MUX-01: UX Capsule Core Structure

System: MaxUXSuite

Module ID: MUX-01

Version: 1.0

Title: UX Capsule Core Structure

Classification: User Interface Governance Capsule

Responsible: TBYD UX Control Team

License Model: TBYD License v2.2 / Audit Addendum A

Standards Reference: WCAG 2.1, ISO/IEC 25062, TBYD Capsule Protocol v2.1

Applicability: MaxOneOpen v4.1+

# 1. Purpose

This module defines the core structure of a UX Capsule. A UX Capsule is a signed, context-bound control unit that governs the visibility, availability, behavior, and accessibility of a specific user interface element based on structural policy logic.

# 2. Capsule Fields

- capsule\_id: globally unique identifier  
- component\_id: UI element this capsule controls (e.g., button, input field)  
- capsule\_scope: ENUM { layout, action, display, input, navigation }  
- visibility\_condition: logical rule (e.g., role match, process state)  
- access\_roles: list of MaxWorkRoles capsule references  
- fallback\_state: ENUM { hidden, disabled, readonly, frozen }  
- accessibility\_mode: ENUM { default, enforced, declared }  
- audit\_mode: ENUM { trace, silent, visual }  
- interaction\_trace: BOOLEAN (record UI activity if true)  
- governance\_ref: treaty, override, or freeze reference (optional)

# 3. Execution Mode

UX Capsules operate in declarative mode only. They are evaluated at render-time or interaction-time by compliant systems. They do not contain procedural logic or embedded JavaScript but refer to external states or roles to determine outcome.

# 4. CTO Summary

UX Capsules provide a structured, sovereign method for governing UI behavior across environments. They allow traceable, reversible, and governance-aware UI rendering without reliance on any specific framework or runtime library.