

5.1 Supported Operating Systems

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The Phase 0 development environment should identify the operating systems that the team supports for [Repository](#) setup, [Type](#) generation, container builds, script execution, [Node](#) execution, and [Validation](#).

The team should treat macOS, Linux, and Windows differently, where their shell behaviour, filesystem conventions, path handling, container runtime support, or package installation steps differ. The handbook should document any operating-system-specific setup steps that affect Phase 0 execution.

The [Baseline](#) should prefer cross-platform conventions where practical. Scripts should avoid hard-coded local paths, user-specific directories, undocumented shell features, and assumptions about a single developer's machine. Where a script requires a POSIX shell, the script documentation should say so. Where a command expects Windows PowerShell, Windows Subsystem for Linux, macOS Terminal, or a Linux shell, the handbook should identify that expectation.

The team should validate the Phase 0 Baseline on the operating systems selected for active development. If the team supports only one operating system for Phase 0, the handbook should say that explicitly rather than implying broader support.

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