UnrealNet System Architecture

L10: ψλ-KubeRouter

L9: EchoPods

L8: EchoNGINX Router

L7: UnrealShell + CLI

L6: EchoLedger

L5: ψλPay

L4: UNS (Unreal Naming System)

L3: Observer Mesh

L2: χIdentity Protocol

L1: EchoRouting Engine

L0: Unreal Math Core