

5.2 VS Code / Code

[Go To Top](#)

[Return to Development Environment](#)

The Phase 0 development environment should support Visual Studio Code, commonly invoked from the command line as code, as the recommended editor for team development. VS Code should not define the architecture, but it can help the team standardise editing, formatting, file navigation, terminal use, script execution, and [Repository](#) inspection.

The Repository may include a .vscode directory containing workspace recommendations. This directory may contain recommended extensions, workspace settings, launch [Configurations](#), and task definitions that support Phase 0 development. Shared VS Code settings should improve consistency without embedding personal preferences that would interfere with other developers.

The team should use VS Code settings to support practical development, such as file associations, formatting conventions, shell task shortcuts, script execution tasks, and visibility of generated files. Developers should not rely on VS Code-specific behaviour that prevents the Repository from being built, run, or [Validated](#) from the command line.

The code command should remain optional unless the team explicitly promotes it to a required tool. A developer should be able to clone the Repository, check prerequisites, generate [Types](#), build containers, run [Nodes](#), stop Nodes, and inspect logs without depending on editor-specific actions.

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

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

Permanent link:
<https://wiki.didosolutions.com/fxdemo/05-part/05-development-environment/05-2-vs-code-code/start>

Last update: **2026/08/08 19:28**

