

11.2 Node Status Topic

[Go To Top](#)

[Return to Control Plane Topics](#)

The [Node](#) Status Topic carries operational status messages from Phase 0 Nodes. Each Node should publish status messages at defined [Lifecycle](#) transitions and at any additional status points required by the Node profile.

The recommended topic name is:

```
Control.Node.Status
```

A Node Status message should identify:

1. Node Identity.
2. Node Role.
3. Runtime instance identifier, where needed.
4. Current Lifecycle state.
5. Timestamp.
6. Status reason or message.
7. Build or version identifier, where available.
8. Health or readiness details, where applicable.
9. Error information, where applicable.

Each Node should publish status when it enters important Lifecycle states such as [Starting](#), [Running](#), [Degraded](#), [Recovering](#), [Stopping](#), [Stopped](#), or [Failed](#). A Node should not normally publish [Unknown](#) about itself. Observers may use [Unknown](#) when they cannot determine the current state of a Node.

The Node Status Topic should support review and acceptance Evidence. A tester or reviewer should be able to inspect status messages and confirm that each required Node started, reached its expected runtime state, and stopped or failed in a controlled, observable way.

© 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/11-control-plane-topics/11-2-node-status-topic/start>

Last update: **2026/08/10 09:39**

