Test description

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| **Test ID** | MIP4SLT3IS\_5256 |
| **Test Title** | Create BattlePosition. |
| **Execution Priority** | 1 |
| **Objective** | BSO validation.Verify the ability to create, update and exchange a BattlePosition in a nation’s C2IS. |
| **Scenario** | Nation A creates a BattlePosition with specific information.  Nation B receives the information and interprets it correctly.  Nation A updates the BattlePosition.  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 a Topic which includes message elements belonging in the ControlFeature message schema area, for instance Ground Picture > Battlespace Geometry.  Nation B has subscribed to this Topic. |
| **Test Inputs** | N/A. |
| **Conclusion** | This test is considered a success if the BattlePosition 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 a BattlePosition with specific information for the following attributes:   * Name * Location * HostilityStatus=Friend * ValidityPeriod * IsActive=No * ReportingDataCategory=Planned ~~ | Nation B receives and displays the BattlePosition correctly. ~~ | 1 | 2 |
|  | Nation A updates the BattlePosition with new values for the following attributes:   * Location * HostilityStatus=Hostile * ValidityPeriod * IsActive=Yes * ReportingDataCategory=Reported ~~ | Nation B receives and displays the updated BattlePosition 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. |