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/**
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 * KURO :: LIQUID GLASS ENGINE - Migration Guide
 *
 * How to convert each existing KURO component to the new engine.
 * Reference this file, don't deploy it.
 * =====
 */

/* — APP.JSX — Root Wiring ————— */

// BEFORE:
// <ThemeProvider>
//   <KuroDesktop />
// </ThemeProvider>

// AFTER:
import { LiquidGlassProvider } from './components/LiquidGlassEngine';
import './liquid-glass.css';

// <LiquidGlassProvider defaultTheme="dark" defaultPerformance="balanced">
//   <KuroDesktop />
// </LiquidGlassProvider>

/* — GlassDock.jsx ————— */

// BEFORE: Custom CSS with --glass-blur, manual backdrop-filter
// AFTER:
import { GlassDock } from './LiquidGlassEngine';

// <GlassDock style={{ position: 'fixed', bottom: 16, left: '50%', transform: 'tr
//   {pinnedApps.map(app => <DockIcon key={app.id} app={app} />)}
// </GlassDock>

/* — AppWindow.jsx ————— */

// BEFORE: Manual glass styling per window
// AFTER:
import { GlassWindow } from './LiquidGlassEngine';

// <GlassWindow
//   title="KURO ::MAIN"

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//   onClose={() => closeApp(id)}
//   onMinimize={() => minimizeApp(id)}
//   onMaximize={() => maximizeApp(id)}
//   style={{ width, height, left, top }}
// >
//   <KuroChatApp />
// </GlassWindow>

/* — GlassPanel.jsx (Start Menu) — */

// BEFORE: Custom glassmorphism
// AFTER:
import { GlassPanel } from './LiquidGlassEngine';

// <GlassPanel className="lg-stagger" style={{ position: 'fixed', bottom: 80, left: 0, width: 100% }}>
//   {apps.map(app => <AppLauncher key={app.id} app={app} />)}
// </GlassPanel>

/* — ChatSidebar.jsx — */

// BEFORE: Separate glass CSS
// AFTER:
import { Glass } from './LiquidGlassEngine';

// <Glass variant="regular" shape="panel"
//   style={{ position: 'fixed', left: 0, top: 0, bottom: 0, width: 280 }}>
//   <ConversationList />
// </Glass>

/* — ModeSlider.jsx (MAIN/DEV toggle) — */

// Apple-style capsule toggle:
import { Glass } from './LiquidGlassEngine';

// <Glass variant="regular" shape="pill" style={{ padding: '3px' }}>
//   <button className={mode === 'main' ? 'lg-tinted lg-pill' : ''}>MAIN</button>
//   <button className={mode === 'dev' ? 'lg-tinted lg-pill' : ''}>DEV</button>
// </Glass>

/* — ThinkingEngine.jsx (Layer Visualization) — */

// Each layer block as a clear glass chip:
import { Glass } from './LiquidGlassEngine';

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// layers.map(layer => (
//   <Glass key={layer.id} variant="clear" shape="pill"
//     animate style={{ animationDelay: `${layer.id * 60}ms` }}>
//     <LayerProgress layer={layer} />
//   </Glass>
// ))

/* — ConfirmModal.jsx ————— */

import { Glass } from './LiquidGlassEngine';

// Backdrop: lg-clear fullscreen
// Modal: lg-regular panel centered
// <div className="lg-clear" style={{position:'fixed',inset:0,zIndex:9998}}>
//   <Glass variant="regular" shape="panel" animate
//     style={{position:'fixed',top:'50%',left:'50%',transform:'translate(-5
//     <h3>Confirm</h3>
//     <p>{message}</p>
//     <div style={{display:'flex',gap:8,justifyContent:'flex-end'}}>
//       <button className="lg-regular lg-pill" onClick={onCancel}>Cancel</button>
//       <button className="lg-tinted lg-pill" onClick={onConfirm}>Confirm</button>
//     </div>
//   </Glass>
// </div>

/* — LockScreen.jsx ————— */

// Background: true black (OLED)
// Token input: lg-regular lg-pill centered
// Glass cube animation: lg-materialize on the input container

/* — Toolbar from your screenshot (trash, folder, share) ————— */

// This exact pattern:
// <GlassToolbar style={{ position: 'fixed', bottom: 40, left: '50%', transform:
//   <button><Trash2 size={22} /></button>
//   <button><Folder size={22} /></button>
//   <button><Reply size={22} /></button>
// </GlassToolbar>

/* =====
CSS VARIABLE MAPPING (old → new)

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OLD (current KURO)

→ NEW (Liquid Glass Engine)

--theme-bg-primary	→ --lg-surface-0
--theme-bg-panel	→ --lg-surface-1 (or use .lg-regular)
--theme-accent	→ --lg-accent
--theme-blur	→ --lg-blur-standard
--theme-glow	→ box-shadow with --lg-accent-glow
--theme-glass-enabled	→ REMOVED (handled by performanceMode)
--glass-blur	→ --lg-blur-standard
--glass-bg	→ --lg-glass-bg
--glass-border	→ --lg-glass-border

*/

/*

APPLE HIG COMPLIANCE CHECKLIST

- ✓ Glass reserved for navigation layer (controls, not content)
- ✓ Three material variants: regular, clear, tinted
- ✓ Convex surface profile for displacement (magnifies center)
- ✓ Specular rim highlights responsive to pointer/orientation
- ✓ Materialization animation (form from light)
- ✓ Scroll-responsive morphing (shrink tab bars on scroll)
- ✓ Concentric radii matching hardware corners
- ✓ OLED: true black (#000000) base surfaces
- ✓ HDR: enhanced shadows on dynamic-range: high displays
- ✓ Reduced motion: all animation disabled
- ✓ Reduced transparency: solid fallbacks
- ✓ High contrast: strengthened borders
- ✓ GPU detection: auto-downgrade on weak hardware

*/