

renderSubsystemMap

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renderSubsystemMap

Kind: Function

Source: atloria-monorepo/libs/parser-core/src/techdocs/subsystems.ts

The architecture section: which parts exist, and which the rest of the system leans on.

Ordered by dependents, never by size — that ordering IS the claim, and it is the one thing a

reader cannot get from a file tree. The entity count is shown beside it precisely so the mismatch is visible: a subsystem with 11 entities sitting above one with 172 tells a reader

something true about the codebase.

Signature

```
function renderSubsystemMap(subsystems: Subsystem[], limit): string
```

Parameters

Name	Type
subsystems	Subsystem[]
limit	any

Returns: string