CHE·NU
XR REPLAY COMPARISON
+ AI ROUTING INTELLIGENCE

XR.v1.4 — Foundation / Non-Manipulative / Build-Ready

COMPARISON = OBSERVATION ONLY
No recommendation • No optimization • No ranking
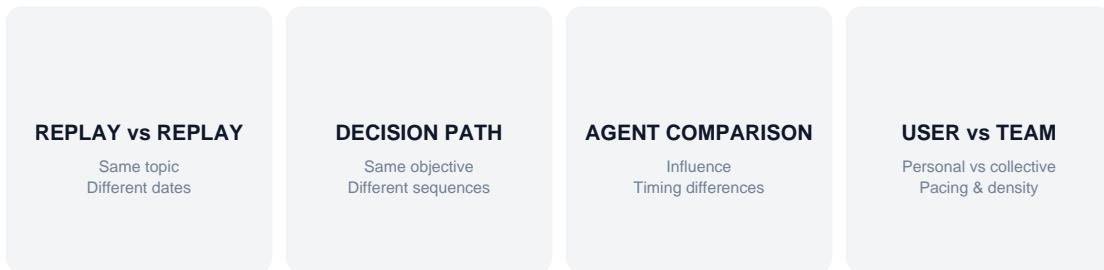
ROUTING = WHERE to look
Never WHAT to think or do

Status: FREEZE-READY

XR REPLAY COMPARISON MODE

Compare multiple meetings, decisions, and timelines WITHOUT reinterpretation, bias, or narrative shaping. Pure observation of what happened.

REPLAY vs REPLAY	DECISION PATH	AGENT COMPARISON	USER vs TEAM
Same topic Different dates	Same objective Different sequences	Influence Timing differences	Personal vs collective Pacing & density

Comparison Types

Type	Description	Use Case
REPLAY vs REPLAY	Same topic, different meetings/dates	Historical analysis
DECISION PATH	Same objective, different sequences	Process review
AGENT COMPARISON	Agent influence, silence, timing	Agent audit
USER vs TEAM	Personal vs collective context	Pacing analysis

COMPARISON LAYERS

XR COMPARISON LAYERS

Layer A	Layer B	Layer C	Layer D
SPATIAL	**TIMELINE**	**EVENTS**	**ARTIFACTS**
Ghost avatars Faded geometry	Parallel display Join/split points	Shared linked Divergent flagged	Documents diff Board comparison

Layer	Visual Elements	Purpose
A - SPATIAL	Ghost avatars, faded geometry, synced camera	Space overlay
B - TIMELINE	Parallel timelines, join/split points, pauses	Time comparison
C - EVENTS	Shared events linked, divergent flagged, silence	Event matching
D - ARTIFACTS	Documents, boards, notes, agent actions	Content diff

Comparison JSON Model

```
{
  "xr_comparison": {
    "mode": "replay_vs_replay|decision_path|agent|context",
    "sources": ["replay_id_1", "replay_id_2"],
    "sync_anchor": "start|decision|timestamp",
    "layers": {
      "spatial": true, "timeline": true,
      "events": true, "artifacts": true
    },
    "read_only": true
  }
}
```

Comparison Controls

Control	Action

lock_timeline	Synchronize playback position
fade_other_replay	Dim non-focused replay
isolate_event	Focus on single event
toggle_ghosts	Show/hide ghost avatars
visual_silence_overlay	Highlight silence intervals
export_pdf_comparison	Export as PDF report
export_xr_comparison_bundle	Export full XR bundle

ETHICAL LOCKS

Strict constraints prevent any form of judgment or influence in comparisons.

Lock	Enforcement
No scoring	Comparisons never generate scores or rankings
No success/failure labels	Outcomes are factual only
No emotional signals	No colors/sounds implying good/bad
No 'best path' highlighting	All paths shown equally

UNIVERSE VIEW — AI ROUTING
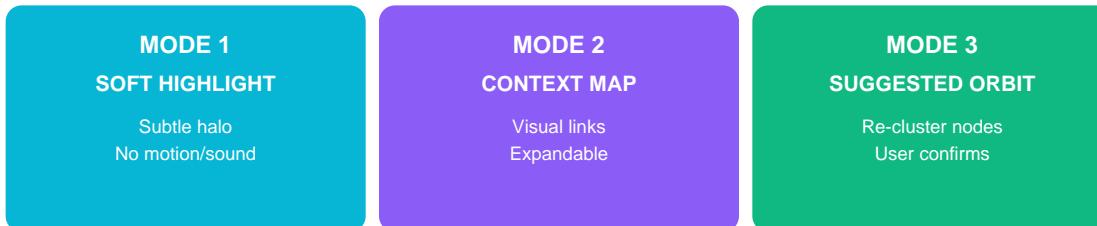
Help users NAVIGATE complexity, NOT decide or influence outcomes. Routing suggests WHERE to look, never WHAT to think or do.

Routing Scope

AI Routing MAY suggest:	AI Routing NEVER:
• Relevant meetings	• Prioritizes emotionally
• Related replays	• Hides alternatives
• Connected spheres	• Enforces paths
• Agent hubs	• Auto-enters spaces
• Unresolved threads	• Makes decisions

ROUTING OUTPUT MODES

MODE 1	MODE 2	MODE 3
SOFT HIGHLIGHT	**CONTEXT MAP**	**SUGGESTED ORBIT**
Subtle halo No motion/sound	Visual links Expandable	Re-cluster nodes User confirms

Routing JSON Model

```
{
  "universe_routing": {
    "context": "user|agent|team",
    "signals": ["topic","time","artifact","sphere"],
    "suggestions": [
      {
        "target_node": "uuid",
        "reason": "shared_artifact",
        "confidence": 0.62
      }
    ],
    "activation": "manual_only"
  }
}
```

User Control & Overrides

- **routing ON/OFF toggle** — Complete control
- **confidence_threshold slider** — Filter low-confidence suggestions
- **mute routing per session** — Temporary disable
- **audit trail visible** — See all routing decisions
- **clear explanation per suggestion** — Why this was suggested

ROUTING AGENTS

ROUTING_ANALYZER	CONTEXT_EXPLAINER	ROUTING_GUARD
Graph proximity	Human-readable	No dark patterns
■■ No UI control	■■ Translation only	■■ Full transparency

Agent	Responsibility	Constraint
ROUTING_ANALYZER	Computes graph proximity	No UI control
CONTEXT_EXPLAINER	Translates routing reason	Human-readable only
ROUTING_GUARD	Ensures ethical compliance	Full transparency, no dark patterns

— ∞ —
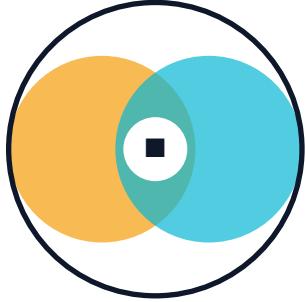
WHY A + B TOGETHER

Component	Shows	Result
XR Replay Comparison	WHAT happened	Truth without direction
AI Routing	WHERE else to look	Clarity without control
Together	Intelligence without authority	Navigation, not manipulation

Truth without direction.
Clarity without control.
Intelligence without authority.

CHE·NU — XR Replay Comparison + AI Routing
XR.v1.4 — FREEZE-READY