# **Lean pre-coding sheet — 82/89**

**Component:** crates/vm\_app/src-tauri/tauri.conf.json (Tauri app config)

## **1) Goal & success**

**Goal:** Lock an **offline**, **sandboxed** desktop config: no updater/telemetry/network; bundle local assets (fonts/styles/map tiles); restrict filesystem scope; no shell execution.

**Success:** App runs on Win/macOS/Linux using only **packaged** files (UI + MapLibre assets). No HTTP/DNS calls; reports render with **no external assets**.

## **2) Scope**

**In:** tauri.conf.json keys for: tauri.security, tauri.allowlist (disable network, shell), tauri.updater (off), tauri.fs.scope (allowlisted dirs), build.distDir/bundle (package UI/assets).

**Out:** App code (main.rs), runtime pipeline, UI build steps.

## **3) Inputs → outputs (with schemas/IDs)**

**Inputs:** Local UI bundle (vite output), **MapLibre** tiles/styles/fonts packaged with the app.

**Outputs:** A packaged desktop app; pipeline artifacts (Result/RunRecord) remain canonical (UTF-8, **sorted keys**, **LF**, **UTC**).

## **4) Entities/Tables (minimal)**

## **5) Variables (only ones used here)**

## **6) Functions (signatures only)**

N/A (pure configuration).

## **7) Algorithm outline (what the config enforces)**

**Disable network/telemetry/updater** globally.

**Disallow shell**; **limit FS** to explicit allowlist (open/save dirs only).

**Bundle assets** (UI, fonts, styles, map tiles) and load them locally.

Ensure produced artifacts keep **canonical JSON** rules (reinforced by core but referenced in app docs).

## **8) State flow (very short)**

App starts → loads packaged index.html → backend commands operate on **local** files only (FS within scope). No network paths used.

## **9) Determinism & numeric rules**

Config must not enable any source of non-determinism (no live fetches, no remote fonts). Reporting still uses **one-decimal** precision; assets are local.

## **10) Edge cases & failure policy**

Any attempt to read outside fs.scope or use net APIs must fail closed.

If the UI references remote assets, build should fail (assets must be bundled).

## **11) Test checklist (must pass)**

Launch app offline; confirm **no HTTP/DNS** and working UI/maps from packaged assets.

Open/save dialogs restricted to allowed dirs; shell execution unavailable.