

AutonomousTurnHook

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Kind: Class

Source: [atloria-monorepo/libs/agent-core/src/autonomous/autonomous-loop.ts](https://github.com/atloria-monorepo/libs/agent-core/src/autonomous/autonomous-loop.ts)

TurnHook that drives autonomous agent behavior.

It watches what the agent is doing (via tool calls in input items) and injects nudges when the agent skips investigation or verification.

Usage:

```
const hook = new AutonomousTurnHook({
  maxTurns: 40,
  qualityGateProvider: async () => [
    { id: 'tests_pass', description: 'All tests pass', passed: false },
  ],
});
```

Implements: TurnHook

Methods

Method	Signature	Returns
updateTokenUsage	updateTokenUsage(inputTokens: number)	void
getCircleDetector	getCircleDetector()	`CircleDetector
beforeModelCall	beforeModelCall(args: TurnHookArgs<TContext>)	Promise<{ instructions?: string; input?: AgentInputItem[] }>
getState	getState()	Readonly<LoopState>
getRecentFiles	getRecentFiles()	readonly string[]

Properties

Property	Type
onPreCompact	(data: { turnNumber: number; tokenCount: number; recentFiles: string[] }) => void
onPostCompact	(data: { turnNumber: number; summaryInjected: boolean }) => void

Where it refuses work

- `AutonomousTurnHook` stops the work with an early return when `nudges.length === 0 && !notesBlock && !windowedInput && !phaseDirective` .

When something fails

- `AutonomousTurnHook` handles failure in 8 places: it discards it silently in 7, and logs it and continues in 1.