Tokens Studio Context

# Tokens Studio Context Notes

## Design System Token Management

**Tool Used:** Tokens Studio (not TypeScript)

* All design tokens are managed through Tokens Studio
* Token resolution and validation happens within Tokens Studio environment
* The `$themes.json` file contains the compiled token definitions from Tokens Studio

## Token Resolution

### Valid Tokens (Confirmed in Tokens Studio)

These tokens exist in `$themes.json` and resolve properly in Tokens Studio:

* `{ob.s.color.l1.interaction.border.focus}` ✅
* `{ob.s.color.static.brand}` ✅
* `{ob.s.color.static.no-color}` ✅

### Reference Checking

* The Python reference checker (`check-references.py`) has been updated to exclude false positives
* Only tokens that truly don't exist in the design system are flagged as broken
* Token validation should always be verified against Tokens Studio, not TypeScript

## Important Notes

* Tokens Studio manages the complete token architecture
* `$themes.json` is the source of truth for available tokens
* Reference resolution is handled by Tokens Studio's token engine
* Any "broken reference" reports should be cross-checked with Tokens Studio availability

## Current Architecture

* \*\*L1 Layer:\*\* Inversity tokens (normal/flipped)
* \*\*L2 Layer:\*\* Emphasis tokens (high/low) with inversity suffixes
* \*\*L3 Layer:\*\* Component tokens referencing L2 with `.inversity-normal` by default
* \*\*Static Tokens:\*\* Brand colors and utilities (managed in Tokens Studio)

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\*Last Updated: 2025-07-11\*

\*Context: Oblique Design System Token Refactoring\*