

8.2 Node Mapping Principles

Go To Mapping from FX Logical Nodes to Implementation Artifacts

The Phase 0 Implementation Profile applies the following principles when mapping FX logical [Nodes](#) to implementation artifacts.

Each implementation Node artifact identifies:

- the FX logical Node or Nodes it realizes;
- the FX logical [Node Role](#) or Node Roles it performs;
- the [Runtime Plane](#) or Runtime Planes it supports;
- the [DDS](#) Topics, [IDL](#) structures, generated types, configuration artifacts, scripts, and supporting modules it uses;
- the relevant Part 3 FX logical Node definition;
- the applicable Phase 0 Developer Handbook rules; and
- the observable behavior required by the Phase 0 logging and exception-handling baseline.

The mapping does not require one-to-one correspondence between logical Nodes and runtime artifacts. A single runtime artifact may realize multiple FX logical Nodes. Multiple implementation artifacts may realize one FX logical Node. The mapping table records the selected Phase 0 choice.

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