Test description

|  |  |
| --- | --- |
| **Test ID** | MIP4SLT3IS\_5206 |
| **Test Title** | Create AreaOfInterest. |
| **Execution Priority** | 1 |
| **Objective** | BSO validation. Test whether the Producer/Provider is able to create the correct MIP data for all the elements for an AreaOfInterest and the Consumers are able to correctly understand (and display) it. |
| **Scenario** | The Producer creates a message with all elements for AreaOfInterest. 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 > Battlespace Geometry’ topic (for instance, any topic where the tested BSO is included). The Consumers have subscribed to this topic. |
| **Test Inputs** | N/A. |
| **Conclusion** | This test is considered a success if the Control Feature and all its elements are processed and interpreted correctly on all Nations’ C2IS. |
| **Test Outputs** | N/A. |
| **Traceability** | REQ\_INF\_0002. |

Test Procedure

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Step | Action | Expected Result | Src | Dst |
|  | The Producer creates the AreaOfInterest with name ***XXX\_AOI\_206*** and fills **ALL** elements.  **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 Control Feature: ESP\_AOI\_206 ~~ | Consumers receive and process (and display) the AreaOfInterest that the Producer created. ~~ | 1 | 2 |
|  | The Producer creates an update for the object by **changing ALL** **elements**. ~~ | Consumers receive and process (and display) the AreaOfInterest and all elements that the Producer created. ~~ | 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. |