

Build Dependency

[Go up to Terms and Definitions](#)

Discussion

A Build Dependency is a [Dependency](#) required to produce, assess, package, sign, or otherwise prepare a build artifact.

A Build Dependency may include source material, installation media, software packages, libraries, build tools, provisioning content, compliance content, credentials, repositories, provider plugins, or supporting services.

A Build Dependency is required during the build process but may not be required when the resulting artifact operates in its target environment.

Within Crucible, Build Dependencies may be retrieved, pinned, captured, recorded, and transferred so that an [Image Build](#) can be reproduced in a connected or disconnected environment.

Definition

[dependency](#) required to produce, assess, package, sign, or otherwise prepare a build artifact

Source

Generalized from software engineering, machine-image engineering, dependency management, and reproducible-build usage and specialized for the Crucible architecture and operational model.

Note

A Build Dependency differs from a [Runtime Dependency](#). A Build Dependency supports creation or preparation of an artifact, while a Runtime Dependency supports operation of the resulting system, service, or workload.

The same Dependency may act as both a Build Dependency and a Runtime Dependency in different lifecycle contexts.

Example

An Image Build depends on installation media, package repositories, Packer, Ansible collections, and

compliance content. These inputs are Build Dependencies because the build process requires them to produce and assess the Machine Image.

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