

PLANETARY SYSTEM — Whitepaper 2 MAUS

Planetary Operating System Public Edition

This Public Edition of Whitepaper 2 defines the PLANETARY SYSTEM layer of MAUS — the global planet-level operating system that forms Layer 2 of the MAUS architecture. All content within this edition is fully legal, copyright-clean, and approved for public release, GitHub posting, and open documentation. No confidential engineering, TS material, or protected internal mechanisms are included. **SECTION 1 — PLANETARY SYSTEM OVERVIEW**

The Planetary Layer introduces MAUS as a planetary operating system. This layer establishes the Earth Layer as the default anchor point for identity, presence, and system initialization. Key concepts include:

- MAUS as a planetary-scale operating system
- Earth Layer initialization
- User identity and presence within planetary space
- Core foundation for interplanetary expansion

SECTION 2 — THE PLANETARY OS STRUCTURE

This layer supports the core mechanisms required for planetary presence, including:

- Planet Selector interface
- Orbital Rooms for identity and data presence
- Planet-level visualization and navigation
- Preparation for orbital, lunar, and interplanetary systems

SECTION 3 — PUBLIC SAFE SUMMARY

This Public Edition includes:

- No internal MAUS Engine code
- No confidential routing, cryptography, or identity internals
- No robotics, telepresence, or TS systems
- No protected algorithms

This document is safe for full public distribution and is approved for all MAUS ecosystem public documentation.