ASCII Art UI Mockups — Internet Status Feature

Status Bar States

Online State

Offline State

```
File Edit View ... | % Basic | $(error) Offline | Ln 42, Col 8 | UTF-8 |... |

↑

(Red X icon)
```

Captive Portal State

```
File Edit View ... | % Basic | $(shield) Sign-in | Ln 42, Col 8 | UTF-8 |..|

↑

(Yellow shield)
```

O Unknown / Loading State

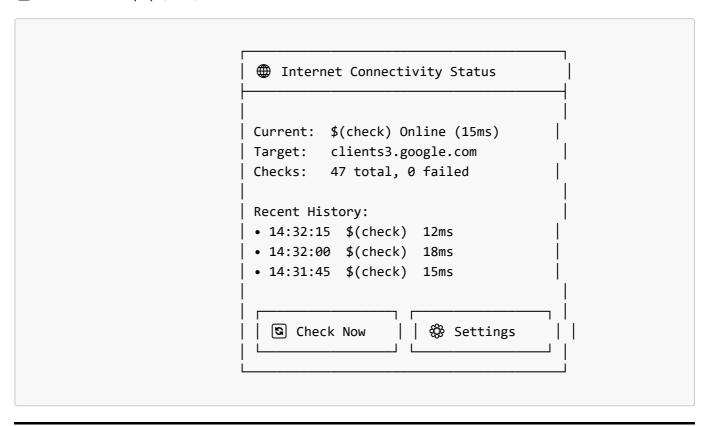
```
File Edit View ... | % Basic | $(question) ... | Ln 42, Col 8 | UTF-8 |... |

↑

(Gray question mark)
```

() Click Interactions

Quick Status Popup (Click)



- Multi-Window Coordination Scenarios
- Leader Window (Active Checking)

➡ Follower Windows (Passive Display)

```
Follower + No Lock

(Reading shared state only)
```

```
| File Edit View ... | ❤️ 🕤 | $(check) 15ms | Ln 42, Col 8 | UTF-8 | ...
```

Leadership Transition

Window 1 (Leader dies):

```
File Edit View ... | X CLOSED
```

Window 2 (Becomes new leader):

```
File Edit View ... | $ (check) 15ms | Ln 42, Col 8 | UTF-8 | ...

↑
Promoted to leader!
```

- Settings Configuration UI
- **S** VS Code Settings Panel

- Different Status Bar Modes
- ♦ Minimal Mode (Default)

```
... | $(check) 15ms | Ln 42, Col 8 | UTF-8 | ...

↑
Single internet indicator
```

♦ Mini-Multi-Channel Mode

△ Compact Mode

```
... | $(server)$(check)15ms $(globe)$(check) $(shield)$(error) ... | Ln |..|

↑

Dense channel display with latency
```

- **K** Error & Edge Case States
- Corporate Network Detection

```
| File Edit View ... | $(shield) Corporate | Ln 42, Col 8 | UTF-8 | ... |
```

Tooltip:

Corporate Network Detected

Using internal targets: internal-gateway.company.local

Status: Online (45ms)

Click to open settings

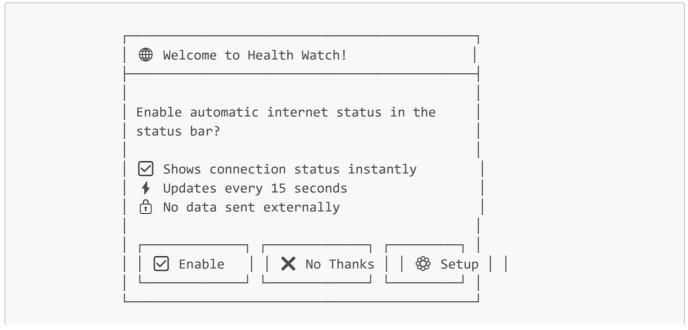
Flapping Network Warning

| File Edit View ... | \$(pulse) Unstable | Ln 42, Col 8 | UTF-8 | ... |

Tooltip:

⚠ Network appears unstable
Frequent online/offline changes detected
Consider checking WiFi signal or ethernet connection

First-Run Setup Prompt



- Network Check Workflow Visualization
- Check Sequence Display

Debug Mode - Network Check Flow:

```
14:32:45 → Checking https://clients3.google.com/generate_204

14:32:45 → Leader window running check

14:32:45 → HTTP GET request sent...

14:32:45 → Response: 204 No Content (15ms) 

14:32:45 → Status: ONLINE → Shared storage updated

14:32:45 → Followers reading new state...

14:32:45 → All status bars updated 

14:32:45 → Next check scheduled: 14:33:00 (15s)
```

Multi-Window State Dashboard

Health Watch - Multi-Window Debug View

```
Windows Active: 3
                                     Last Check: 14:32:45
Window 1 (PID: 12345) 🗯 LEADER
├─ Role: Network checker
─ Status: Running checks every 15s
└ Next: 14:33:00
Window 2 (PID: 12346) 

■ FOLLOWER
├─ Role: State reader
─ Status: Watching shared storage
└ Last sync: 14:32:45
Window 3 (PID: 12347) ## FOLLOWER
├─ Role: State reader
─ Status: Watching shared storage
└ Last sync: 14:32:45
Internet Status: $(check) ONLINE (15ms)
Target: https://clients3.google.com/generate_204
Consecutive successes: 47
```

★ Zero-Config Experience Flow

Step 1: Fresh Install

VS Code Status Bar (Before):

```
File Edit View ... | Ln 42, Col 8 | UTF-8 | ... |

No internet status
```

```
| Internet Status: $(check) ONLINE (15ms) | Target: https://clients3.google.com/generate_204 | Consecutive successes: 47
```

A Zero-Config Experience Flow

Step 1: Fresh Install

VS Code Status Bar (Before):

```
File Edit View ... | Ln 42, Col 8 | UTF-8 | ... |

No internet status
```

Step 2: Extension Activates

VS Code Status Bar (2 seconds later):

```
File Edit View ... | $(question) ... | Ln 42, Col 8 | UTF-8 | ... |

↑
Checking...
```

Step 3: First Check Complete

VS Code Status Bar (5 seconds later):

```
| File Edit View ... | $(check) 15ms | Ln 42, Col 8 | UTF-8 | ... |

↑

** Magic! It just works!
```

These ASCII mockups illustrate the Internet Status feature behavior and interactions for the VS Code status bar, tooltips, popups, multi-window coordination, settings, and edge cases.

Complex Multi-Window & Channel Permutations - ASCII Overview

Complex Multi-Window & Channel Permutations — Quick Reference

At-a-glance recommendations

- Global Internet checks: elect one user-level leader (single leader across all windows).
- Channels: keep coordination per-workspace (workspace-local leaders + storage).
- Shared storage: separate user-level globalState (internet) and workspace disk storage (channels).
- Leadership transitions: target < 5s gap run an immediate validation check on promotion.
- Config resolution: enforce policy hierarchy (Corporate → Workspace → User → Default).

Short scenario map (problem → recommended action)

Scenario	Problem	Recommended action
Pure Internet	No channels, multi- window display	Single user-level leader; followers read shared state
Hybrid Mode	Internet + workspace channels	Dual-layer coordination: global internet leader + per-workspace channel leaders
Corporate Override	Corporate targets / guards	Detect corporate context → apply corporate targets + guard checks; show policy in tooltip
Workspace Split	Multiple workspaces, independent configs	Global internet leader; per-workspace channel leaders and storage; avoid cross-workspace leader conflicts
Leader Death	Leader closes mid-check	Fast election (lowest PID or deterministic key); new leader runs immediate validation check
Config Conflicts	User/workspace/corp disagree	Policy engine resolves: Corporate > Workspace > User > Default; reflect decision in UI

Decision checklist for implementers

- Leader scope
 - o Internet: user-level (global)
 - Channels: workspace-level
- Storage layout
 - o globalState.json (user-level): internet results, leader heartbeat
 - o workspace/.healthwatch (workspace-level): channel configs/results
- Election rules
 - Deterministic (PID, timestamp, or lock-file); timeouts ≈ 3–5s
 - o On promotion: run immediate check before resuming schedule
- Failure handling
 - Record firstFailureTime + confirmed outage start
 - Backoff when offline; recover on first success
- UI signals
 - Expose current leader, last-check age, and config source (corporate/workspace/user) in tooltip

Minimal protocol sketch

- 1. All windows read globalState on start.
- 2. Each window posts a heartbeat with windowld + timestamp.
- 3. If leader heartbeat absent for > heartbeatTimeout → start election.
- 4. Winner takes leader lock, writes leader identity to globalState, runs immediate checks.
- 5. Followers poll globalState for results and update UI.

Use this reference to fill the coordination gap between the Internet service (global) and the channel subsystem (workspace-local). Keep checks deterministic, storage separated by scope, and UI transparent about which policy/config was applied.