

InstructionLoader

September 4, 2026

InstructionLoader

Kind: Class**Source:** [atloria-monorepo/libs/agent-core/src/context/instruction-loader.ts](https://github.com/atloria-monorepo/libs/agent-core/src/context/instruction-loader.ts)

Methods

Method	Signature	Returns
<code>addPersistent</code>	<code>addPersistent(layer: InstructionLayer)</code>	<code>void</code>
<code>removePersistent</code>	<code>removePersistent(id: string)</code>	<code>void</code>
<code>addTurn</code>	<code>addTurn(layer: InstructionLayer)</code>	<code>void</code>
<code>getInstructions</code>	<code>getInstructions(_context: RunContext<TContext>)</code>	<code>string</code>
<code>createDynamicInstructions</code>	<code>createDynamicInstructions()</code>	<code>(context: RunContext<TContext>) => string</code>
<code>addConditional</code>	<code>addConditional(layer: ConditionalLayer)</code>	<code>void</code>
<code>removeConditional</code>	<code>removeConditional(id: string)</code>	<code>void</code>
<code>setActiveTools</code>	<code>setActiveTools(toolNames: string[])</code>	<code>void</code>
<code>hasActiveTool</code>	<code>hasActiveTool(name: string)</code>	<code>boolean</code>
<code>addToZone</code>	<code>addToZone(zone: InstructionZone, layer: Omit<InstructionLayer, 'priority'>, offset: undefined)</code>	<code>void</code>

Method	Signature	Returns
discover	discover(rootDir: string, options: DiscoveryOptions)	DiscoveredInstruction[]
loadFromDirectory	loadFromDirectory(rootDir: string, options: DiscoveryOptions)	DiscoveredInstruction[]

Where it refuses work

- `InstructionLoader` stops the work with an early return when `allLayers.length === 0`.
- `InstructionLoader` stops the work with an early return when `depth > opts.maxDepth`.

When something fails

- `InstructionLoader` handles failure in 1 place: it turns it into a return value in all 1.