MUX-05: UX Freeze, Block & Treaty Override

System: MaxUXSuite

Module ID: MUX-05

Version: 1.0

Title: UX Freeze, Block & Treaty Override

Classification: Governance-Driven UI Control Capsule

Responsible: TBYD Override Enforcement Team

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

Standards Reference: TBYD Treaty Layer v3.0, ISO/IEC 27001, TBYD Capsule Protocol v2.1

Applicability: MaxOneOpen v4.1+

# 1. Purpose

This module defines how UI components can be programmatically frozen, blocked, or overridden through treaty-based governance events. It establishes structure for trust-based overrides, compliance-triggered UI freezes, and visual enforcement of policy breaches.

# 2. Capsule Fields

- capsule\_id: unique identifier for freeze or override logic  
- freeze\_trigger: reference to a policy, treaty clause, or capsule state  
- block\_scope: ENUM { full-page, section, element, dialog }  
- override\_authority: reference to authorized governance capsule (e.g., MaxTreaty)  
- justification\_text: optional display text explaining the freeze condition  
- visual\_freeze\_mode: ENUM { mask, dim, disable, redirect }  
- audit\_link: reference to trace anchor for justification

# 3. Override Behavior

When an override is activated:  
- the previous capsule logic is superseded  
- UI behavior changes immediately under treaty authority  
- visual state may be updated (e.g., greyed-out, modal block, or redirect)  
- full trace is written to audit log (MaxAudit capsule reference required)

# 4. CTO Summary

This module brings treaty governance directly into the UI layer. It enables controlled overrides of visibility, access, and interaction in response to treaty logic, security violations, or compliance mandates – without embedding UI logic into the rendering system itself.