Test description

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| **Test ID** | MIP4SLT3SF\_3707 |
| **Test Title** | Predefined Topics by C2IS. |
| **Execution Priority** | HP (3 originally) |
| **Objective** | 1. The National C2IS system must provide categorisation of data to the MIP gateway. Users enter data into a set of predefined MIP-agreed categories (Topics). 2. The MIP Solution shall not change the information context between Provider and Consumer. The MIP Gateway shall handle the exchange of information without human Intervention. |
| **Scenario** | Nation A creates objects in each of the following Topics:  - Friendly Forces  - Enemy Situation  - CBRN  - Engineer Support  - Artillery / Fire Support  Note: These 5 topics have been selected as examples of predefined MIP-agreed, after the MSG-19 suggested initial set. But this is an issue still to be defined by PMG. |
| **Environment** | Co-located. Exchange Pattern: P/S |
| **Participation** | 2 |
| **MTRS** |  |
| **Pre-test Conditions** | Nation A has pre-defined Topics: Friendly Forces, Enemy Situation, CBRN, Engineer Support, Artillery / Fire Support. Nation B is subscribed to all Topics of nation A. |
| **Test Inputs** | N/A |
| **Conclusion** | The test is considered a success if both nations have the ability to enter, send and receive the data using the predefined MIP-agreed Topics (provided such a predefinition exists) and the information context (i.e. the Topic to which information is linked) does not change between Producer and Consumer. |
| **Test Outputs** | N/A |
| **Traceability** | REQ\_SYS\_0006, REQ\_SYS\_0007, REQ\_SYS\_0019 |

Test Procedure

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| Step | Action | Expected Result | Src | Dst |
|  | Nation A creates Friendly / Neutral Organisations within the Friendly Forces Topic. ~~ | Nation B displays the objects on the Friendly Forces Topic. ~~ | 1 | 2 |
|  | Nation A creates Hostile / Unknown Organisations within the Enemy Situation Topic. ~~ | Nation B displays the objects on the Enemy Situation Topic. ~~ | 1 | 2 |
|  | Nation A creates Control Features within the CBRN Topic. ~~ | Nation B displays the objects on the CBRN Topic. ~~ | 1 | 2 |
|  | Nation A creates Organisations, Persons and Equipment within the Engineer Support Topic. ~~ | Nation B displays the objects on the Engineer Support Topic. ~~ | 1 | 2 |
|  | Nation A creates Organisations, Units, Persons, Control Features, Facilities, Equipment, Events and Tasks within the Artillery / Fire Support Topic. ~~ | Nation B displays the objects on the Artillery / Fire Support Topic. ~~ | 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. |