

VisibilityCondition

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Kind: Interface

Source: [atloria-monorepo/apps/api/src/reader-access/visibility.util.ts](https://github.com/atloria-monorepo/apps/api/src/reader-access/visibility.util.ts)

D4 content segmentation — the ONE pure visibility evaluator.

A visibility rule is a JSON tree of attribute conditions over the reader's canonical claims (`ReaderClaims.attrs` : role / plan / region / custom):

{ "allof": [, ...] } — every child must pass

{ "anyof": [, ...] } — at least one child must pass

{ "attr": "plan", "op": "eq", "value": "pro" } — claim equals value

{ "attr": "role", "op": "in", "value": ["admin","ops"] } — claim ∈ values

{ "attr": "plan", "op": "neq", "value": "free" } — claim present and ≠ value

Semantics (fail-closed by design):

- null / undefined rule → visible (public — no restriction)
- missing claim → the condition FAILS (incl. `neq`)
- claim values may be arrays → eq/in match on intersection
- allof: [] → true (vacuous)
- anyof: [] → false (nothing can satisfy it)
- malformed rule node → false (a broken rule must never expose content)

Category rules CASCADE: a document's effective rule is its own rule ANDed with every rule up its category ancestor chain (see `composeRules`).

Properties

Property	Type
<code>attr</code>	<code>string</code>
<code>op</code>	<code>`eq`</code>

Property	Type
value	`string