

9.7 Type Generation Validation

[Go To Top](#)

[Return to DDS / IDL / Type Generation](#)

The team should validate generated types before developers use them in [Node](#) implementations or acceptance [Evidence](#). Type generation validation should confirm that the generated [Artifacts](#) exist, match the expected inputs, and support the target build or runtime environment.

Validation should check:

1. Required [IDL](#) files exist.
2. IDL files parse successfully.
3. The approved generator runs successfully.
4. Generated outputs appear in the expected locations.
5. Generated outputs target the expected language.
6. Generated outputs correspond to the expected [DDS](#) product or toolset.
7. Build scripts can compile or package the generated Artifacts where applicable.
8. Node implementations can import or reference the generated types.
9. Tests can create, serialize, publish, receive, or inspect representative typed instances where applicable.
10. The generation process does not overwrite handwritten source files.

The generateTypes script or a related validation script should report clear errors when generation fails. It should identify missing inputs, unsupported tool versions, invalid IDL, unavailable output directories, compilation failures, and protected-file overwrite attempts.

The team should record generation Evidence when type generation forms part of acceptance. Evidence may include command output, generated-file manifests, validation logs, build logs, or test results.

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Last update: **2026/08/09 18:10**

