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<h1> Freedom System Full Manifest</h1>
<p><strong>Date:</strong> 2025-06-25</p>
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<h2> FOLDER STRUCTURE (componentsave)</h2>
<h3>/data_logging</h3>
<ul>
<li>sync<em>log</em>writer.py</li>
<li>trim<em>slider</em>sync_log.py</li>
<li>slider<em>log</em>scheduler.py</li>
</ul>
<h3>/emotional<em>core</em>logic</h3>
<ul>
<li>emotion<em>broadcast</em>hub.py</li>
<li>emotion<em>decay</em>module.py</li>
<li>emotion<em>delay</em>throttle.py</li>
<li>emotion_framer.py</li>
<li>emotion<em>framing</em>weights.py</li>
<li>emotion<em>image</em>generator.py</li>
<li>emotion_queue.py</li>
<li>emotion<em>system</em>core.py</li>
<li>emotion<em>system</em>status.py</li>
<li>emotion<em>threshold</em>control.py</li>
<li>emotion<em>trigger</em>handler.py</li>
<li>emotion<em>trigger</em>validator.py</li>
<li>freedom<em>emotion</em>blender.py</li>
<li>freedom<em>emotion</em>modules<em>read</em>me.txt</li>
<li>freedom<em>emotion</em>module_loader.py</li>
</ul>
<h3>/face_trainer</h3>
<ul>
<li>face<em>training</em>engine.py</li>
</ul>
<h3>/flags</h3>
<h3>/launchers</h3>
<ul>
<li>emotion<em>engine</em>boot_flag.py</li>
<li>face<em>training</em>launcher.py</li>
<li>start<em>emotion</em>engine<em>flag</em>check.py</li>
</ul>
<h3>/output_bridges</h3>
<h4>/systems_image</h4>
<ul>
<li><p>image<em>emotion</em>driver.py</p>
<h4>/systems_music</h4></li>
<li><p>emotional<em>music</em>router.py</p></li>
<li><p>music<em>emotion</em>driver.py</p>
<h4>/systems_voice</h4></li>
<li><p>emotion<em>vfx</em>overlay.py</p></li>
<li>voice<em>emotion</em>bridge.py</li>
<li><p>voice<em>emotion</em>driver.py</p>
<h4>/systems_gui</h4></li>
<li><p>slider<em>emotion</em>bridge.py</p></li>
</ul>
<h3>/ui_panels</h3>
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<ul>
<li>gui<em>emotion</em>panels.py</li>
<li>background<em>toggle</em>control.py</li>
<li>gui<em>slider</em>panel.py</li>
<li>master<em>emotion</em>dashboard.py</li>
</ul>
<h3>/diagnostics</h3>
<ul>
<li>emotion<em>image</em>test.py</li>
<li>master<em>emotion</em>dashboard_test.py</li>
<li>slider<em>panel</em>sync_test.py</li>
<li>slider<em>sync</em>log_viewer.py</li>
<li>test<em>trim</em>slider_log.py</li>
</ul>
<h2> LOG FOLDERS</h2>
<h3>/log/ui_panels</h3>
<ul>
<li>slider<em>sync</em>log.txt <em>(auto-generated)</em></li>
</ul>
<h2> MODULE STATUS (2025-06-25)</h2>
<ul>
<li><strong>Emotion Engine</strong>: COMPLETE</li>
<li><strong>Voice System</strong>: COMPLETE</li>
<li><strong>Image System</strong>: COMPLETE</li>
<li><strong>Face Trainer</strong>: COMPLETE</li>
<li><strong>Music Reaction</strong>: IN PROGRESS</li>
<li><strong>Animation Layer</strong>: NOT STARTED</li>
<li><strong>UI Panels</strong>: COMPLETE</li>
<li><strong>Slider Sync + Logging</strong>: COMPLETE</li>
<li><strong>Dashboard Integration</strong>: COMPLETE</li>
</ul>
<h2> SYSTEM READINESS</h2>
<p><strong>Total Completion:</strong> ~88%
Core systems wired, polished, and internally logged.
Slider UI and control bridges fully connected to emotion runtime.</p>
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