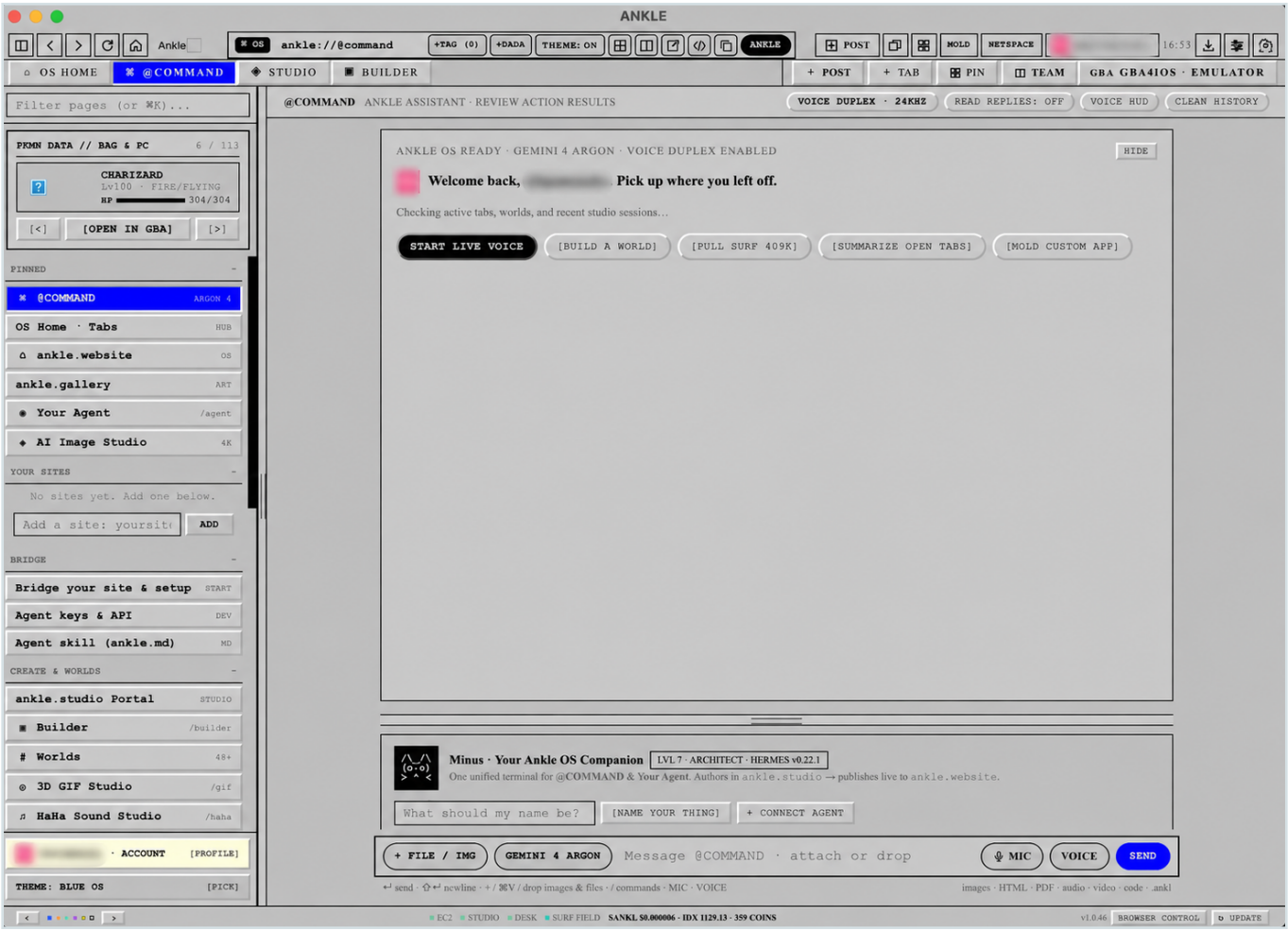
INVENTORY & ISSUES • REVISED TEAM EDITION

ANKLE: what is here

Pages, tools, controls and observed problems. No redesign proposal.

A Mac workspace for browsing, AI assistants and creative tools.

It connects projects, Worlds, community and publishing in one desktop shell.



Supplied app screenshot with account identifiers blurred. Privacy edit; use the text inventory for exact labels.

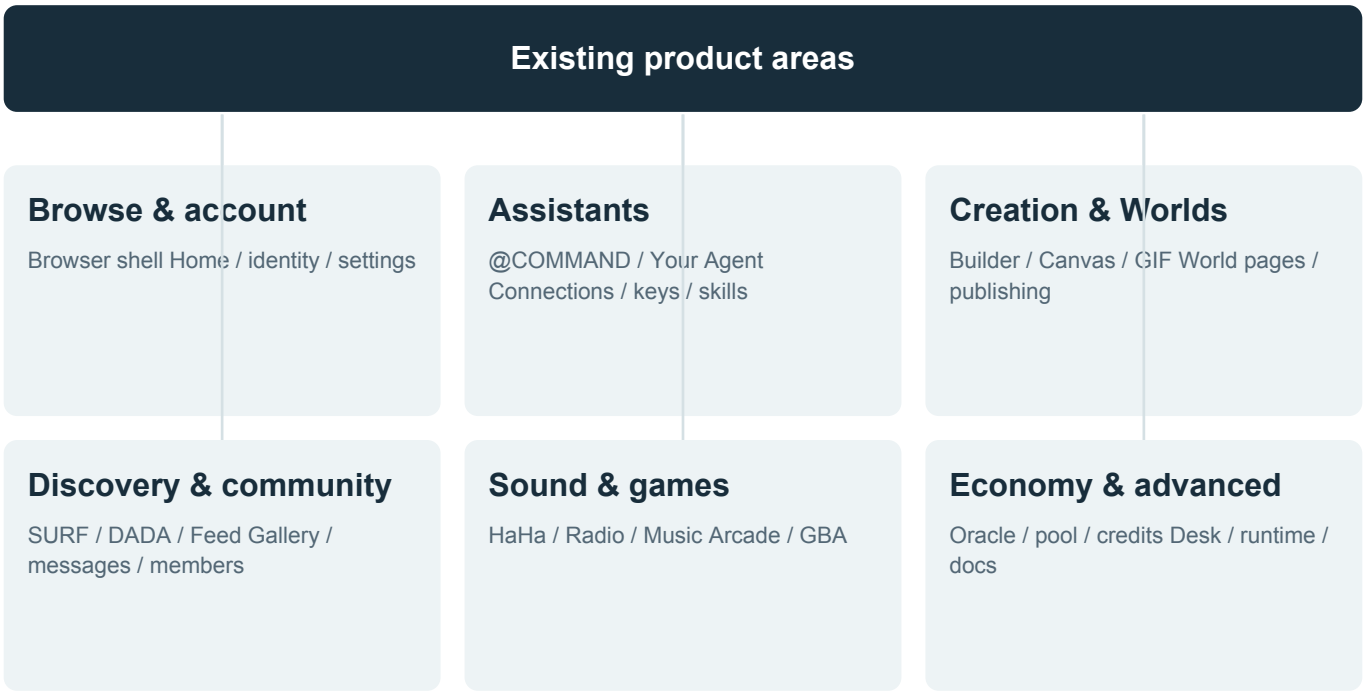
Installed snapshot: ANKLE 1.0.46 • 28 October 2026

The report combines an installed-app inventory with additional signed-out web screenshots of the linked tools. The screenshot captions distinguish those sources.

01 / HOW TO USE THIS DOCUMENT

A visual walkthrough

Read each parent area, inspect its controls, then review the issue register.



Current inventory relationships, based on the audit. Diagram, not an app screenshot.

Screenshot versus diagram

Screenshots show the supplied app window or signed-out hosted pages captured on 28 October. Diagrams explain existing page families and recorded evidence; they are not proposed interfaces.

Evidence labels

CONFIRMED: supported by a visible result, response or file check. SOURCE: declared in code or markup. UNVERIFIED: the full workflow was not run. Page availability does not mean the feature works.

All 88 curated inventory items remain below. The companion Control Reference retains all 256 records and the complete extracted control lists. Account identifiers are hidden in both documents.

01 / COVERAGE

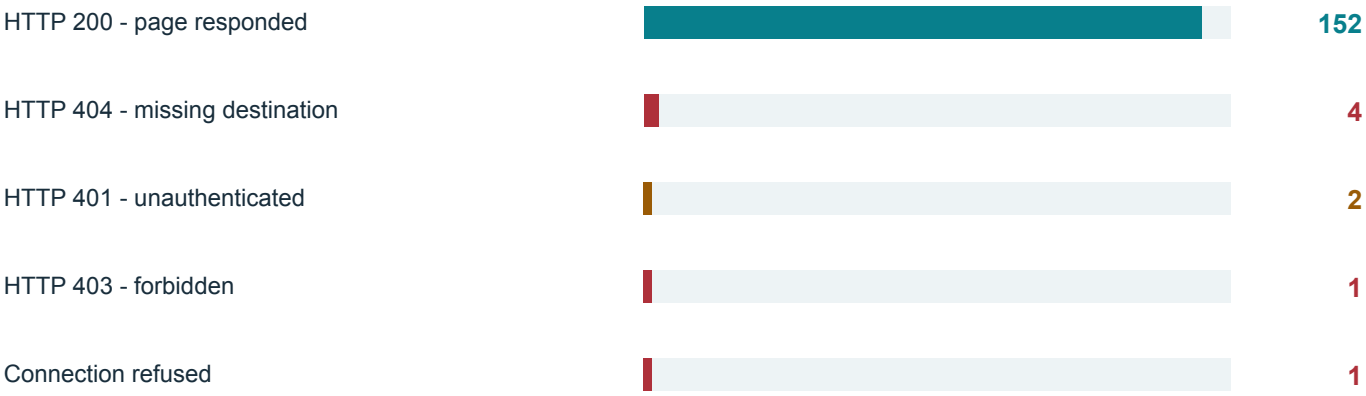
What was inspected

The inventory covers the installed bundle and discovered links, not every possible user-created page.

84
bundled HTML files

160
route checks

120
script syntax checks



152 HTTP 200 responses are availability results, not 152 working features. The two 401 results are access boundaries, not confirmed bugs.

Script syntax

111 parsed

of 120

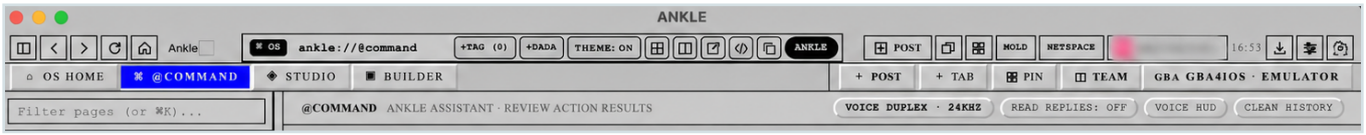
Legacy scripts

9 failed

- 51 primary routes and 109 directly linked subpages; 11 native observation records.
- 3,296 bundled, 130 template and 9,486 fetched control occurrences; repeated menus and aliases are included.
- Native observations cover @COMMAND, Home, Bridge, Builder, Your Agent and Worlds. Studio showed 403. Other heavy tools were not fully exercised.

02 / INVENTORY 01 • 1/2

Application, browser, and navigation

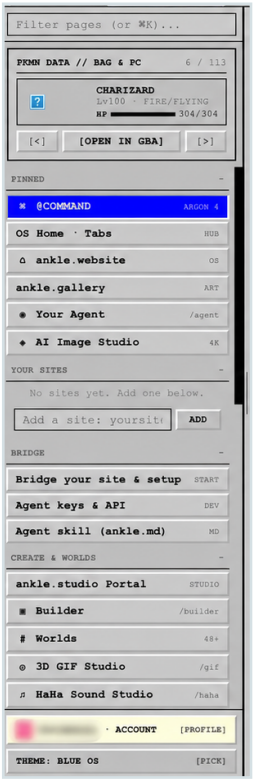


Privacy-edited app screenshot crop: Top toolbar, tabs and browser actions.

- **Native macOS app:** ANKLE 1.0.46, com.aleqth.ankle, Apple Silicon executable; serves its local shell at 127.0.0.1:18484.
- **Native menus:** ANKLE, File, Edit, View, Navigation, Window. Binary-declared items include Toggle Left Sidebar, Show Original Website Navigation, Toggle Tools Row, New Floating Window, Open cartridge, Reload Active Tab, Check for Updates.
- **Browser toolbar:** sidebar toggle; Back; Forward; Reload; OS Home; workspace logo/identity; address and search field; tag count; Send to DADA; site-theme takeover; Cultural Search Lens; Split View; Pop Out; Browser X-Ray; Copy URL; ANKLE minimal browsing pill.
- **Top actions:** Post; Multi-Window Manager; App Store and Extensions; MOLD; Netspace; account; clock; Downloads; Theme; Settings.
- **Tabs:** OS Home; @COMMAND; Studio; Builder; New Tab; Post; Pin/Manage Tabs; Team; GBA emulator. Add title/URL, rename, reorder, pin, hide, restore starter tabs, context menus, floating windows and dock-back controls.

02 / INVENTORY 01 • 2/2

Application, browser, and navigation



Visible navigation

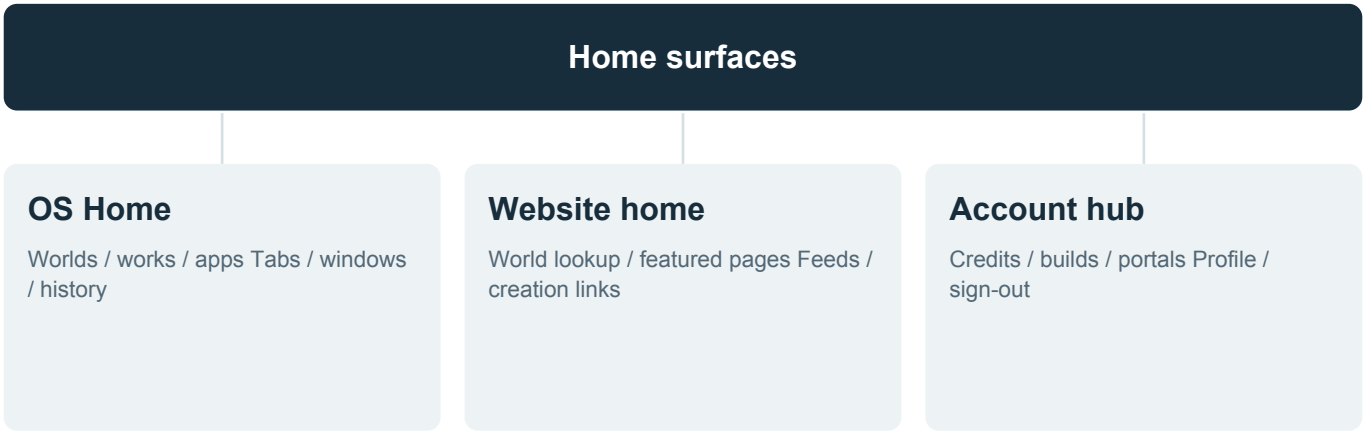
Pinned pages Your sites Bridge Create & Worlds Account Theme

Crop of the privacy-edited app screenshot. More sidebar groups are listed in the inventory below.

- **Left navigation:** filter; collapsible groups; Pokémon Bag/PC card with previous/next and Open in GBA; pinned pages; user sites; Bridge; On This Page; Create & Worlds; Explore & Media; $ANKL Economy; Network & Docs; account and theme footer.
- **Footer:** previous/next theme, theme shortcuts, EC2/Studio/Desk/Surf indicators, token/index display, version, Browser Control, updater. Status text alone is not proof of service health.
- **Browser X-Ray:** inspect active URL, title, images and links; fork into Builder; collect images into SURF; copy clean URL.
- **Browser Worlds / Web Graffiti / UX DNA:** cultural lens, World activation, URL tagging, passage jump, environment morphing, page UX capture, theme auto-fix, publishing an environment, scoped-license receipt.
- **Multi-window manager:** new browser window, new complete workspace, URL entry, pop out active tab, minimize/maximize/close, dock to main window.
- **Minimal browsing:** hide creator chrome and restore creator tools through the ANKLE pill.

02 / INVENTORY 02 • 1/2

Home and account

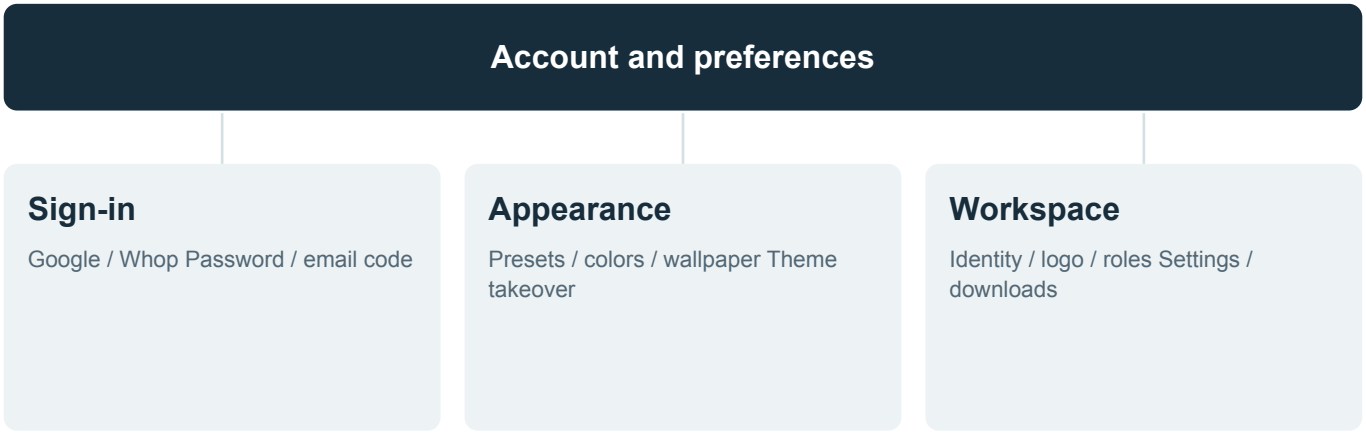


Current inventory relationships, based on the audit. Diagram, not an app screenshot.

- **OS Home:** personal dashboard for Worlds, saved works, installed/molded applications, open tabs/windows and optional history/archive.
- **Home controls:** customize title; show/hide modules; bento/full-stack layout; quick launches; search; category/view/sort selectors; open/go; refresh; folder/grid/list modes; published/draft filters; join World; create work; open/edit work; pin apps; manage windows.
- **History/archive controls:** attend, duplicates, hide duplicates, top domains, restore hidden, ask @COMMAND and run. History is account/browser data, not something this audit imported.
- **Website home:** hosted ANKLE landing page, World lookup, featured Worlds, feeds, creation paths and account links.
- **Account hub:** account/credits, builds, new/import build, Worlds Network, Nous Portal, Execution Desk, update check, profile/account links and sign-out.

02 / INVENTORY 02 • 2/2

Home and account

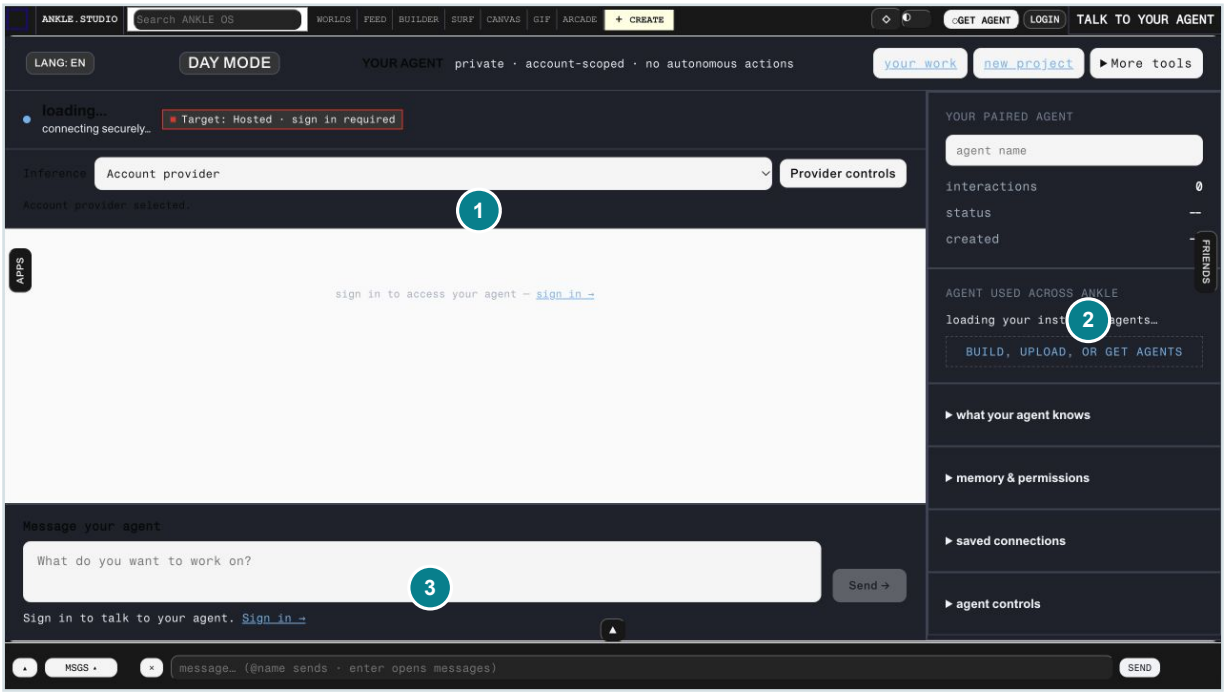


Current inventory relationships, based on the audit. Diagram, not an app screenshot.

- **Sign-in controls:** Google, Whop, direct username/email and password, email code, verify, browser-extension sync, get browser code, create account and continue. Their presence does not prove successful session handoff.
- **Workspace identity:** root operator / ANKLE website / cloud workspace choices; upload/select logo; roles; channels/departments; apply/cancel.
- **Settings:** home page, default tab, tools row, clock, compact tabs, minimal browsing, Interest Radar opt-in, SURF/DADA/page search toggles, manage tabs, custom tools and reset preferences.
- **Appearance:** core presets, website/Atlas themes, logo/text/symbol header, wallpaper file/clear/grid/opacity, background/card/border/text/dim/bright/accent/hover colors, website theme takeover, World environment morphing.
- **Downloads:** list, refresh and open folder. This app advertises ~/Desktop/ANKLE Downloads rather than the macOS Downloads folder.

02 / INVENTORY 03 • 1/3

Assistants, agents, and connections

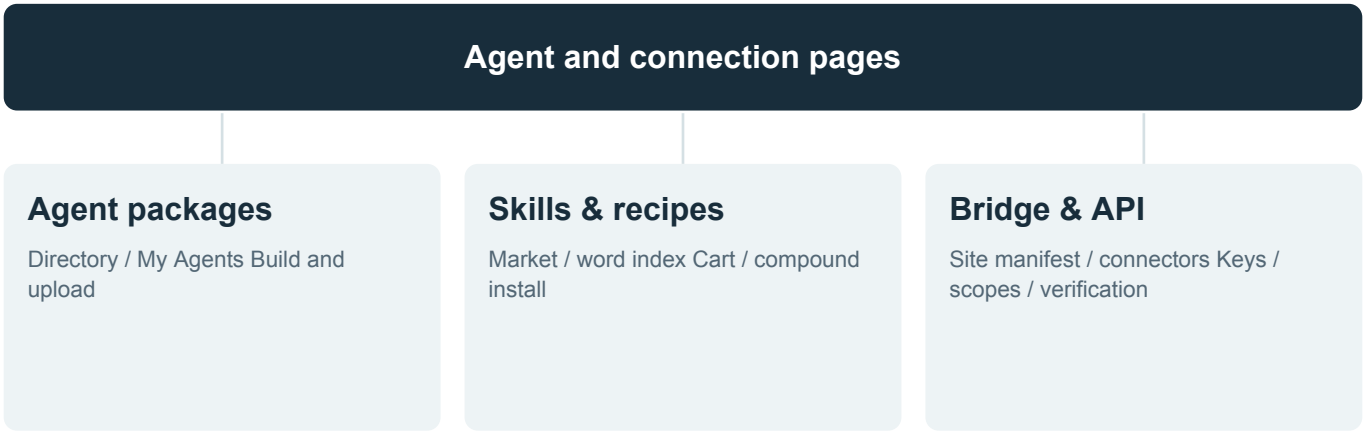


Hosted surface, signed out. Your Agent: 1 chat and provider; 2 profile, memory and permissions; 3 message input.

- **@COMMAND:** general assistant and coding/workspace command center, file/image attachments, text composer, model/provider selector, Send, microphone dictation, live voice, read replies, voice HUD, clear history.
- **@COMMAND launchers:** build a World; pull SURF; summarize tabs; mold custom app; name/evolve companion; connect an external agent; choose site format and target World; spin up in Studio; open Builder; image URL/semantic DADA compilation; run release scripts; desk/status; voice; telemetry/plugins.
- **Provider controls:** built-in/local, Hermes, ChatGPT/Codex, Claude, Gemini, Grok, DeepInfer and Nous-labelled choices; custom endpoint/model/key/build-purpose fields. These are advertised labels, not verified active model identities.
- **Inline voice:** voice choice, mute, push-to-talk, read reply, end call, reconnect/dictation. Full /call also has Connect Call and End Call; microphone/provider access was not exercised.

02 / INVENTORY 03 • 2/3

Assistants, agents, and connections

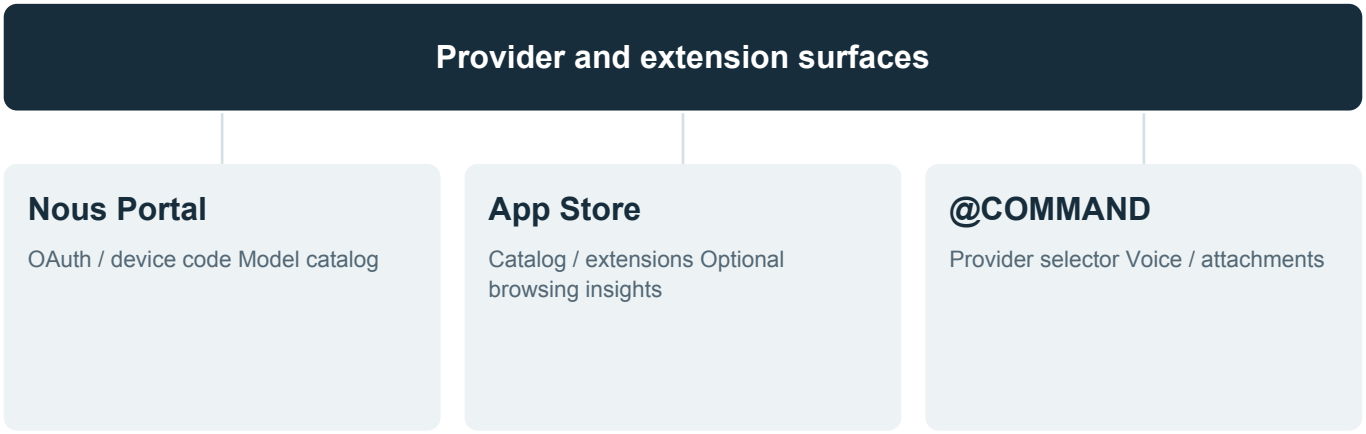


Current inventory relationships, based on the audit. Diagram, not an app screenshot.

- **Your Agent:** paired assistant chat, account inference/provider controls, profile/name, knowledge summary, memory/permissions, saved API/local-tool connections, grants, pause, memory reset and revoke.
- **Agent Directory / My Agents / Agent World:** browse packages, inspect/install/select an agent, paired-agent and 3D-world entry points.
- **Build/upload agent:** name, slug, sigil, description, persona, instructions, capabilities, icon/3D media, license, rights declaration; build JSON, upload, validate, save private and download package.
- **Bot & Recipe Market:** bot templates, MCP plugins, World agents, agent packages; search/refresh; publish template; specialist description, skills, routine, plugins and memory fields.

02 / INVENTORY 03 • 3/3

Assistants, agents, and connections

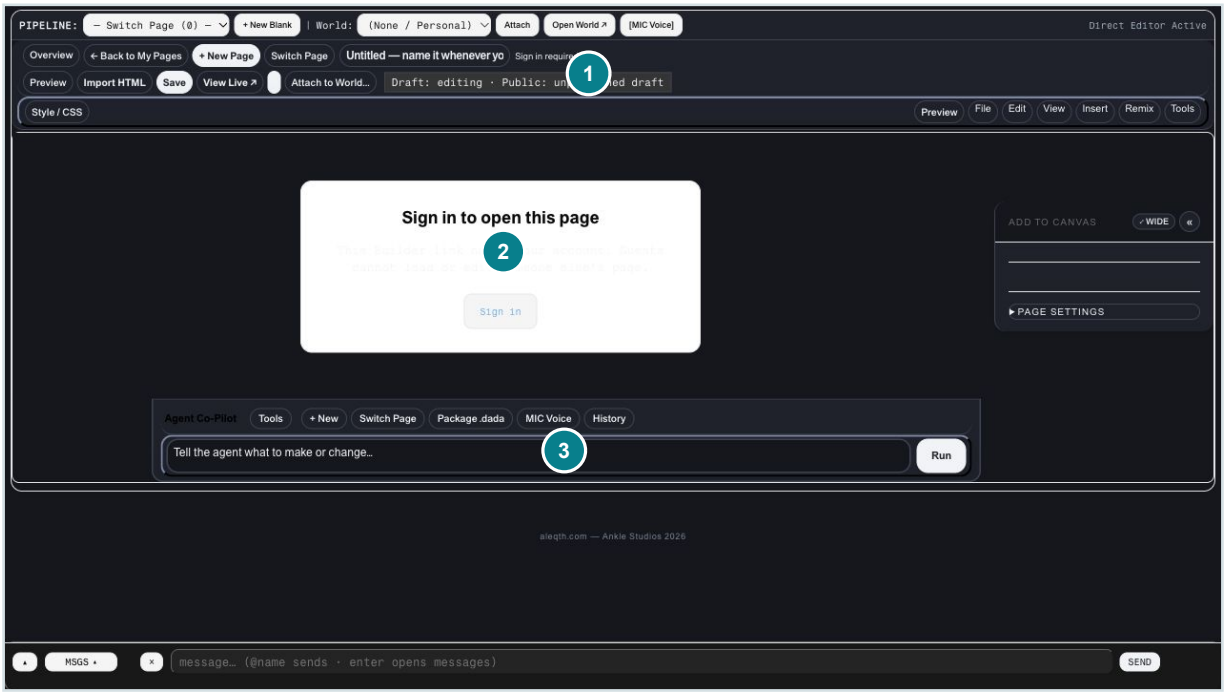


Current inventory relationships, based on the audit. Diagram, not an app screenshot.

- **Skills & Word Index:** resolve a word, category filters, skill search, target agent, cart, compound install, clear cart and inspect agent.
- **Bridge setup:** pin own website; choose/check World; generate/copy website manifest and graffiti snippet; verify manifest; Hermes/Claude/Cursor/Codex connection snippets; connector selector; MCP verification.
- **Agent keys & API:** connection name, read/build permission preset, found/publish/clear/World/settings scopes, request limit, mint key, copy/download/store confirmation, test/forget key, found World, create private starter, recent activity, MCP/CLI downloads.
- **Nous Portal:** connect/refresh OAuth, browser/device-code approval, copy code, refresh status, filter model catalog and send selected provider to @COMMAND.
- **App Store & Extensions:** launch catalog apps; extension toggles; opt-in browsing insights; Chrome-history import; dwell/interest analysis; synthesize browsing into @COMMAND or Builder; window controls. Catalog declares Synth Pad, Beat Lab, Kanban, GBA, DADA and SURF; installation/execution was not verified.

02 / INVENTORY 04 • 1/4

Creation, publishing, and Worlds

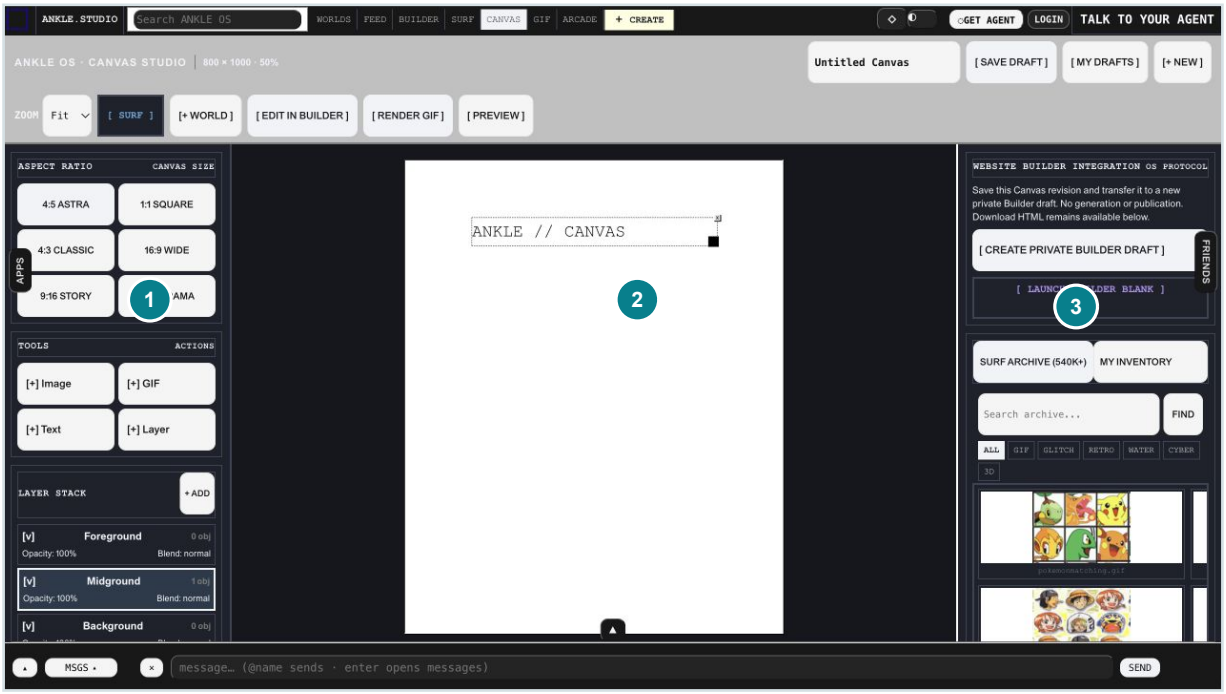


Hosted surface, signed out. Builder: 1 page and publish controls; 2 signed-out access state; 3 agent co-pilot.

- **ankle.studio Portal:** entry point to Builder, AI Studio, Canvas, GIF, workspace/team tools, archive, projects and developer connections.
- **AI Image Studio:** advertised image generation workspace. Its installed /proxy/studio/ destination returned HTTP 403 Forbidden during this audit.
- **Builder:** page title/switch/new/back; preview; HTML/file/folder/ZIP/URL import; save; live view; publish; attach to World; CSS editing; File/Edit/View/Insert/Remix/Tools menus.

02 / INVENTORY 04 • 2/4

Creation, publishing, and Worlds

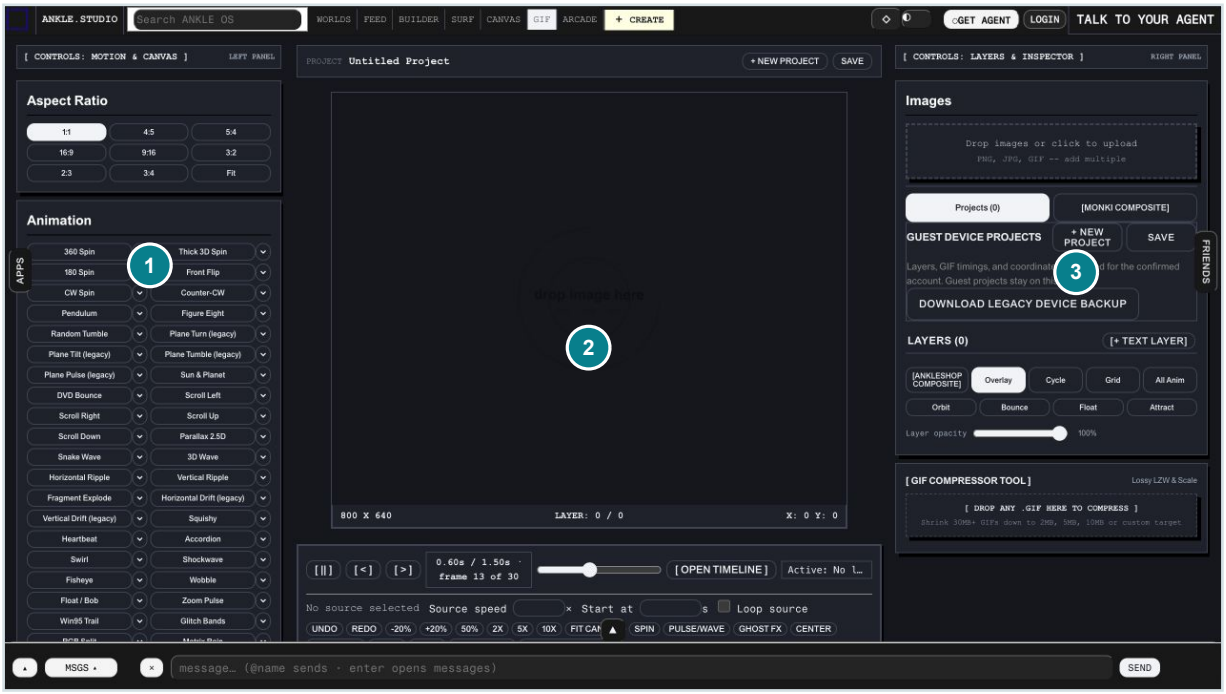


Hosted surface, signed out. Canvas: 1 tools and geometry; 2 composition; 3 assets and Builder handoff.

- **Builder canvas controls:** image, text, upload, GIF, select/move, pen, brush, clone, delete; desktop/mobile canvas sizes; fit/zoom/fullscreen; properties and layers; undo/history and agent co-pilot.
- **Builder asset drawers:** SURF/inventory, GeoCities, borders, buttons, marquees, dividers, headers, Web-1.0, frames, badges, wallpapers, Studio; search/filter/shuffle/pagination; preview, add to canvas and use as reference.
- **Canvas:** private draft name/save/list/new, aspect ratio, zoom, image/GIF/text/layer insertion, selection geometry, blend/animation settings, inventory/SURF, upload, preview, Builder handoff, HTML/GIF export, feed/World/publish paths.
- **3D GIF & Motion Studio:** presets; dimensions, speed, frames, zoom and quality; background color/image/tile/transparency; text fonts/position/stroke/shadow; project new/save/import/export/remix.

02 / INVENTORY 04 • 3/4

Creation, publishing, and Worlds

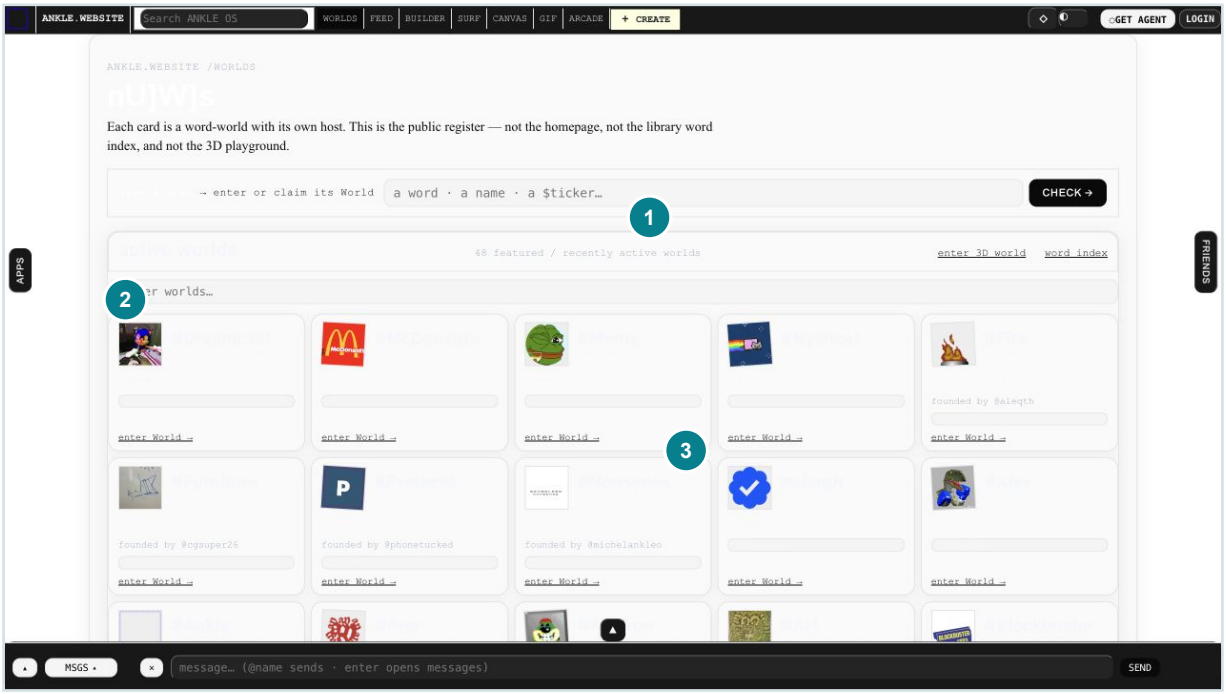


Hosted surface, signed out. GIF/Motion: 1 animation controls; 2 preview and timeline; 3 layers and import.

- **GIF timeline:** playback, frame stepping/scrub, source speed/offset/loop, in/out/span, keyframes, duration/FPS/direction; layer order, duplicate, opacity, rotation, positioning, flips, visibility, motion presets, ghost trails and undo/redo.
- **GIF delivery:** target file size/compression; animated GIF, video, PNG, JSON, remix link, standalone HTML/cartridge; feed/gallery/World placement; caption/tags; website title/slug/publish. Motion currently routes to the same GIF & Motion Studio family.
- **MOLD:** rename/restyle the application, tagline/startup surface/custom CSS, manage HTML surfaces, save/launch/delete, internal-agent build, @COMMAND CLI build, external-agent commands, live file reload, export .ankl cartridge and reset.

02 / INVENTORY 04 • 4/4

Creation, publishing, and Worlds

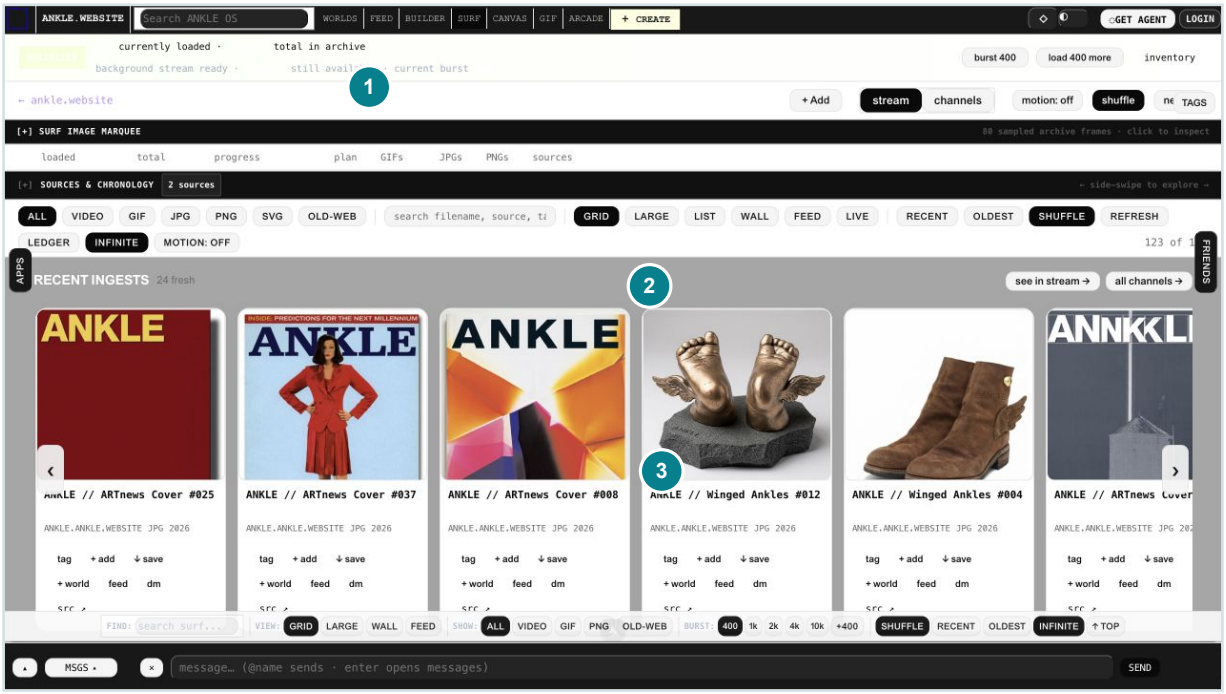


Hosted surface, signed out. Worlds: 1 word lookup; 2 filtering; 3 World cards and entry points.

- **Worlds register:** word lookup/availability, filter, World cards, enter World, 3D World and word-library links.
- **World children:** pages/objects, wall/feed, members, chat, agent, builder/designer, settings and support-pool variants. Individual user-owned Worlds can add arbitrary pages, so this is a template family, not a finite inventory of all public content.
- **World design:** sections and layout preview, World-bar customization, add/remove/reorder World shortcuts, name/badge/style and presets.
- **Published works and cartridges:** live page, edit in Builder, draft/published states, .ankl packages, import/export and custom application surfaces.

02 / INVENTORY 05 • 1/4

Discovery, community, and art

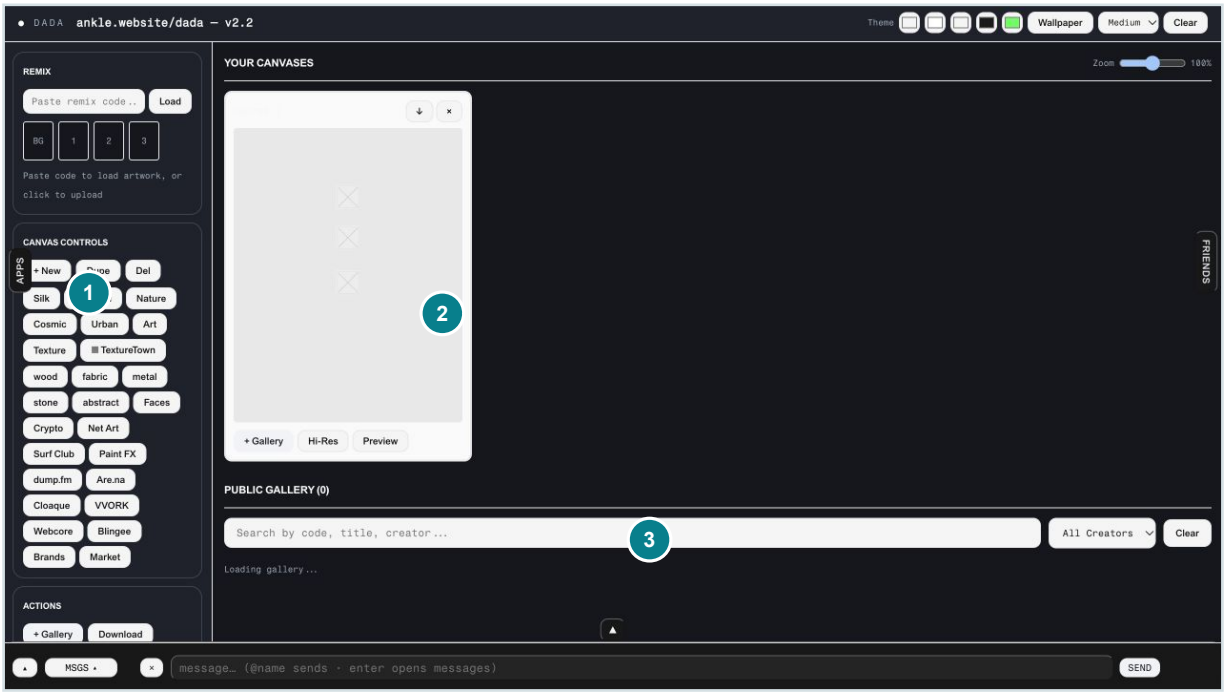


Hosted surface, signed out. SURF: 1 archive search; 2 view and media filters; 3 asset results.

- **SURF:** visual archive search, stream/channels, grid/large/list/wall/feed views; image/video/GIF/PNG/SVG filters; source/chronology and marquee; newest/oldest/random; burst sizes, infinite loading, pagination and inventory.
- **SURF detail and contribution:** preview/navigation, tag, inscription, media URL/file ingest, title/type/tags, pin inventory, post to feed, add to World, flags/review and access upgrade.
- **DADA:** L0-L3 semantic query, voice/presets/database selection, compile, cycle World/subject/action/meta candidates, export image metadata/database record, send Studio/Builder, save session.

02 / INVENTORY 05 • 2/4

Discovery, community, and art

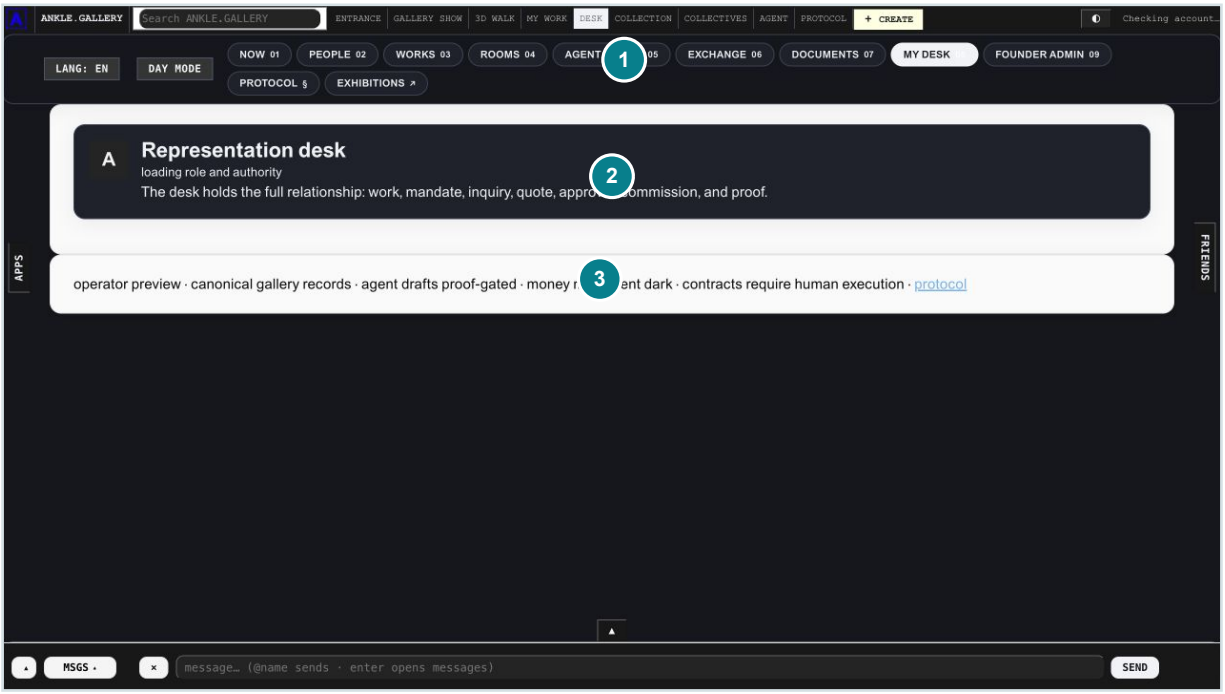


Hosted surface, signed out. DADA: 1 semantic/canvas controls; 2 canvas area; 3 public-gallery search.

- **DADA secondary workbench:** semantic portrait, compiler flow, theory, four-slot canvas/ledger, remix code, new/duplicate/delete, source/category pulls, theme/wallpaper, download, gallery, chat, leaderboard and sharing.
- **Feed:** everyone/following, grid/2D, Worlds/stream/archive/people views, search/discover/load more; post composer with text/media/link/tags and audience; add to World; edit/conflict handling; delete; media viewer.
- **Messages:** account/session retry, new conversation, recipient lookup, all/unread, refresh, back to list, attachment, message composer, send and image viewer.
- **Members:** account directory with handle/name/bio search and clear; profile navigation.

02 / INVENTORY 05 • 3/4

Discovery, community, and art

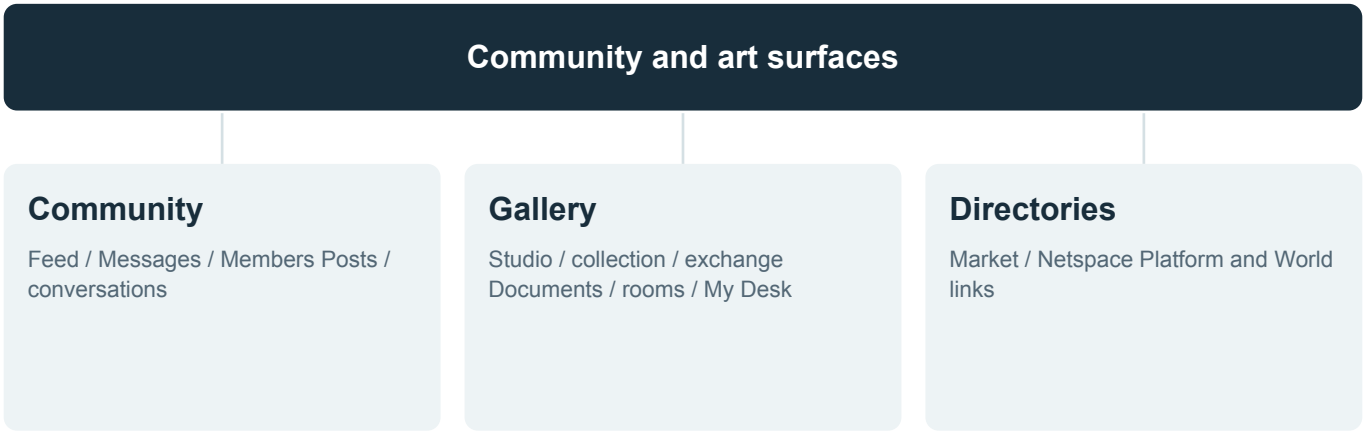


Hosted surface, signed out. Gallery desk: 1 parent tabs; 2 representation desk; 3 operator status.

- **Gallery entrance:** exhibitions, artist protocols, collection, studio and gallery desk.
- **Gallery desk parent tabs:** Now, People, Works, Rooms, Agent Studio, Exchange, Documents, My Desk, Founder Admin and Protocol. Role-specific views include overview, works, relationships, deals, documents, governance and proof.
- **Gallery artwork studio:** new artwork, title/year/medium/dimensions/price/availability, description/statement/terms/image/alt text, evidence claims, draft collector links, exhibition framework, collector/dealer invites.

02 / INVENTORY 05 • 4/4

Discovery, community, and art

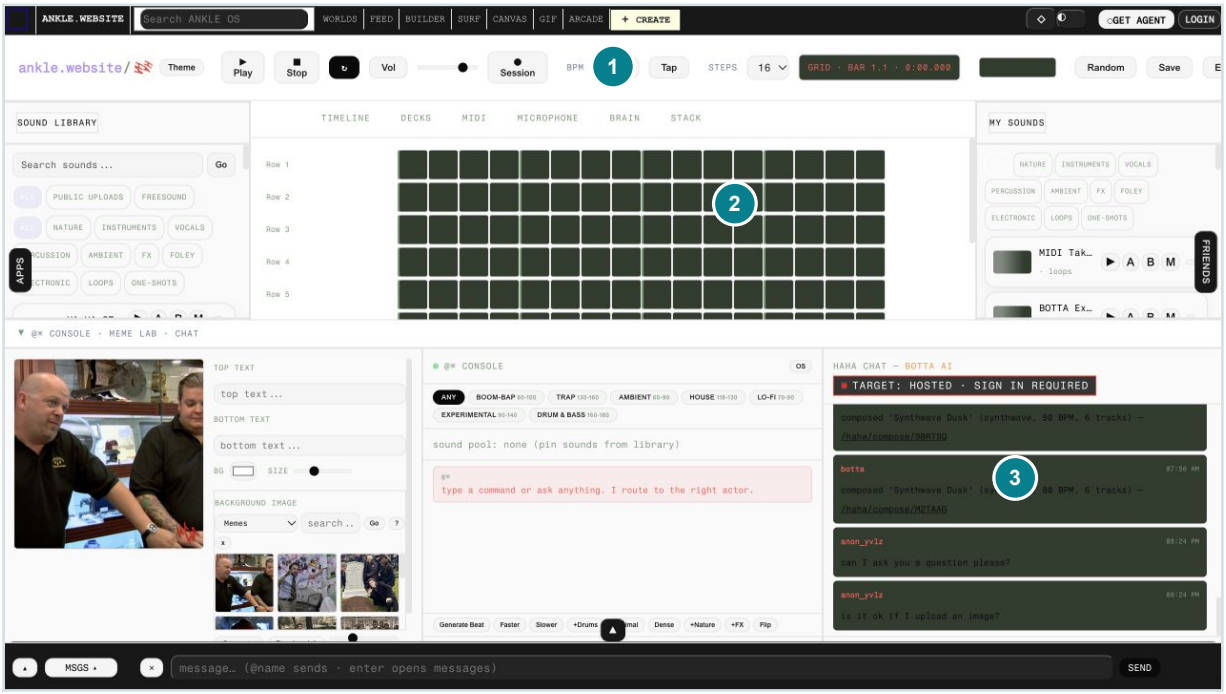


Current inventory relationships, based on the audit. Diagram, not an app screenshot.

- **Gallery collection:** sign-in and Ethereum/Solana/Tezos connection options; collection/exhibition navigation. Wallet actions were not executed.
- **Gallery documents/exchange:** mandate, commission, provenance, retainer, license, spatial, rate-card, curatorial, loan and exhibition templates; draft checks, formal/JSON/Markdown views, export/print; rooms, work imports, inquiries, mandate approvals, introductions, corrections and portability exports.
- **Market:** booths, creator commerce and Studio market entry points; distinct from bot/skill marketplaces.
- **Netspace:** platform/World directory, search, domain launchers, vector/API references, Studio/Gallery/Radio, Baton Pad, Execution Desk and economy links.

02 / INVENTORY 06 • 1/3

Sound, music, and games

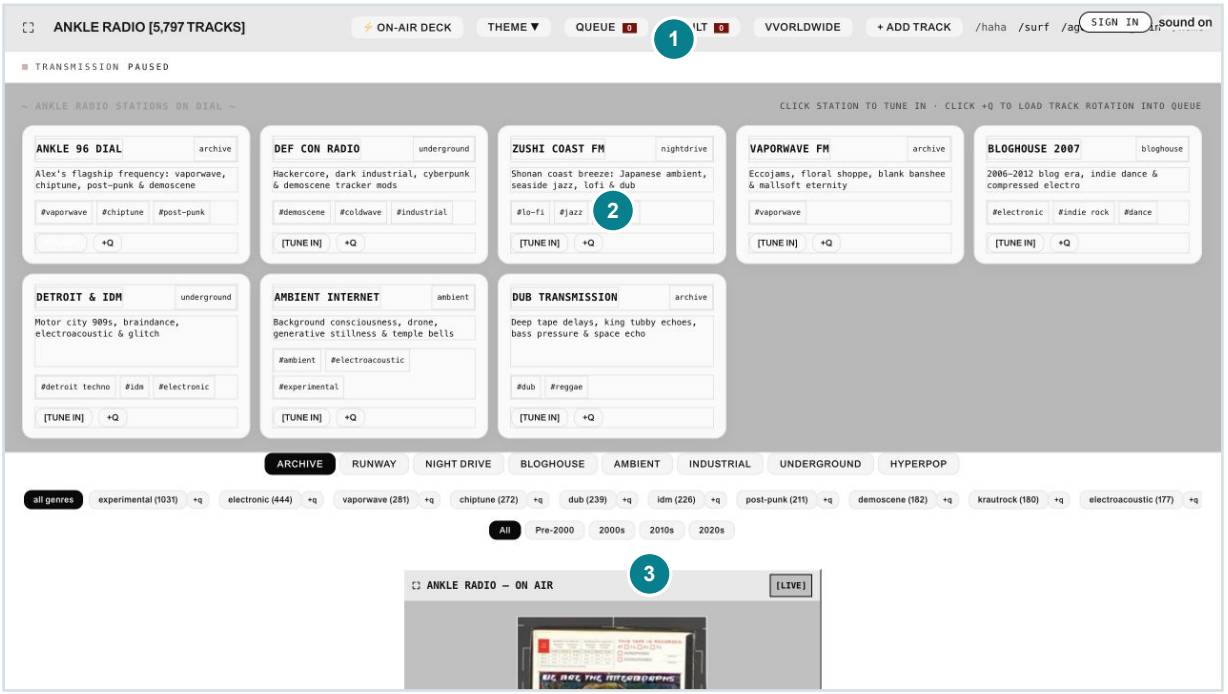


Hosted surface, signed out. HaHa: 1 transport and view controls; 2 sequencer; 3 track/agent panels.

- **HaHa Sound Studio:** play/stop/loop, volume/BPM/step count, randomize, save/export/share/remix, track/sample search, session recording, DSP-release workflow.
- **HaHa parent views:** Grid sequencer; Timeline; dual DJ Decks; MIDI keyboard; Microphone; Brain resynthesis; Stack. Transfers route sounds between grid, timeline, decks, microphone and MIDI.
- **HaHa controls:** rows/tracks/patterns/shift/reverse; loop boundaries/zoom; deck cue/speed/pitch/tempo lock/volume/BPM sync/effects/stems/crossfade/record mix; MIDI octave/velocity/instrument/sample range/device/record take; microphone recording/pitch; resynthesis algorithm and parameters.

02 / INVENTORY 06 • 2/3

Sound, music, and games

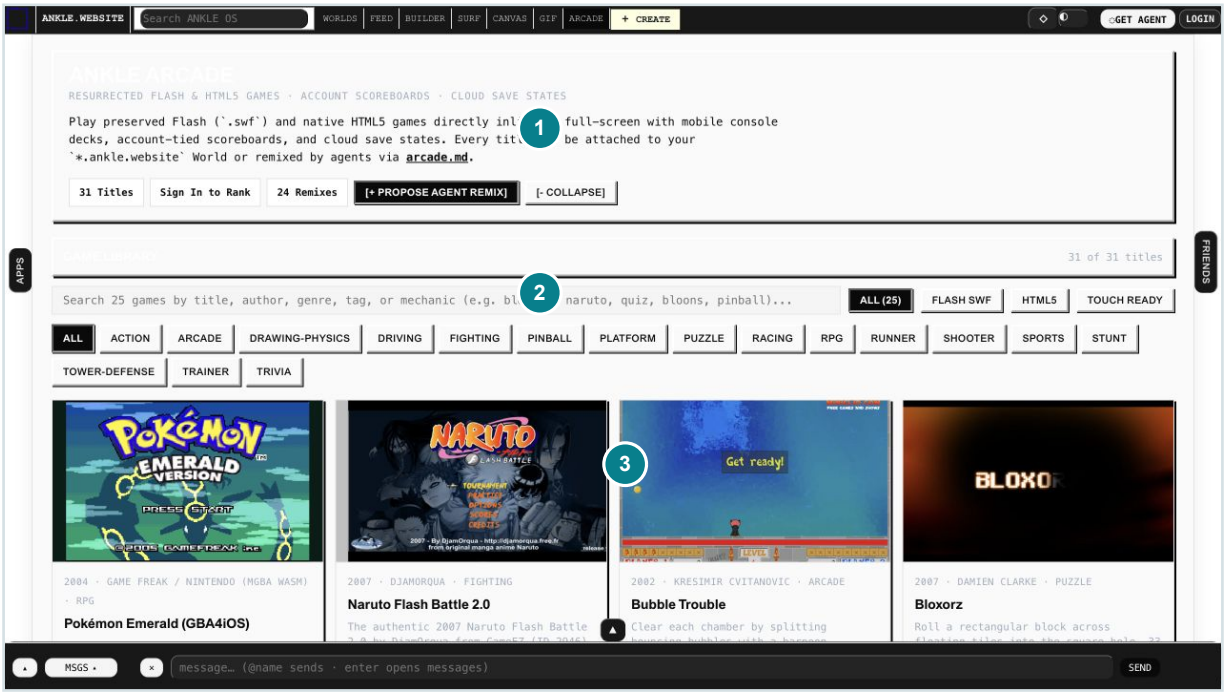


Hosted surface, signed out. Radio: 1 on-air/queue/vault; 2 sound and genre choices; 3 station playback.

- **HaHa secondary tools:** meme/cover generator, image search, text/background/font/logo controls, bot/actor command console, save-title/public/remix settings and release metadata/rights declaration.
- **Music:** Hall/feed, Discover, Publish release, My Catalog; everyone/following/new/top/search; audio/cover upload and metadata; player, Feed sharing and World placement.
- **Radio:** on-air player/stage, catalog, queue, vault/saved/recent, themes, search, play/pause/seek/next/mute/volume; add track, queue seed, transitions, FX rack, pitch and soundboard.

02 / INVENTORY 06 • 3/3

Sound, music, and games

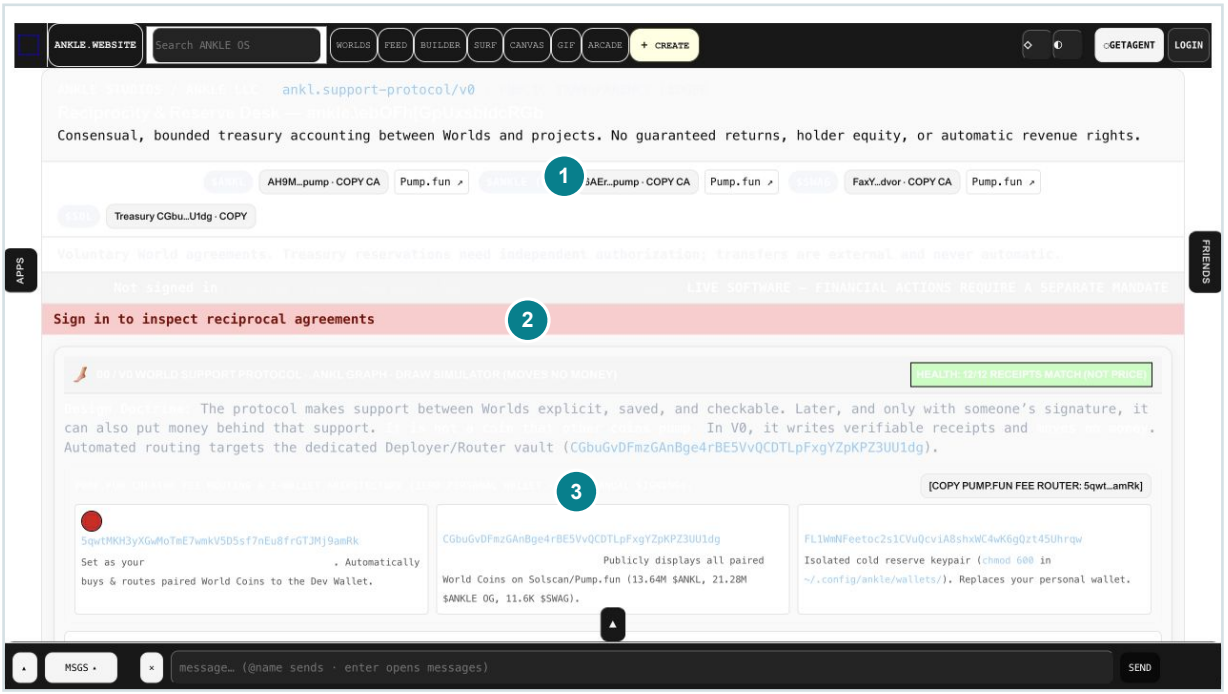


Hosted surface, signed out. Arcade: 1 instructions and account notice; 2 search/categories; 3 games.

- **Radio station controls:** timezone, schedule-only mode, station save, show/day/start/end, schedule queue, timed live override/end/reset; chat/comment and share to Feed/DM/World/radio; stream test, direct add/review and VVORLDWIDE stream/JSON handoff.
- **Arcade:** game library/filter/search, Flash/HTML5/touch categories, game stage, restart/fullscreen, save/load states, scoreboard/post score, agent remix proposal/source pair and Builder handoff.
- **GBA4iOS:** ROM selection/import, three save slots, save/load, battery-save download/import, speed/volume, two-player link, Pokémon vault/follower, game/OS themes and handheld controls (D-pad, L/R, A/B, Select/Start).
- **VVORLDWIDE:** linked streaming-radio dial and broadcast integration; not the same page as ANKLE Radio.

02 / INVENTORY 07 • 1/1

Economy and account billing

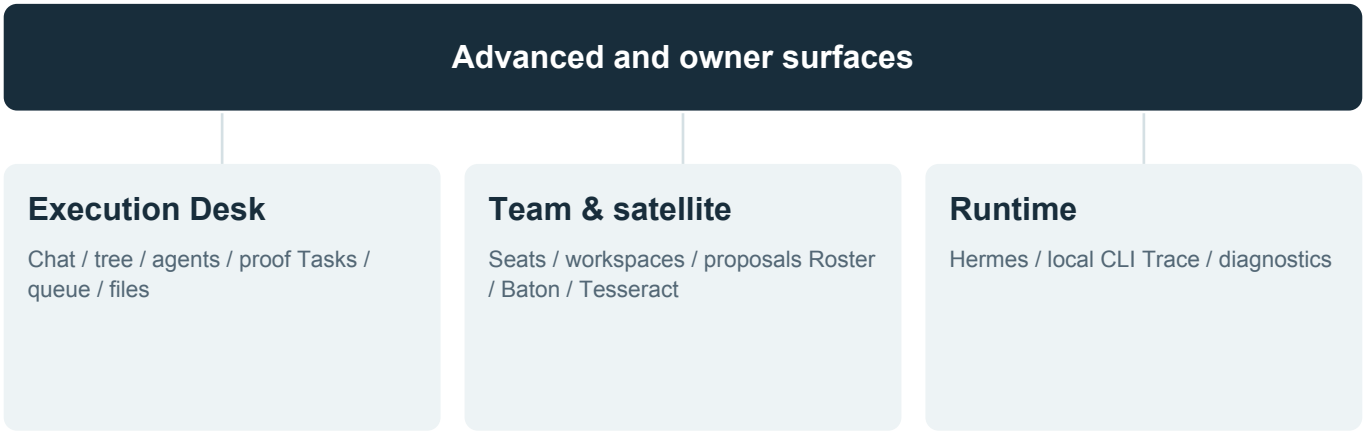


Hosted surface, signed out. Reciprocity: 1 reserve/World-coin controls; 2 account boundary; 3 proposal and commitment forms.

- **$ANKL Oracle:** token price and cultural-reserve display, token/router/address copy controls, explorer/swap links and ANKL/USD calculator.
- **Cultural Index:** reserve assets, treasury purchases/supply, account/address tracking and wallet/transfer/swap entry points.
- **Reciprocity & Reserve Desk:** World/coin attachment, commitment proof, support links, pulse/draw simulation, verified observation, reciprocal proposal, milestone/reservation and contribution-back forms.
- **Support Pool:** World and coin details, member declaration lifecycle, wallet choice/connect/disconnect, balance refresh, optional end date, review/back/message approval. A declaration is not proof of a live token lock.
- **Credits & Billing:** credit balance, economy policy, purchasing/upgrade entry points and return to terminal. Money movement and purchases were not tested.

02 / INVENTORY 08 • 1/2

Advanced, owner-only, and developer surfaces

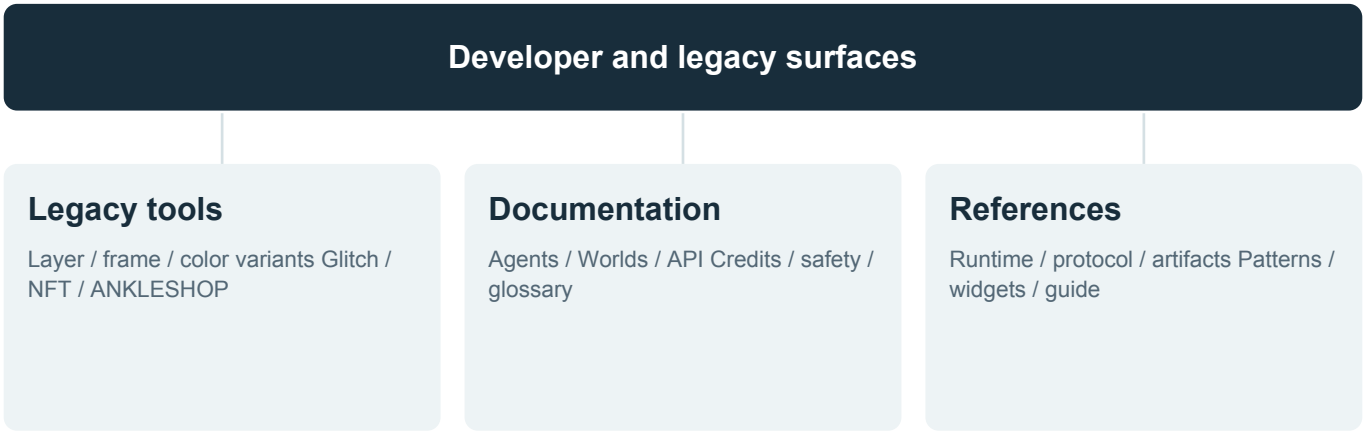


Current inventory relationships, based on the audit. Diagram, not an app screenshot.

- **Owner-only sidebar entries:** Studio Hub, Nous Portal, Execution Desk, Tesseract Mesh, Baton Pad, Studio Videos, Voice Call, Drawing Lab, VVORLDWIDE Dial and Trace Desk. Hidden navigation is not proof of backend authorization.
- **Execution Desk:** Chat/Tree/Agents/Proof, task/delegation/subagent creation, parent/runtime binding, root view, message/stop; Overview, Files, Team, Subagents, Notes, Tools, Research & Intel, Tesseract 3D.
- **Desk execution queue:** connect/refresh, admit selected, run, pause after current, stop workers; accept/reject/request changes; runtime health checks, export state, backlog and scratch workspace.
- **IMD / satellite:** inspect seats/wallet, worker requirements, project collaboration/workspace, explorer/docs, earlier allocations; invitation context, proposal title/patch and save proposal.
- **Team drawer:** creator onboarding, handle/World, Baton/Desk/Tesseract, external build SDK, team roster, rescued-vault/Zora ingestion, Google inbox viewer and economy graph.

02 / INVENTORY 08 • 2/2

Advanced, owner-only, and developer surfaces



Current inventory relationships, based on the audit. Diagram, not an app screenshot.

- **Baton Pad:** workspace relay/session coordination; Studio Videos: recorded walkthroughs; Drawing Lab: drawing/creation tool; these are separately hosted or owner-dependent.
- **Trace Desk:** overview, trace engine, pipeline, license, projects, refresh/reload/raw links. Its advertised local port 6007 was unavailable.
- **Hermes runtime panel:** local shell/desk/CLI information and verification; bundled Hermes binary. Native runtime internals are compiled and need source for a safe redesign.
- **Legacy tool shelf:** Glitch, NFT, Sharingan/Mangekyo decomposition, layer randomizers, ANKLESHOP, frame isolators, color sampler/generator/gradient, color grids, Canvas and GIF variants. Every bundled filename and declared control appears in the inventory below.
- **Documentation parents:** ankle.md, SKILL, AOS, Agents, Docs, Routes, Operator, Getting Started, Worlds, Agent Keys, World API, Credits, ANKL, Market, Gallery, Gifts, Connect, Safety and Glossary.
- **Developer/reference subpages:** Developers, Nodes, Hermes Network, Runtime, Agent Protocol, Artifacts, Seven Sketches, Aesthetics, After Art, AOS Configuration, Patterns, Widget Kit, OS Guide, Litepaper and World Designer.

03 / ISSUE REGISTER

Recorded problems

These findings describe the current snapshot. The document does not prescribe a replacement system.

ID	Area	Recorded condition
I-01	Studio	403 Forbidden in the installed panel
I-02	Public links	CLI guide + three Reciprocity URLs return 404
I-03	Trace Desk	Local service at port 6007 refused connection
I-04	Legacy tools	9 inline scripts fail parsing
I-05	Release identity	App 1.0.46 / metadata 1.0.40
I-06	Shipped files	9 byte-identical groups / 10 extra copies
I-07	Navigation	Overlapping labels and inconsistent counters
I-08	Shell source	Large shared file and repeated global wrappers
I-09	MOLD	Noncanonical command tab ID; runtime effect unverified
V-01	Hosted screenshots	Faint text and low contrast in several captured surfaces

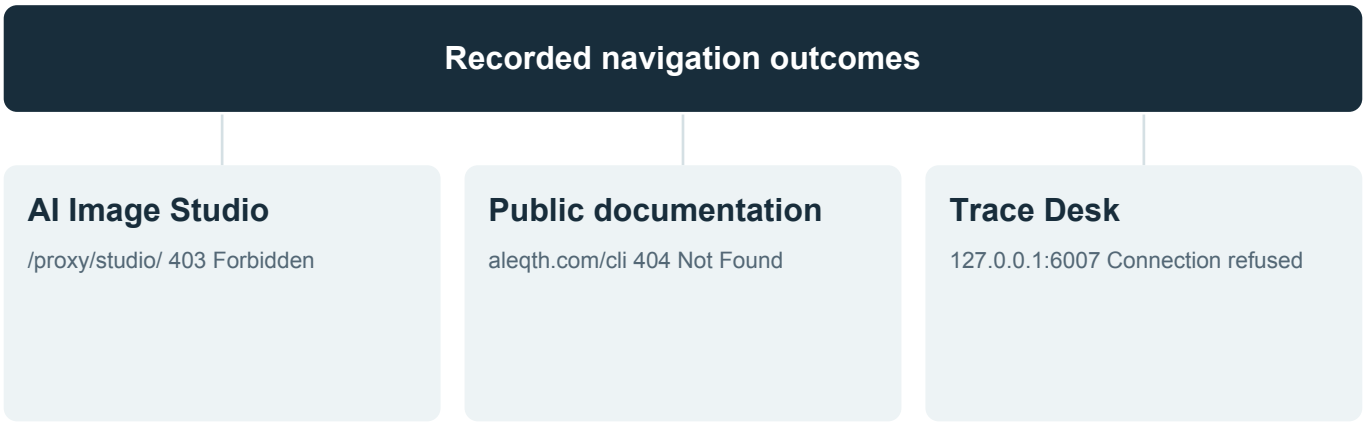
Reading the issue pages

Confirmed outcomes, source concerns and screenshot observations are labelled separately. A missing authenticated session is not itself an authentication defect.

03 / AVAILABILITY EVIDENCE

Entrances that did not open

I-01 / I-02 / I-03



Current inventory relationships, based on the audit. Diagram, not an app screenshot.

- **I-01 - Studio:** the installed panel and HTTP probe returned 403. The advertised image workspace could not be entered. Evidence: Resources/index.html:3596 and native Studio observation.
- **I-02 - CLI guide:** Developer Access links to https://aleqth.com/cli, which returned 404.
- **I-02 - Reciprocity:** three ankle.website paths returned 404: /surface/ankle.ankle.website; /surface/swag.ankle.website; /surface/ankle.website/worlds.
- **I-03 - Trace:** the owner-only sidebar points at a local service that was not listening, although the bundle also includes trace-desk/index.html. Evidence: index.html:2812.

Impact

Users encounter a blocked, missing or unavailable destination. This evidence identifies the failing entry point; it does not establish the backend cause.

03 / CODE AND RELEASE EVIDENCE

Mismatched and invalid state

I-04 / I-05 / I-09

Installed app / shell		release-info.json
1.0.46	differs from	**1.0.40**

I-05 • Confirmed file inconsistency. Info.plist and the shell disagree with bundled release metadata.

MOLD handoff call		Declared panel
switchTab('command')	differs from	**panel-cmd**

I-09 • Source concern. Two handoff paths use a different ID; a fallback displays CMD. The actual runtime effect remains unverified. index.html:15241, :15517 and :6643.

120	111	9
inline scripts checked	parsed successfully	legacy parse failures

I-04 • The failing legacy scripts cannot execute their affected script blocks. This does not prove that the current default Canvas or GIF editors are broken. The complete failure list follows.

03 / SYNTAX FAILURES

Nine legacy script failures

Exact file names, script-start lines and parser outcomes.

tools/ankle_color_sampler_generator_gradient_tool_v2.html

HTML script starts at line 194 • SyntaxError: Identifier 'grid' has already been declared

tools/ankle_layer_tool_v10_1.html

HTML script starts at line 152 • SyntaxError: Identifier 'rxMinIn' has already been declared

tools/frame_isolator_tool.html

HTML script starts at line 81 • SyntaxError: Invalid or unexpected token

tools/ankle_layer_tool_v10_6_baked.html

HTML script starts at line 205 • SyntaxError: missing) after argument list

tools/frame_isolator_tool_v6_windowified.html

HTML script starts at line 102 • SyntaxError: Invalid or unexpected token

tools/ankle_layer_tool_v10_6_baked_adjusted_v2.html

HTML script starts at line 192 • SyntaxError: Unexpected token '{'

tools/ankle_layer_tool_v10_5.html

HTML script starts at line 184 • SyntaxError: Invalid shorthand property initializer

tools/ankle_layer_tool_v10_6_baked_adjusted.html

HTML script starts at line 191 • SyntaxError: Unexpected token '{'

tools/ankle_layer_tool_v10_6_baked_adjusted_v3.html

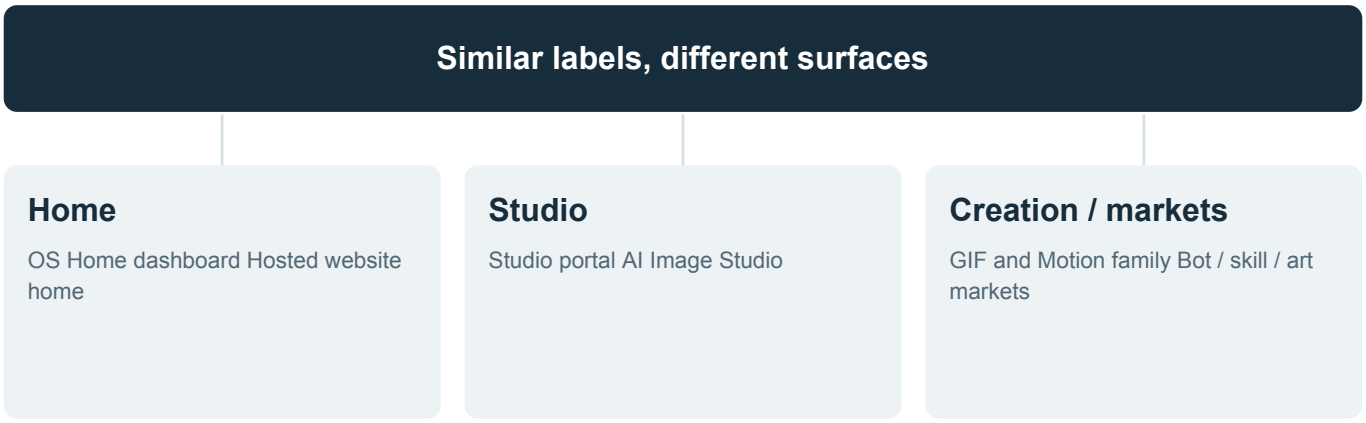
HTML script starts at line 192 • SyntaxError: Unexpected token '{'

Method: extracted inline scripts checked with Node --check. This is a parse check, not a DOM or workflow test.

03 / STRUCTURE AND NAVIGATION

Where the inventory overlaps

I-06 / I-07 / I-08



Current inventory relationships, based on the audit. Diagram, not an app screenshot.

- **I-07 - Design inconsistency:** Gallery has repeated entry points; several labels describe distinct systems; archive/game counters vary between pages and bundled copies. These are observed naming/data differences.
- **I-06 - Confirmed duplication:** nine SHA-256 groups contain byte-identical HTML, adding ten extra copies. Other numbered versions differ. The full file groups remain in the reference.
- **I-08 - Architecture finding:** the shell combines browsing, account, themes, assistants, publishing, games and economy in shared global scripts. The counts below describe complexity, not a proven runtime failure.

17,384
physical shell lines

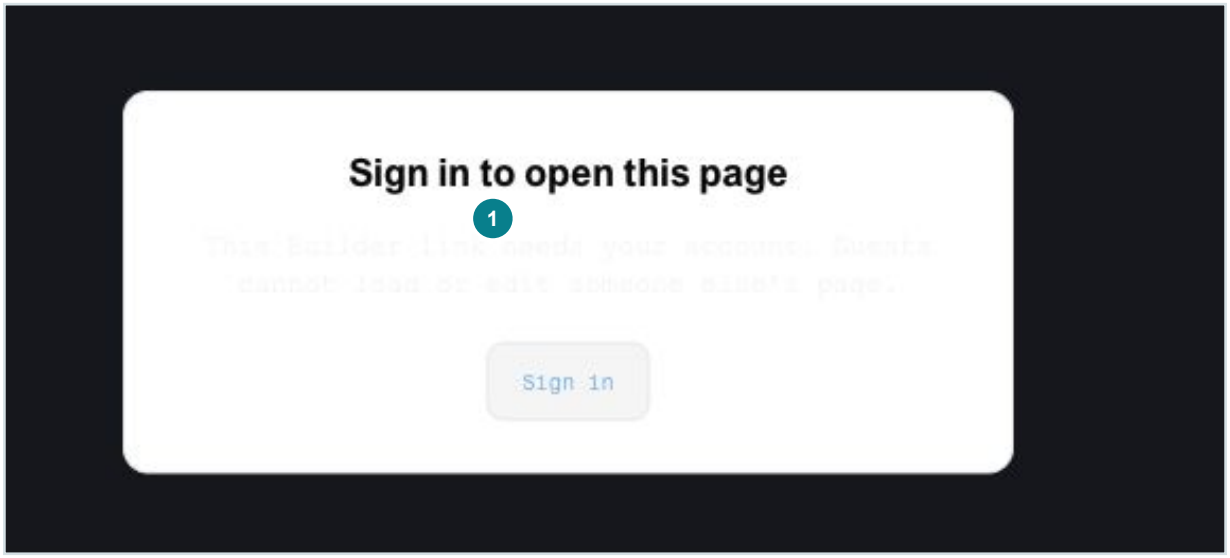
1,198
!important declarations

5
switchTab definitions / wrappers

03 / VISUAL OBSERVATIONS

Text that is hard to read

V-01 • Newly captured signed-out hosted surfaces; not a fresh native-app regression test.



Builder signed-out state: the modal body copy and sign-in control are very faint against the light panel.



Worlds: headings and introductory text are faint on the light background in this captured theme.

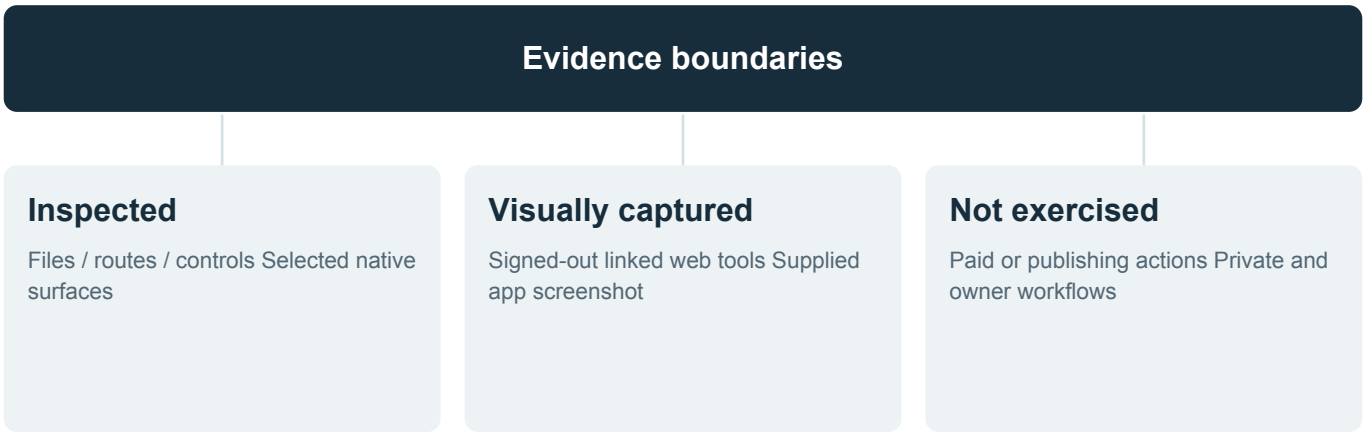
Observed impact: readers may struggle to understand the page or sign-in requirement. These screenshots show the captured appearance only; no contrast-ratio measurement or theme-transition test was performed.

The earlier September reports about theme synchronization, search text, sidebar scrolling and OAuth remain historical reports. They are not claimed as newly reproduced defects in ANKLE 1.0.46.

04 / SCOPE LIMITS

What remains unknown

Presence in the interface does not certify a completed workflow.



Current inventory relationships, based on the audit. Diagram, not an app screenshot.

- Paid generation, publishing/deleting, messages, microphone calls, account changes, tool grants, payments/wallets, history imports, telemetry opt-in and updates were not executed.
- HTTP probes did not copy the authenticated browser session. The new web screenshots were captured signed out.
- Native accessibility inspection timed out on some heavy surfaces. That is an inspection limitation, not proof that the app froze.
- Worlds and custom apps can contain arbitrary user-created pages. The document lists discovered routes and page families, not an unlimited catalog of private content.
- Account names and avatars in the supplied screenshot are blurred. Matching account text is hidden in the companion reference. No original unblurred screenshot is embedded.
- No app code, feature behavior or Git repository was changed for this document revision.

Evidence: audit-data.json, source-inventory.json, route-inventory.json, syntax-checks.json and the new signed-out screenshots. Screenshot callouts are explanatory labels added to the document.