Built Once, Made Yours

Nobody should rebuild what they can inherit.

One definition, one product, then every space makes it its own

Level	What it is	Look	Words	Switches	Rules
Space	Inherits from its owner, then edits what the spec allows	Inherits / Editable	Inherits / Editable	Inherits / Editable	Inherits / Editable
Owner Space	Inherits from our Applied, then edits what the spec allows	Inherits / Editable	Inherits / Editable	Inherits / Editable	Inherits / Editable
Applied	Ours, re-formed from the product. The first place anything can be edited	Inherits / Editable	Inherits / Editable	Inherits / Editable	Inherits / Editable
Product	Rebuilt from the spec. The reference, never edited directly	Brand as defined	Placeholders	All on	Defaults
Spec	The written definition. Every change starts here	What's editable	What's editable	What's editable	What's editable

The Cascade. Read it from the bottom up. Each level inherits everything below it, then edits only what the spec allows. The same for every application.

Every application starts as a written spec: what it does, what goes in each slot, and what may change. Every change starts there too. Change the spec and the product is rebuilt from it. The product is the reference: the first place you can see the thing, and never edited directly.

Applied is where the product meets the wild. It is re-formed from the product, and it is the first place anything can be edited. From there each space inherits from the one below it and edits only what the spec allows. An owner space inherits from our own Applied; a space within it inherits from its owner until it overrules.

Four things can change. Look is how it appears. Words are what it says. Switches are what is there and what is not. Rules are how it judges. Every value records where it came from, and anything nobody has filled shows as a gap rather than hiding one.

A change asked for in one space either stays there, or drops into the product so every application gains it at once.

We build it once. Every space makes it theirs.

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