

10.7 Node Command Handling

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A Phase 0 [Node](#) may support simple commands through the approved [Control Plane](#) command topic. Command handling allows the team to demonstrate basic runtime coordination without introducing full operational management.

Phase 0 command handling may include:

1. Start.
2. Pause.
3. Resume.
4. Restart.
5. ReportStatus.
6. Stop.

The team should define which commands each Node supports. A Node should reject unsupported commands clearly rather than ignoring them silently. The Node should log received commands, validation results, accepted actions, rejected actions, and final command outcomes.

A command message should identify:

1. Command identity.
2. Command type.
3. Target Node or target role.
4. Timestamp.
5. Issuer or source, where applicable.
6. Parameters, where needed.
7. Correlation identifier, where needed.

Command handling should not bypass [Lifecycle](#) discipline. For example, a Stop command should lead to Stopping and Stopped status if the Node can shut down normally. A ReportStatus command should cause the Node to publish current status without changing its Lifecycle state.

Phase 0 command handling should remain simple. It should prove that Nodes can receive and act on controlled instructions. It should not attempt to implement a full orchestration, scheduling, security, policy, or enterprise operations framework.

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