

# 13.9 runAll.sh

[Go To Top](#)

[Return to Build and Run Scripts](#)

The runAll.sh script should start the complete Phase 0 [Node](#) network for the selected [Baseline](#) or demonstration profile. It should provide a repeatable way to bring up all required Nodes and supporting services.

The script should:

1. Validate prerequisites needed for runtime execution.
2. Confirm the required generated [Artifacts](#) exist.
3. Confirm that the required container images exist, or instruct the user to build them.
4. Load the selected [Configuration](#) profile.
5. Start required Nodes and support services in the expected order, where order matters.
6. Report started containers, processes, or services.
7. Provide enough output for a developer or operator to observe startup progress.
8. Avoid silently ignoring failed Node startup.
9. Point to logs and [Evidence](#) locations.
10. Return a non-zero exit code if the required Node network cannot start.

The script should support the Phase 0 acceptance workflow. A reviewer should be able to run the Node network, observe [Control Plane](#) status, and confirm expected runtime behavior using documented commands.

---

© 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/13-build-and-run-scripts/13-9-runall-sh/start>

Last update: **2026/08/10 15:08**

