

6.5 IDL and Generation Baseline

Go To Phase 0 Implementation Preconditions

The Phase 0 [IDL](#) and generation baseline must exist before implementation code depends on generated types.

The IDL and generation baseline identifies the IDL files, naming conventions, source logical information structures, generator tooling, generated output locations, regeneration rules, and manual-editing constraints for generated artifacts.

Generated artifacts must identify their source IDL definition, generator, generation context, and regeneration policy. Developers must not hand-edit generated artifacts unless the generated-file header explicitly permits manual modification.

This precondition protects repeatability. It allows the team to regenerate types from governed IDL definitions without losing manual changes or confusing generated artifacts with hand-authored implementation logic.

© 2026 Dido Solutions, Inc. and Jackrabbit Consulting, Inc.

From:
<https://wiki.didosolutions.com/> - **Dido Solutions, Inc Wiki**

Permanent link:
<https://wiki.didosolutions.com/fxdemo/04-part/06-phase-0-implementation-preconditions/06-5-idl-and-generation-baseline/start>

Last update: **2026/07/23 08:33**

