation F = Gm1m2/r^2 in order to make the dimensions and the units match with a regular force equation F = ma, that's Force equals mass times acceleration.

$$F \ = \ G \ \frac{m1m2}{r\text{^}2}$$

The product of two masses m1m2 divided by square of their distance r^2 does NOT actually equal force. That would only give the amount of force.
If you pull a car out of a ditch - the pull is the force, the car is the mass.
A car and pulling a car are two different things. But from the mass of the car you can determine / know the amount of force that was needed to unditch the car.

The thread unit group (TUG) would be just the grey threads in picture (no color and a lot thinner of course).
The TUG is source of gravity (and everything else).
It would fit perfectly inside of a dodecahedron.
Actual thread length is about one Ångström and it is fine enough where 10 threads (20 radii) could curl-up into the size of a neutron.

The gravitational "force" is coming from the gravitational constant.

The dimensions of the gravitational constant (big G) are: `[L^3] / [M] [T^2]`

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        [L^3]
G  =  --------
       [M][T^2]
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The `[L^3]` or three lengths are actually three threads.
Newton's equation is in 3-D so the basic thread unit group is 3-D. That would be three threads joined at their centers. That commandeers a volume one Ångström cubed.
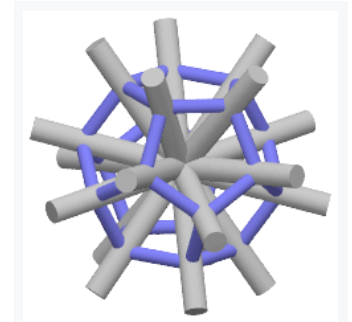In a 3-D analogy the thread unit groups would form something like a 3-D tennis net.

Length cubed `[L^3]` divided by mass [M] is a specific volume.
Specific volume per second squared (divided by) [T^2] equals acceleration.
That means the gravitational constant (which we now know is one unit fabric of space or one quantum of gravitation) is a three dimensional force.

In actual reality the thread unit group is formed with 10 threads joined at their centers.
The basic thread length is about one ångström and it is fine enough where 10 threads (20 radii) could curl-up into the size of a neutron.

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THE FABRIC OF SPACE
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The fabric of space is a gravitationally-centered* thread tension network
(never been ruled out)
Tension = velocity squared x mass / Length
Vibrations (light, gravitational waves, etc.) traverse network at c
Plug in c, rearrange:

$TL = mc^2$
| -- inch -- |

Gravity is regular thread Tension: $T = mc^2 / L$
Energy is thread Tension x Length: $TL = mc^2$
The fabric of space is the threads.

NOTE: T = Tension.   Inside brackets $[T]$ = Time (the dimension)
(everything inside [brackets] is a dimension)
Everything is made from quantum threads. So, most lengths $[L]$ in equations (the dimensions) are actually
threads. That has of course happened with the gravitational constant $[L^3]/[M][T^2]$.

NOTE: "gravitationally-centered" means something like being dragged but stronger.

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SPECIFIC VOLUME
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Specific volume is a property of materials, defined as the number of cubic meters occupied by one kilogram of
a particular substance. The standard unit is the meter cubed per kilogram $[L^3]/[M]$ or m^3/kg.

In this case the specific volume is one quantum of the fabric of space - that's one thread cubed.

One angstrom^3 = 1.0×10^{-27} liters.
That's a cubic volume about the size of an atom.

The thread cubed is creating a volume but it is not filling it - the thread network commandeers volumes.
A 3-D thread group (only XYZ axis) woud be just like a 3-D "x" or a 3-D plus sign "+"
The 1 x 1 x 1 cube would look like picture below.
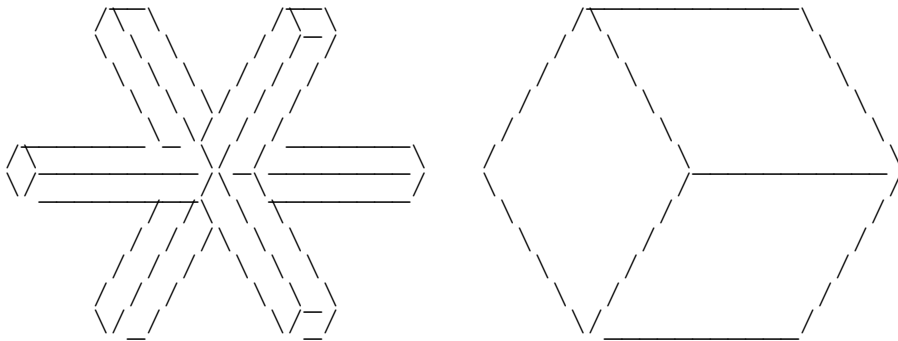
The 3-D axis shape on the left is actually the thread cube. The amount of space it commandeers is the cubic
region on the right. Remember... Nothing is solid.

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DIMENSIONS AND UNITS
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.........mass = [M] = kilograms
.......length = [L] = meters
.........time = [T] = seconds
...frequency = [T^-1] = seconds^-1
.......speed = [L]/[T] ...... = m/s
acceleration = [L]/[T^2] .... = m/s^2
....momentum = [M][L]/[T] ... = kg_m/s
.......force = [M][L]/[T^2] . = kg_m/s^2
......energy = [M][L^2]/[T^2] = kg_m^2/s^2
.......power = [M][L^2]/[T^3] = kg_m^2/s^3


...............density = [M]/[L^3] .... = kg/m^3
.......specific volume = [L^3]/[M] .... = m^3/kg
gravitational constant = [L^3]/[M][T^2] = m^3/kg_s^2
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References
[3] Quantum Thread Theory & Why the Speed of Light is "C"
   http://vixra.org/abs/1612.0363
   Authors: Seamus McCelt
   Category: Quantum Gravity and String Theory