Test description

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| **Test ID** | MIP4SLT3IS\_5254 |
| **Test Title** | Create UnmannedAerialVehicleRoute. |
| **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 UnmannedAerialVehicleRoute and the Consumers are able to correctly understand (and display) it. |
| **Scenario** | Nation A creates an UnmannedAerialVehicleRoute with specific information.  Nation B receives the information and interprets it correctly.  Nation A updates the UnmannedAerialVehicleRoute.  Nation B receives 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 a Topic which includes AirDefence (ControlFeature) message elements, for instance Ground Picture > Air Defence.  Nation B has subscribed to this Topic. |
| **Test Inputs** | N/A. |
| **Conclusion** | This test is considered a success if the UnmannedAerialVehicleRoute is displayed correctly on both Nations’ C2IS. |
| **Test Outputs** | N/A. |
| **Traceability** | REQ\_INF\_0002, REQ\_INF\_0003. |

Test Procedure

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| Step | Action | Expected Result | Src | Dst |
|  | Nation A creates the tactical graphic for an UnmannedAerialVehicleRoute with specific information for the following attributes:   * Name * Location * HostilityStatus=Friend * ValidityPeriod * IsActive=No * RouteDirectionUsage=OneWay * ReportingDataCategory=Planned ~~ | Nation B receives and displays the UnmannedAerialVehicleRoute correctly. ~~ | 1 | 2 |
|  | Nation A updates the UnmannedAerialVehicleRoute with new values for the following attributes:   * Location * HostilityStatus=Hostile * ValidityPeriod * IsActive=Yes * RouteDirectionUsage=TwoWay * ReportingDataCategory=Reported ~~ | Nation B receives and displays the updated UnmannedAerialVehicleRoute correctly. ~~ | 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. |