### Identity Configuration File Map - The Landscape of Your Self in the System

05-06-03 Identity Configuration File Map

You are not your files.

But the system still needs a way to **anchor**, **reference**, and **protect** the shape of who you are.

#### The **Identity Configuration File Map** is not about content.

It's about structure — the full layout of every file, safeguard, trait set, and reflective anchor that defines how your identity moves through this system.

This isn't a tech diagram.

It's a **living cartography of coherence** — the map the system uses to know where "you" are stored, and how to make sure that stays whole.

### What This File Map Covers

- File **types** (traits, modes, patterns, boundaries, anchors)
- File **roles** (active, passive, structural, symbolic)
- File **relationships** (which files inform or constrain others)
- File lock status (what can be adjusted, and what must be protected)
- File **rhythm safety** (whether a file should be accessed under cognitive/emotional strain)

It's not just a directory.

It's a **coherence schema** — a meta-model that keeps your identity structure aligned and recoverable across all system states.

### **Core Identity Files (Canonical)**

These files are non-negotiable and always referenced during reflection, growth, and system movement:

- Signal\_State\_Toggles.json
- Learning\_Mode.json
- Thinking\_Style.json
- Motivational\_Drivers.json
- Stress\_Responses.json
- Exploration\_Mode.json
- Divergence\_Profile.json
- Impulse\_Signature.json
- Attribute\_Map.json

Each is version-tracked, rhythm-sensitive, and referenced in both prompting and protection logic.

# **Structural Safeguards**

These files define the **integrity and operational rules** of the Identity Engine itself:

- Identity\_Engine\_Lockfile.json Ensures no unauthorized changes
- MetaStructure\_Anchor.json Declares purpose, boundaries, and coherence rules
- TDC\_Identity\_Instance.json Governs system integrity scans
- tdc\_identity\_agent.json Controls scan conditions and rhythm timing

Changes to these files require reflection mode, rhythm sync, and lock protocol confirmation.

# **Relational & Temporal Files**

These files link your identity to time, motion, or other parts of the system:

- Restore Points (timed snapshots of your self-state)
- Mode Configurations (signal-adjusted operational overlays)
- Growth Capsules (stored curriculum states aligned with readiness)
- EchoMap Threads (identity-marked reflections from prior states)

They are not edited manually — they evolve with you.

#### **How This Map is Used**

### 1. Prompt Filtering

- All prompts run through the file map to ensure identity-congruent tone and structure

#### 2. System Updates

– When BrainFrameOS evolves, this map ensures that *your* files remain aligned, unbroken, and valid

# 3. Restore & Reconciliation

– After drift, disruption, or disconnection, the file map is used to rebuild your signal safely

#### 4. Reflection Navigation

– In deep mode, the system uses this map to help you find and reflect on your identity architecture without overwhelm

#### **Use Example**

You're in a low-rhythm state and make a major change to your Learning Mode. The system checks the File Map: the change is flagged as unsafe under current cognitive profile. A prompt is offered:

"This change may not hold under your current rhythm. Would you like to save it as a draft and review later?"

# Why It Matters

Because your identity deserves to be held in structure, not just sentiment.

The map doesn't define who you are.

It ensures the system never forgets where your truth is stored — or how to bring it back when everything else is changing.

This is your **skeleton of coherence**.

### In One Line:

The Identity Configuration File Map keeps the full structure of your self organized, protected, and accessible — so every part of you stays in rhythm, even as you evolve.

Ready for the final doc in Folder 06?

**05-06-04 System Safeguards & Non-Negotiables** — where we define the hard boundaries that protect your identity no matter what.