

5.5 DDS Tooling

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The Phase 0 development environment must define the [DDS](#) tooling required to generate [Types](#), configure participants, build runtime [Artifacts](#), and run the [Node](#) network. DDS tooling may include a DDS vendor installation, [IDL](#) compiler, language binding generator, runtime libraries, [QoS](#) configuration support, diagnostic tools, and environment setup commands.

The team should document the DDS vendor or vendors selected for Phase 0. If the team supports more than one DDS implementation, the handbook should identify which behaviours are part of the DDS standard and which depend on a vendor-specific tool, command, [Configuration](#) file, or runtime library.

The DDS setup should be [Reproducible](#). Developers should know which tools they need, how to verify installation, how to generate Types from IDL, how to configure QoS, how to run local participants, and how to diagnose basic [Discovery](#) or communication problems.

The Phase 0 [Baseline](#) should not depend on the undocumented DDS environment state. If DDS tools require environment variables, license files, setup scripts, path updates, or runtime library paths, the handbook or prerequisite script should identify and validate them.

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