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# FABRIC (always JSON for consistency + recognizability)
# UPDATE / CREATION
## Input
### Graphical UI (vivify.client)
### Curses CLI (vivify.client)
## Autovivify
### Build un■schema'd JSON (hash of hashes)
## Secrecy
### Encrypt secrets
## Freeze
### Serialize payload → prepare for IP send
## Server
### Strip first two layers (name, app■name/topic)
### Remove large binary chunks
### Store remainder
##### JSON file
##### Blob (binary large object)
##### Must have meaningful text name (metadata)
##### Stored unencrypted for admin ease
##### Secrets remain client■encrypted
##### Same password usable for casual access
# RETRIEVAL
## Input
### Graphical UI (vivify.client)
### Curses CLI (vivify.client)
## Payload creation
### Input name (db top layer)
### App/topic name
### Next layer + desired value
### db■user secret + app■name
### Access JSON file
##### Traverse depth (Perl■like hash of hashes)
## Return
### Desired value (encrypted payload)
### If structure named → whole or subset returned
## Client
### Reverse creation process
##### Print data

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