Test description

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| --- | --- |
| **Test ID** | MIP4SLT3IS\_5070 |
| **Test Title** | Hostile Unit. |
| **Execution Priority** | 1 |
| **Objective** | BSO validation.Verify the ability to create and exchange a hostile Unit in a nation’s C2IS. |
| **Scenario** | Nation A creates a hostile Unit.  Nation B receives the information and interprets it correctly. |
| **Environment** | Internet or Co-located. Exchange Pattern: R/R, P/S. |
| **Participation** | 2. |
| **MTRS** | Applicable |
| **Pre-test Conditions** | Nation A has created the ‘Ground Picture > Forces’ topic.  Nation B has subscribed to this Topic. |
| **Test Inputs** | N/A. |
| **Conclusion** | This test is considered a success if the hostile Unit is displayed correctly on both Nations’ C2IS. |
| **Test Outputs** | N/A. |
| **Traceability** | REQ\_INF\_0002. |

Test Procedure

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Step | Action | Expected Result | Src | Dst |
|  | Nation A creates a message element for a Unit with HostilityStatusCode=Hostile ~~ | Nation B receives and displays the Unit correctly. ~~ | 1 | 2 |

**Configuration**

|  |  |  |
| --- | --- | --- |
| 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. |