

AgentRuntime

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AgentRuntime

Kind: Class

Source: [atloria-monorepo/libs/agent-core/src/runtime/agent-runtime.ts](#)

AgentRuntime — the SDK-based agent loop implementation.

Wraps

Implements: `IAgentLoop`

Methods

Method	Signature	Returns
<code>run</code>	<code>run(config: AgentConfig<TContext>, input: string, options: RunOptions<TContext>)</code>	<code>Promise<RunResult></code>
<code>runStreamed</code>	<code>`runStreamed(config: AgentConfig, input: string</code>	<code>AgentInputItem[], options: RunOptions)`</code>

Where it refuses work

- `AgentRuntime` stops the work with an early return when `maxOutputRecoveries > 0 && this.wasOutputTruncated(sdkResult)` .
- `AgentRuntime` stops the work with an early return when `fo === undefined || fo === null` .
- `AgentRuntime` stops the work with an early return when `!sdkResult.rawResponses` .
- `AgentRuntime` stops the work with an early return when `!lastResponse` .
- `AgentRuntime` stops the work with an early return when `finishReason === 'length'` .
- `AgentRuntime` stops the work with an early return when `item?.status === 'incomplete'` .

When something fails

- `AgentRuntime` handles failure in 5 places: it logs it and continues in 2, discards it silently in 2, and lets it reach the caller in 1. A failure discarded silently leaves no trace for whoever debugs this later.