

6.1 Required Tools

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The Phase 0 [Baseline](#) requires the tools needed to clone the [Repository](#), run setup scripts, generate [DDS/IDL](#) types, build implementation [Artifacts](#), create containers, run the [Node](#) network, inspect logs, and collect acceptance [Evidence](#).

The required tool set should include:

1. Git, for Repository access, change control, branching, review, tagging, and Baseline management.
2. A supported shell environment for running setup, build, generation, validation, and execution scripts.
3. DDS tooling, including the selected DDS implementation, IDL compiler or type-generation tool, runtime libraries, and any required setup scripts.
4. A container runtime, such as Docker, Docker Compose, Podman, or another team-approved container mechanism.
5. Python, where the team uses Python for environment setup, validation, generation orchestration, log inspection, or other developer-support utilities.
6. The selected runtime language tools, where Phase 0 Nodes or generated bindings require Java, C++, JavaScript, TypeScript, or another implementation language.
7. VS Code/ Code if the team adopts it as the recommended editor and workspace environment.
8. Build tools, package managers, test tools, documentation tools, or CI/CD tools, where the Phase 0 Baseline requires them.

The applicable tool Baseline checklist instance records the approved product, platform, implementation, version range, observed version, applicable role, verification command, and Evidence reference for each required tool. Section 6 defines the required tool categories and checklist rules. The checklist instance records the actual tool Baseline for a specific phase, build, test run, demonstration, or deployment environment.

The team should keep the required tool list explicit. A tool should become required only when the Phase 0 Baseline cannot be prepared, generated, built, run, validated, reviewed, demonstrated, or deployed without it.

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