

# 11.3 Node Command Topic

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The [Node](#) Command Topic carries simple operational commands to Phase 0 Nodes. It allows the team to demonstrate basic runtime coordination without introducing a full orchestration framework.

The recommended topic name is:

```
Control.Node.Command
```

A Node Command message should identify:

1. Command identity.
2. Command type.
3. Target Node, target Node Role, or broadcast target.
4. Timestamp.
5. Issuer or source, where applicable.
6. Correlation identifier, where needed.
7. Command parameters, where needed.
8. Expiry or timeout, where needed.

Phase 0 may support command types such as:

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 and should report the rejection through logs, status messages, command acknowledgements, or test Evidence as appropriate.

The Node Command Topic should not become a substitute for security, orchestration, scheduling, or policy enforcement. Phase 0 command handling should remain simple and should prove only that Nodes can receive, validate, act on, or reject controlled instructions.

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