

13.10 runNode.sh

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The `runNode.sh` script should start a named Phase 0 [Node](#) or Node profile. It should support development, debugging, testing, and targeted troubleshooting without requiring the full Node network to run.

The script should accept a Node name, Node Role, or documented Node profile as input. It should validate that the requested Node exists in the Node Catalogue or [Configuration Baseline](#).

The script should:

1. Validate the requested Node identifier.
2. Load the Node's approved Configuration.
3. Confirm the required generated types and runtime dependencies exist.
4. Start the Node using the approved runtime mechanism.
5. Report the Node Identity, Role, Configuration source, and log location.
6. Fail clearly when the Node cannot start.
7. Return a meaningful exit code.

The script should not create undocumented Node variants. If a developer needs a new Node profile, the team should update the Node Catalogue, Configuration, tests, and documentation through review.

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