Test description

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| **Test ID** | MIP4SLT3IS\_5027 |
| **Test Title** | Create CombatEngineerUnit. |
| **Execution Priority** | 1 |
| **Objective** | BSO validation.Test whether the Producer/Provider is able to create the correct MIP data for a CombatEngineerUnit and the Consumers are able to correctly understand (and display) it. |
| **Scenario** | The Producer creates message elements for CombatEngineerUnit. The Consumers receive the data and process them. |
| **Environment** | Internet or Co-located. Exchange Pattern: R/R, P/S. |
| **Participation** | 2 or more. |
| **MTRS** | N/A |
| **Pre-test Conditions** | The Producer/Provider has created the ‘Ground Picture > Forces’ topic. The Consumers have subscribed to this topic. |
| **Test Inputs** | N/A. |
| **Conclusion** | This test is considered a success if the unit is created and all elements are processed and interpreted correctly on all Nations’ C2IS. |
| **Test Outputs** | N/A. |
| **Traceability** | REQ\_INF\_0002. |

Test Procedure

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| --- | --- | --- | --- | --- |
| Step | Action | Expected Result | Src | Dst |
|  | The Producer creates the CombatEngineerUnit with name ***XXX\_CE\_030*** and fills **ALL** elements with values.  **Notices:**  XXX in name of the object is meant (in principle) to be replaced by the 3 letter code of the country name.  Example for the name of the unit: ESP\_CE\_021 ~~ | Consumers receive and process (and display) the created CombatEngineerUnit with all elements that the Producer created. ~~ | 1 | 2 |
|  | The Producer creates an update for the object by **changing its elements**. ~~ | Consumers receive and process (and display) the created CombatEngineerUnit with all elements that the Producer created. ~~ | 1 | 2 |

**Configuration**

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| --- | --- | --- |
| Item | Value | Comment |
| EventGeneration | 1 | 0 🡪 Combine steps to one event in the MTMT, generate new MTMT events on every source - destination change. 1 🡪 Every step will be added to the MTMT as a separate event. |