



**E**UROPEAN  
**T**ELECOMMUNICATION  
**S**TANDARD

**DRAFT**  
pr **ETS 300 771-3**

November 1997

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Source: SPS

Reference: DE/SPS-05085-3

ICS: 33.020

**Key words:** B-ISDN, DSS2, UNI, layer 3, basic, testing, TSS&TP, user

**Broadband Integrated Services Digital Network (B-ISDN);  
Digital Subscriber Signalling System No. two (DSS2) protocol;  
B-ISDN user-network interface layer 3  
specification for point-to-multipoint call/bearer control;  
Part 3: Test Suite Structure and Test Purposes (TSS&TP)  
specification for the user**

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## Contents

Foreword .....	5
1 Scope .....	7
2 Normative references .....	7
3 Definitions .....	8
3.1 Definitions related to conformance testing .....	8
3.2 Definitions related to ETS 300 771-1 .....	8
4 Abbreviations .....	9
5 Test Suite Structure (TSS) .....	10
6 Test purposes .....	11
6.1 Introduction .....	11
6.1.1 TP naming convention .....	11
6.1.2 Source of TP definition .....	11
6.1.3 Test strategy .....	11
6.1.4 Test of link and party states .....	11
6.1.5 Party naming convention .....	11
6.2 TPs for the point-to-multipoint call/connection control, layer 3, user .....	12
6.2.1 Signalling procedures at the coincident $S_B/T_B$ and at the $T_B$ reference points .....	12
6.2.1.1 Adding a party at the originating interface .....	12
6.2.1.1.1 Setup of the first party (01) .....	12
6.2.1.1.2 Adding a party (02) .....	13
6.2.1.1.3 Party Alerting (03) .....	13
6.2.1.1.4 Add party failure (04) .....	13
6.2.1.1.5 Add party connected (05) .....	14
6.2.1.2 Add party establishment at the destination interface (06) ...	14
6.2.1.3 Party dropping .....	16
6.2.1.3.1 Exception conditions (07) .....	16
6.2.1.3.2 Root initiated party dropping (08) .....	16
6.2.1.3.3 Network initiated party dropping at the root interface (09) .....	17
6.2.1.3.4 Drop Collision (10) .....	17
6.2.1.3.5 Dropping of all parties (11) .....	18
6.2.1.4 Restart procedure (12) .....	19
6.2.1.5 Handling of error conditions .....	19
6.2.1.5.1 Call reference procedural errors (13) .....	19
6.2.1.5.2 Missing Endpoint reference (14) .....	20
6.2.1.5.3 Invalid endpoint reference format (15) .....	27
6.2.1.5.4 Endpoint reference procedural errors (16) .....	36
6.2.1.5.5 Message type or message sequence errors (17) .....	39
6.2.1.5.6 Mandatory information element error (18) .....	43
6.2.1.5.7 Mandatory information element missing (19) .....	45
6.2.1.5.8 Mandatory information element content error (20) .....	46
6.2.1.5.9 Non-mandatory information element errors (21) .....	48
6.2.1.5.10 Unrecognized information element (22) .....	55

	6.2.1.5.11	Signalling AAL connection reset (23) ...	57
	6.2.1.5.12	Signalling AAL connection release (24) .....	57
	6.2.1.5.13	Status enquiry procedure (25).....	57
	6.2.1.5.14	Receiving a STATUS message (26) ....	58
	6.2.1.6	Notification procedure (27).....	59
6.2.2		Procedures at the T <sub>B</sub> reference point for interworking with private B- ISDNs .....	60
	6.2.2.1	Add party establishment at the destination interface .....	60
	6.2.2.1.1	Incoming add party request.....	60
	6.2.2.1.2	QOS and traffic parameter selection procedures (28).....	60
	6.2.2.1.3	Response to an add party request (29).....	60
	6.2.2.1.4	Call/connection accept (30).....	61
	6.2.2.2	Party dropping.....	62
	6.2.2.2.1	Party dropping initiated by the user (31).....	62
	6.2.2.2.2	Party dropping initiated by the network (32).....	63
	6.2.2.2.3	Drop Collision (33).....	63
	6.2.2.2.4	Dropping of all parties (34).....	64
	6.2.2.3	Restart procedure (35).....	64
	6.2.2.4	Handling of error conditions .....	65
	6.2.2.4.1	Missing Endpoint reference (36) .....	65
	6.2.2.4.2	Invalid endpoint reference format (37) .	69
	6.2.2.4.3	Endpoint reference procedural errors (38).....	73
	6.2.2.4.4	Message type or message sequence errors (39) .....	75
	6.2.2.4.5	Mandatory information element error (40).....	78
	6.2.2.4.6	Mandatory information element missing (41).....	80
	6.2.2.4.7	Mandatory information element content error (42) .....	81
	6.2.2.4.8	Non-mandatory information element errors (43) .....	83
	6.2.2.4.9	Unrecognized information element (44).....	88
	6.2.2.4.10	Signalling AAL connection reset (45) ...	89
	6.2.2.4.11	Signalling AAL connection release (46).....	90
	6.2.2.4.12	Status enquiry procedure (47).....	90
	6.2.2.4.13	Receiving a STATUS message (48) ....	91
	6.2.2.5	Notification procedure (49).....	92
7		Compliance.....	92
8		Requirements for a comprehensive testing service .....	93
		History.....	94

## Foreword

This draft European Telecommunication Standard (ETS) has been produced by the Signalling Protocols and Switching (SPS) Technical Committee of the European Telecommunications Standards Institute (ETSI), and is now submitted for the Public Enquiry phase of the ETSI standards approval procedure.

This ETS is part 3 of a multi-part standard covering the Digital Subscriber Signalling System No. two (DSS2) protocol specification for the Broadband Integrated Services Digital Network (B-ISDN) signalling user-network layer 3 specification for point-to-multipoint call/bearer control, as described below:

- Part 1: "Protocol specification [ITU-T Recommendation Q.2971 (1995), modified]";
- Part 2: "Protocol Implementation Conformance Statement (PICS) proforma specification";
- Part 3: "Test Suite Structure and Test Purposes (TSS&TP) specification for the user";**
- Part 4: "Abstract Test Suite (ATS) and partial Protocol Implementation eXtra Information for Testing (PIXIT) proforma specification for the user";
- Part 5: "Test Suite Structure and Test Purposes (TSS&TP) specification for the network";
- Part 6: "Abstract Test Suite (ATS) and partial Protocol Implementation eXtra Information for Testing (PIXIT) proforma specification for the network".

<b>Proposed transposition dates</b>	
Date of latest announcement of this ETS (doa):	3 months after ETSI publication
Date of latest publication of new National Standard or endorsement of this ETS (dop/e):	6 months after doa
Date of withdrawal of any conflicting National Standard (dow):	6 months after doa

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## 1 Scope

This third part of ETS 300 771 specifies the user Test Suite Structure and Test Purposes (TSS&TP) for the  $T_B$  reference point or coincident  $S_B$  and  $T_B$  reference point (as defined in ITU-T Recommendation I.413 [6]) of implementations conforming to the standards for the signalling user-network layer 3 specification for point-to-multipoint call/bearer control of the Digital Subscriber Signalling System No. two (DSS2) protocol for the pan-European Broadband Integrated Services Digital Network (B-ISDN), ETS 300 771-1 [1].

A further part of this ETS specifies the Abstract Test Suite (ATS) and partial Protocol Implementation eXtra Information for Testing (PIXIT) proforma based on this ETS.

## 2 Normative references

This ETS incorporates by dated and undated reference, provisions from other publications. These normative references are cited at the appropriate places in the text and the publications are listed hereafter. For dated references, subsequent amendments to or revisions of any of these publications apply to this ETS only when incorporated in it by amendment or revision. For undated references the latest edition of the publication referred to applies.

- [1] ETS 300 771-1 (1995): "Broadband Integrated Services Digital Network (B-ISDN); Digital Subscriber Signalling System No. two (DSS2) protocol; B-ISDN user-network interface layer 3 specification for point-to-multipoint call/bearer control; Part 1: Protocol specification [ITU-T Recommendation Q.2971 (1995), modified]".
- [2] ETS 300 771-2: "Broadband Integrated Services Digital Network (ISDN); Digital Subscriber Signalling System No. two (DSS2) protocol; B-ISDN user-network interface layer 3 specification for point-to-multipoint call/bearer control; Part 2: Protocol Implementation Conformance Statement (PICS) proforma specification".
- [3] ISO/IEC 9646-1: "Information Technology - OSI Conformance Testing Methodology and Framework; Part 1: General Concepts".
- [4] ISO/IEC 9646-2: "Information Technology - OSI Conformance Testing Methodology and Framework; Part 2: Abstract Test Suite Specification".
- [5] ISO/IEC 9646-3: "Information Technology - OSI Conformance Testing Methodology and Framework; Part 3: The Tree and Tabular Combined Notation".
- [6] ITU-T Recommendation I.413 (1993): "B-ISDN user-network interface".

### 3 Definitions

For the purposes of this ETS, the following definitions apply, in addition to those given in ETS 300 771-1 [1].

#### 3.1 Definitions related to conformance testing

**abstract test case:** Refer to ISO/IEC 9646-1 [3].

**Abstract Test Method (ATM):** Refer to ISO/IEC 9646-1 [3].

**Abstract Test Suite (ATS):** Refer to ISO/IEC 9646-1 [3].

**active test:** A test case where the IUT is required to send a particular message, but not in reaction to a received message. This would usually involve the use of PIXIT information to see how this message can be generated and quite often is specified in an ATS using an implicit send event.

**Implementation Under Test (IUT):** Refer to ISO/IEC 9646-1 [3].

**implicit send event:** Refer to ISO/IEC 9646-3 [5].

**lower tester:** Refer to ISO/IEC 9646-1 [3].

**passive test:** A test case where the IUT is required to respond to a protocol event (e.g. received message) with another protocol event (sends message) and normally does not require any special operator intervention such as is associated with the implicit send event.

**point of control and observation:** Refer to ISO/IEC 9646-1 [3].

**Protocol Implementation Conformance Statement (PICS):** Refer to ISO/IEC 9646-1 [3].

**PICS proforma:** Refer to ISO/IEC 9646-1 [3].

**Protocol Implementation eXtra Information for Testing (PIXIT):** Refer to ISO/IEC 9646-1 [3].

**PIXIT proforma:** Refer to ISO/IEC 9646-1 [3].

**system under test:** Refer to ISO/IEC 9646-1 [3].

**Test Purpose (TP):** Refer to ISO/IEC 9646-1 [3].

#### 3.2 Definitions related to ETS 300 771-1

**network:** The DSS2 protocol entity at the Network side of the user-network interface where a  $T_B$  reference point or coincident  $S_B$  and  $T_B$  reference point applies.

**network ( $S_B/T_B$ ):** The DSS2 protocol entity at the Network side of the user-network interface where a coincident  $S_B$  and  $T_B$  reference point applies.

**network ( $T_B$ ):** The DSS2 protocol entity at the Network side of the user-network interface where a  $T_B$  reference point applies (user is the private ISDN).



## 4 Abbreviations

For the purposes of this ETS, the following abbreviations apply:

ATM	Abstract Test Method
ATS	Abstract Test Suite
CR	Call Reference
DSS2	Digital Subscriber Signalling System No. two
B-ISDN	Broadband Integrated Services Digital Network
IE	Information Element
IUT	Implementation Under Test
U0	Null link state
U1	Call Initiated link state
U3	Outgoing Call Proceeding link state
U4	Call Delivered link state
U6	Call Present link state
U7	Call Received link state
U9	Incoming Call Proceeding link state
U10	Active link state
U12	Disconnect Indication call state
P0	Null party state
P1	Add Party Initiated party state
P2	Add Party Received party state
P3	Party Alerting Delivered party state
P4	Party Alerting Received party state
P5	Drop Party Initiated party state
P6	Drop Party Received party state
P7	Active party state
PICS	Protocol Implementation Conformance Statement
PIXIT	Protocol Implementation eXtra Information for Testing
TP	Test Purpose
TSS	Test Suite Structure

## 5 Test Suite Structure (TSS)

- Signalling procedures at the coincident  $S_B/T_B$  and at the  $T_B$  reference points
  - Adding a party at the originating interface
    - Setup of the first party.....(01)
    - Adding a party.....(02)
    - Party Alerting .....(03)
    - Add party failure.....(04)
    - Add party connected.....(05)
  - Add party establishment at the destination interface .....(06)
  - Party dropping
    - Exception conditions.....(07)
    - Root initiated party dropping.....(08)
    - Network initiated party dropping at the root interface .....(09)
    - Drop Collision .....(10)
    - Dropping of all parties.....(11)
  - Restart procedure .....(12)
  - Handling of error conditions
    - Call reference procedural errors.....(13)
    - Missing Endpoint reference .....(14)
    - Invalid endpoint reference format .....(15)
    - Endpoint reference procedural errors.....(16)
    - Message type or message sequence errors .....(17)
    - Mandatory information element error .....(18)
    - Mandatory information element missing.....(19)
    - Mandatory information element content error.....(20)
    - Non-mandatory information element errors.....(21)
    - Unrecognized information element.....(22)
    - Signalling AAL connection reset.....(23)
    - Signalling AAL connection release .....(24)
    - Status enquiry procedure.....(25)
    - Receiving a STATUS message.....(26)
  - Notification procedure .....(27)
- Procedures at the  $T_B$  reference point for interworking with private B-ISDNs
  - Add party establishment at the destination interface
    - QOS and traffic parameter selection procedures .....(28)
    - Response to an add party request.....(29)
    - Call/connection accept .....(30)
  - Party dropping
    - Party dropping initiated by the user .....(31)
    - Party dropping initiated by the network.....(32)
    - Drop Collision .....(33)
    - Dropping of all parties.....(34)
  - Restart procedure .....(35)
  - Handling of error conditions
    - Missing Endpoint reference .....(36)
    - Invalid endpoint reference format .....(37)
    - Endpoint reference procedural errors.....(38)
    - Message type or message sequence errors .....(39)
    - Mandatory information element error .....(40)
    - Mandatory information element missing.....(41)
    - Mandatory information element content error.....(42)
    - Non-mandatory information element errors.....(43)
    - Unrecognized information element.....(44)
    - Signalling AAL connection reset.....(45)
    - Signalling AAL connection release .....(46)
    - Status enquiry procedure.....(47)
    - Receiving a STATUS message.....(48)
  - Notification procedure .....(49)

Figure 1: TSS

## 6 Test purposes

### 6.1 Introduction

For each test requirement, a Test Purpose (TP) is defined.

#### 6.1.1 TP naming convention

TPs are numbered, starting at 01, within each group. Groups are organized according to the TSS. Additional references are added to identify the actual test suite (see table 1).

**Table 1: TP identifier naming convention scheme**

Identifier:	<b>&lt;suite_id&gt;_&lt;group&gt;_&lt;nn&gt;</b>		
<suite_id>	=	layer + type of IUT:	"L3MU" for Layer 3 point-to-Multipoint connection control, IUT = User
<group>	=	group number:	two character field representing the group reference according to TSS
<nn>	=	sequential number:	(01-99)

#### 6.1.2 Source of TP definition

The TPs are based on ETS 300 771-1 [1].

#### 6.1.3 Test strategy

As the base standard ETS 300 771-1 [1] contains no explicit requirements for testing, the TPs were generated as a result of an analysis of the base standard and PICS specification ETS 300 771-2 [2]. The criteria applied include the following:

- only the requirements from the point of view of the  $T_B$  or coincident  $S_B$  and  $T_B$  reference point are considered;
- whether or not a test case can be built from the TP is not considered.

#### 6.1.4 Test of link and party states

Many TPs include a reference to the Implementation Under Test's (IUT) final link and party state(s) after the realization of the TP. In these cases the TP includes the requirement to ensure that the IUT has entered this particular final link and party state(s). Ensuring that the IUT is in a particular link and party state shall be realized by following the procedures described in subclause 9.5.11 of ETS 300 771-1 [1]. According to these procedures, the IUT on receipt of a STATUS ENQUIRY message, shall respond with a STATUS message indicating, in the fifth octet of the Call state information element, the current link state of the IUT and indicating, in the fifth octet of the Endpoint state information element the current party state of a party. The procedure has to be repeated for each party state to be checked. This exchange of messages is not mentioned explicitly in each TP but is considered to be implicit in the reference to the final call state. This way of phrasing the TPs has been used to avoid over-complicating the text and structure of the TPs and to improve the readability.

#### 6.1.5 Party naming convention

The following naming convention applies for party 1 and party 2:

**party 1:** connection requested and established with a SETUP message;

**party 2:** connection requested and established with an ADD PARTY message.

## 6.2 TPs for the point-to-multipoint call/connection control, layer 3, user

### 6.2.1 Signalling procedures at the coincident $S_B/T_B$ and at the $T_B$ reference points

NOTE: Unless explicitly stated, the link state U10 and the party state P7 mentioned in subclause 6.2.1 are reached for outgoing calls (i.e. originated by the root).

#### 6.2.1.1 Adding a party at the originating interface

##### 6.2.1.1.1 Setup of the first party (01)

###### L3MU\_01\_01

Ensure that the IUT in U0 and P0, to setup the first party of a point-to-multipoint call, sends a SETUP message (User-plane connection configuration = point-to-multipoint, Endpoint reference information element present, OAM traffic descriptor information element absent) and enters U1 and P1.

###### L3MU\_01\_02

Ensure that the IUT in U0 and P0, to setup the first party of a point-to-multipoint call and to allow negotiation for this first party, sends a SETUP message (User-plane connection configuration = point-to-multipoint, Endpoint reference value = 0, OAM traffic descriptor information element absent) and enters U1 and P1.

###### L3MU\_01\_03

Ensure that the IUT in U1 and P1, on receipt of a CALL PROCEEDING message (Endpoint reference information element absent), sends a STATUS message (Cause value = 96) and remains in P1 and U1.

###### L3MU\_01\_04

Ensure that the IUT in U3 and P1, on receipt of an ALERTING message (Endpoint reference information element absent), sends a STATUS message (Cause value = 96) and remains in P1 and U3.

###### L3MU\_01\_05

Ensure that the IUT in U3 and P1, on receipt of a CONNECT message (Endpoint reference information element absent), sends a STATUS message (Cause value = 96) and remains in P1 and U3.

###### L3MU\_01\_06

Ensure that the IUT in U4 and P4, on receipt of a CONNECT message (Endpoint reference information element absent), sends a STATUS message (Cause value = 96) and remains in P4 and U4.

###### L3MU\_01\_07

Ensure that the IUT in U1 and P1, on receipt of a CALL PROCEEDING message (Endpoint reference information element with contents error, IE instruction field flag = "IE instruction field not significant"), sends a STATUS message (Cause value = 100) and remains in P1 and U1.

###### L3MU\_01\_08

Ensure that the IUT in U3 and P1, on receipt of an ALERTING message (Endpoint reference information element with contents error, IE instruction field flag = "IE instruction field not significant"), sends a STATUS message (Cause value = 100) and remains in P1 and U3.

###### L3MU\_01\_09

Ensure that the IUT in U3 and P1, on receipt of a CONNECT message (Endpoint reference information element with contents error, IE instruction field flag = "IE instruction field not significant"), sends a STATUS message (Cause value = 100) and remains in P1 and U3.

###### L3MU\_01\_10

Ensure that the IUT in U4 and P4, on receipt of a CONNECT message (Endpoint reference information element with contents error, IE instruction field flag = "IE instruction field not significant"), sends a STATUS message (Cause value = 100) and remains in P4 and U4.

**L3MU\_01\_11**

Ensure that the IUT in U1 and P1, on receipt of a CALL PROCEEDING message (Endpoint reference information element present),  
sends no message, remains in P1 and enters U3.

**L3MU\_01\_12**

Ensure that the IUT in U3 and P1, on receipt of an ALERTING message (Endpoint reference information element present),  
sends no message and enters P4 and U4.

**6.2.1.1.2 Adding a party (02)**

**L3MU\_02\_01**

Ensure that the IUT in U4 and P4 for party 1 and P0 for party 2, to initiate the addition of a party,  
sends an ADD PARTY message (Endpoint reference value = party 2), enters P1 for party 2,  
remains in P4 for party 1 and remains in U4.

**L3MU\_02\_02**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, to initiate the addition of a party,  
sends an ADD PARTY message (Endpoint reference value = party 2), enters P1 for party 2,  
remains in P7 for party 1 and remains in U10.

**6.2.1.1.3 Party Alerting (03)**

**L3MU\_03\_01**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference value = party 2),  
sends no message, enters P4 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_03\_02**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference value = party 2),  
sends no message, enters P4 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.1.1.4 Add party failure (04)**

**L3MU\_04\_01**

Ensure that the IUT in U4 and P4, on the expiry of timer T397,  
sends a RELEASE message (Cause value = 102) and enters P0 and U11.  
**Selection:** IUT supports timer T397.

**L3MU\_04\_02**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on the expiry of timer T397,  
sends a DROP PARTY message (Endpoint reference value = party 2, Cause value = 102), enters  
P5 for party 2, remains in P7 for party 1 and remains in U10.  
**Selection:** IUT supports timer T397.

**L3MU\_04\_03**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on the expiry of timer T399,  
sends a DROP PARTY message (Endpoint reference value = party 2, Cause value = 102), enters  
P5 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_04\_04**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on the expiry of timer T399,  
sends a DROP PARTY message (Endpoint reference value = party 2, Cause value = 102), enters  
P5 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.1.1.5 Add party connected (05)**

**L3MU\_05\_01**

Ensure that the IUT in U3 and P1, on receipt of a CONNECT message (Endpoint reference information element present),  
sends a CONNECT ACKNOWLEDGE message and enters P7 and U10.

**L3MU\_05\_02**

Ensure that the IUT in U4 and P4, on receipt of a CONNECT message (Endpoint reference information element present),  
sends a CONNECT ACKNOWLEDGE message and enters P7 and U10.

**L3MU\_05\_03**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a CONNECT message (Endpoint reference value = party 1),  
sends a CONNECT ACKNOWLEDGE message, enters P7 for party 1, remains in P1 for party 2 and enters U10.

**L3MU\_05\_04**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a CONNECT message (Endpoint reference value = party 1),  
sends a CONNECT ACKNOWLEDGE message, enters P7 for party 1, remains in P4 for party 2 and enters U10.

**L3MU\_05\_05**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a CONNECT message (Endpoint reference value = party 2),  
sends a CONNECT ACKNOWLEDGE message, enters P7 for party 2, remains in P4 for party 1 and enters U10.

**L3MU\_05\_06**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a CONNECT message (Endpoint reference value = party 2),  
sends a CONNECT ACKNOWLEDGE message, enters P7 for party 2, remains in P4 for party 1 and enters U10.

**L3MU\_05\_07**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, enters P7 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_05\_08**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, enters P7 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.1.2 Add party establishment at the destination interface (06)**

NOTE: Link state U10 and party state P7 mentioned in subclause 6.2.1.2 are reached for incoming calls (i.e. originated by the network).

**L3MU\_06\_01**

Ensure that the IUT in U0 and P0, on receipt of a SETUP message (User-plane connection configuration = point-to-multipoint, Endpoint reference information element present, instructor field = discard information and proceed),  
sends a CALL PROCEEDING message (Endpoint reference information element present and enters U9 and P2, or sends an ALERTING message (Endpoint reference information element present) and enters U7 and P3, or sends a CONNECT message (Endpoint reference information element present) and enters U8 and P2.

**L3MU\_06\_02**

Ensure that the IUT in U8 and P3 (ALERTING has been sent) or P2 (ALERTING has not been sent), on receipt of a CONNECT ACKNOWLEDGE message,  
sends no message and enters U10 and P7.

**L3MU\_06\_03**

Ensure that the IUT in U8 and P3 (ALERTING has been sent) or P2 (ALERTING has not been sent), on receipt of a DROP PARTY message (Message type flag = follow explicit instructions, Message action indicator = clear call),

sends a RELEASE message (Cause value 97 or 101) and enters U11 and P0.

**Selection:**  $S_B/T_B$  reference point.

**L3MU\_06\_04**

Ensure that the IUT in U8 and P3 (ALERTING has been sent) or P2 (ALERTING has not been sent), on receipt of a DROP PARTY message (Message type flag = follow explicit instructions, Message action indicator = discard and ignore),

sends no message and remains in U8 and P3 or P2.

**Selection:**  $S_B/T_B$  reference point.

**L3MU\_06\_05**

Ensure that the IUT in U8 and P3 (ALERTING has been sent) or P2 (ALERTING has not been sent), on receipt of a DROP PARTY message (Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value 97 or 101) and remains in U8 and P3 or P2.

**Selection:**  $S_B/T_B$  reference point.

**L3MU\_06\_06**

Ensure that the IUT in U8 and P3 (ALERTING has been sent) or P2 (ALERTING has not been sent), on receipt of a DROP PARTY message (Message type flag = message instruction field not significant),

sends a STATUS message (Cause value 97 or 101) and remains in U8 and P3 or P2.

**Selection:**  $S_B/T_B$  reference point.

**L3MU\_06\_07**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Message type flag = follow explicit instructions, Message action indicator = clear call),

sends a RELEASE message (Cause value 97 or 101) and enters U11 and P0.

**Selection:**  $S_B/T_B$  reference point.

**L3MU\_06\_08**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Message type flag = follow explicit instructions, Message action indicator = discard and ignore),

sends no message and remains in U10 and P7.

**Selection:**  $S_B/T_B$  reference point.

**L3MU\_06\_09**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value 97 or 101) and remains in U10 and P7.

**Selection:**  $S_B/T_B$  reference point.

**L3MU\_06\_10**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Message type flag = message instruction field not significant),

sends a STATUS message (Cause value 97 or 101) and remains in U10 and P7.

**Selection:**  $S_B/T_B$  reference point.

### 6.2.1.3 Party dropping

#### 6.2.1.3.1 Exception conditions (07)

##### L3MU\_07\_01

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

##### L3MU\_07\_02

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

#### 6.2.1.3.2 Root initiated party dropping (08)

##### L3MU\_08\_01

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, to initiate dropping of party 2, sends a DROP PARTY message (Endpoint reference value = party 2), enters P5 for party 2, remains in P4 for party 1 and remains in U4.

##### L3MU\_08\_02

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, to initiate dropping of party 2, sends a DROP PARTY message (Endpoint reference value = party 2), enters P5 for party 2, remains in P4 for party 1 and remains in U4.

##### L3MU\_08\_03

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, to initiate dropping of party 2, sends a DROP PARTY message (Endpoint reference value = party 2), enters P5 for party 2, remains in P7 for party 1 and remains in U10.

##### L3MU\_08\_04

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, to initiate dropping of party 2, sends a DROP PARTY message (Endpoint reference value = party 2), enters P5 for party 2, remains in P7 for party 1 and remains in U10.

##### L3MU\_08\_05

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, to initiate dropping of party 2, sends a DROP PARTY message (Endpoint reference value = party 2), enters P5 for party 2, remains in P7 for party 1 and remains in U10.

##### L3MU\_08\_06

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

##### L3MU\_08\_07

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

##### L3MU\_08\_08

Ensure that the IUT in U3 and P1, to initiate party dropping, sends a RELEASE message and enters P0 and N12.

##### L3MU\_08\_09

Ensure that the IUT in U4 and P4, to initiate party dropping, sends a RELEASE message and enters P0 and N12.

##### L3MU\_08\_10

Ensure that the IUT in U10 and P7, to initiate party dropping, sends a RELEASE message and enters P0 and N12.



**L3MU\_08\_11**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on expiry of timer T398, sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_08\_12**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on expiry of timer T398, sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.1.3.3 Network initiated party dropping at the root interface (09)****L3MU\_09\_01**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2) and enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_09\_02**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2) and enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_09\_03**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2) and enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_09\_04**

Ensure that the IUT in U3 and P1, on receipt of a RELEASE message, sends a RELEASE COMPLETE message and enters P0 and U0.

**L3MU\_09\_05**

Ensure that the IUT in U4 and P4, on receipt of a RELEASE message, sends a RELEASE COMPLETE message and enters P0 and U0.

**L3MU\_09\_06**

Ensure that the IUT in U10 and P7, on receipt of a RELEASE message, sends a RELEASE COMPLETE message and enters P0 and U0.

**L3MU\_09\_07**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a RELEASE message, sends a RELEASE COMPLETE message, enters P0 for party 2 and for party 1 and enters N0.

**L3MU\_09\_08**

Ensure that the IUT in U10 and P4 for party 1 and P5 for party 2, on receipt of a RELEASE message, sends a RELEASE COMPLETE message, enters P0 for party 2 and for party 1 and enters N0.

**6.2.1.3.4 Drop Collision (10)****L3MU\_10\_01**

Ensure that the IUT in U4 and P5 for party 1 and P1 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1), sends no message, enters P0 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_10\_02**

Ensure that the IUT in U10 and P5 for party 1 and P1 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1), sends no message, enters P0 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_10\_03**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_10\_04**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_10\_05**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_10\_06**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_10\_07**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_10\_08**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_10\_09**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_10\_10**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_10\_11**

Ensure that the IUT in U4 and P5 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_10\_12**

Ensure that the IUT in U10 and P5 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_10\_13**

Ensure that the IUT in U11, on receipt of a DROP PARTY ACKNOWLEDGE message,  
sends no message and remains in U11.

**6.2.1.3.5 Dropping of all parties (11)**

**L3MU\_11\_01**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, to drop all parties,  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_11\_02**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, to drop all parties, sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_11\_03**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, to drop all parties, sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**6.2.1.4 Restart procedure (12)**

**L3MU\_12\_01**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a RESTART message, sends a RESTART ACKNOWLEDGE message, enters P0 for party 1 and for party 2 and enters U0.

**L3MU\_12\_02**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a RESTART message, sends a RESTART ACKNOWLEDGE message, enters P0 for party 1 and for party 2 and enters U0.

**L3MU\_12\_03**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a RESTART message, sends a RESTART ACKNOWLEDGE message, enters P0 for party 1 and for party 2 and enters U0.

**L3MU\_12\_04**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a RESTART message, sends a RESTART ACKNOWLEDGE message, enters P0 for party 1 and for party 2 and enters U0.

**L3MU\_12\_05**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a RESTART message, sends a RESTART ACKNOWLEDGE message, enters P0 for party 1 and for party 2 and enters U0.

**6.2.1.5 Handling of error conditions**

**6.2.1.5.1 Call reference procedural errors (13)**

**L3MU\_13\_01**

Ensure that the IUT in U0, on receipt of an ADD PARTY message, sends a RELEASE COMPLETE message (Cause value = 81) and remains in U0.

**L3MU\_13\_02**

Ensure that the IUT in U0, on receipt of an ADD PARTY ACKNOWLEDGE message, sends a RELEASE COMPLETE message (Cause value = 81) and remains in U0.

**L3MU\_13\_03**

Ensure that the IUT in U0, on receipt of a PARTY ALERTING message, sends a RELEASE COMPLETE message (Cause value = 81) and remains in U0.

**L3MU\_13\_04**

Ensure that the IUT in U0, on receipt of an ADD PARTY REJECT message, sends a RELEASE COMPLETE message (Cause value = 81) and remains in U0.

**L3MU\_13\_05**

Ensure that the IUT in U0, on receipt of a DROP PARTY message, sends a RELEASE COMPLETE message (Cause value = 81) and remains in U0.

**L3MU\_13\_06**

Ensure that the IUT in U0, on receipt of a DROP PARTY ACKNOWLEDGE message, sends a RELEASE COMPLETE message (Cause value = 81) and remains in N0.

**6.2.1.5.2 Missing Endpoint reference (14)**

**L3MU\_14\_01**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_02**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_03**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100) , enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_04**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100) , enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_05**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),  
sends a STATUS message (Endpoint reference information element absent, Cause value = 99),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_06**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),  
sends a STATUS message (Endpoint reference information element absent, Cause value = 99),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_07**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),  
sends a STATUS message (Cause value = 100), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_08**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),  
sends a STATUS message (Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_09**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),  
sends no message, remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_10**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),  
sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_11**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),  
sends no message, remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_12**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),  
sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_13**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_14**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_15**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_16**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_17**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_18**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_19**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_20**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_21**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_22**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_23**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_24**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_25**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_14\_26**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element absent),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_27**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_28**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_29**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100) , enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_30**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100) , enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_31**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),  
sends a STATUS message (Endpoint reference information element absent, Cause value = 99),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_32**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),  
sends a STATUS message (Endpoint reference information element absent, Cause value = 99),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_33**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),  
sends a STATUS message (Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_34**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Cause value = 100), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_35**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_36**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message, remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_37**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_38**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message, remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_39**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_40**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_41**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.



**L3MU\_14\_42**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_43**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_44**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_45**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_46**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_47**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_48**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_49**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_50**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = IE instruction field not significant), sends a STATUS message (Cause value = 96, Endpoint reference information element absent), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_51**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent), sends a STATUS message (Cause value = 96, Endpoint reference information element absent), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_14\_52**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element absent), sends a STATUS message (Cause value = 96, Endpoint reference information element absent), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_14\_53**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference information element absent), sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_54**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference information element absent), sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_55**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element absent), sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_56**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element absent), sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_57**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element absent), sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_58**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element absent), sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_14\_59**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element absent), sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

### 6.2.1.5.3 Invalid endpoint reference format (15)

NOTE: When used, the description of the codings of IE instruction field flag and IE action indicator in the test purposes of this group always refers to the information element directly preceding this coding description.

#### L3MU\_15\_01

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

#### L3MU\_15\_02

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

#### L3MU\_15\_03

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

#### L3MU\_15\_04

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

#### L3MU\_15\_05

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

#### L3MU\_15\_06

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

#### L3MU\_15\_07

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),  
sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

#### L3MU\_15\_08

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),  
sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_09**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 99), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_10**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 99), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_11**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_12**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_13**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message, remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_14**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_15**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message, remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_16**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_17**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message, remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_18**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message), sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_19**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed), sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_20**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed), sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_21**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed), sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_22**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed), sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_23**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed), sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_24**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed), sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_25**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status), sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_26**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_27**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_28**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_29**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_30**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_31**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_32**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_33**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_34**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_35**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_15\_36**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_37**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_38**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_39**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_40**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_41**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_42**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_43**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_44**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_45**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 99), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_46**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 99), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_47**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_48**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_49**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.



**L3MU\_15\_50**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),  
sends no message, remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_51**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),  
sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_52**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),  
sends no message, remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_53**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),  
sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_54**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),  
sends no message, remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_55**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),  
sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_56**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),  
sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_57**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),  
sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_58**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),  
sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_59**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_60**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_61**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_62**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_63**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_64**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_65**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_66**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_67**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_68**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_69**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_70**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_71**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_15\_72**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100),  
remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_15\_73**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference information element with content error),

sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_74**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference information element with content error),

sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_75**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element with content error),  
sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_76**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element with content error),  
sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_77**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element with content error),  
sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_78**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element with content error),  
sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_15\_79**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element with content error),  
sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**6.2.1.5.4 Endpoint reference procedural errors (16)**

**L3MU\_16\_01**

Ensure that the IUT in U3 and P1 for party 1 and P0 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference value = party 2),  
sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause value = 89), remains in P0 for party 2, remains in P1 for party 1 and remains in U3.

**L3MU\_16\_02**

Ensure that the IUT in U3 and P1 for party 1 and P0 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause value = 89), remains in P0 for party 2, remains in P1 for party 1 and remains in U3.

**L3MU\_16\_03**

Ensure that the IUT in U4 and P4 for party 1 and P0 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause value = 89), remains in P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_16\_04**

Ensure that the IUT in U3 and P1 for party 1 and P0 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2),  
sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause value = 89), remains in P0 for party 2, remains in P1 for party 1 and remains in U3.

**L3MU\_16\_05**

Ensure that the IUT in U4 and P4 for party 1 and P0 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2),  
sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause value = 89), remains in P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_16\_06**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2),  
sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause value = 89), remains in P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_16\_07**

Ensure that the IUT in U3 and P1 for party 1 and P0 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, remains in P0 for party 2, remains in P1 for party 1 and remains in U3.

**L3MU\_16\_08**

Ensure that the IUT in U4 and P4 for party 1 and P0 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, remains in P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_16\_09**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, remains in P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_16\_10**

Ensure that the IUT in U3 and P1 for party 1 and P0 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2),  
sends no message, remains in P0 for party 2, remains in P1 for party 1 and remains in U3.

**L3MU\_16\_11**

Ensure that the IUT in U4 and P4 for party 1 and P0 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2),  
sends no message, remains in P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_16\_12**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2),  
sends no message, remains in P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_16\_13**

Ensure that the IUT in U4 and P4, on receipt of an ADD PARTY message,  
sends a STATUS message (Cause value = 101, Call state value = 4, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and U4.

**L3MU\_16\_14**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message,  
sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_16\_15**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 101, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P1 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_16\_16**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 101, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and for party 2 and remains in U4.

**L3MU\_16\_17**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P1 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_16\_18**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_16\_19**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and for party 2 and remains in U10.

**L3MU\_16\_20**

Ensure that the IUT in U3 and P1 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state <> 0),  
sends a DROP PARTY ACKNOWLEDGE message (Cause value = 101, Endpoint reference value = party 2), remains in P1 for party 1, remains in P0 for party 2 and remains in U3.

**L3MU\_16\_21**

Ensure that the IUT in U4 and P4 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state <> 0),  
sends a DROP PARTY ACKNOWLEDGE message (Cause value = 101, Endpoint reference value = party 2), remains in P4 for party 1, remains in P0 for party 2 and remains in U4.

**L3MU\_16\_22**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state <> 0),  
sends a DROP PARTY ACKNOWLEDGE message (Cause value = 101, Endpoint reference value = party 2), remains in P7 for party 1, remains in P0 for party 2 and remains in U10.

**L3MU\_16\_23**

Ensure that the IUT in U3 and P1 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state = 0),  
sends no message, remains in P1 for party 1, remains in P0 for party 2 and remains in U3.

**L3MU\_16\_24**

Ensure that the IUT in U4 and P4 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state = 0),  
sends no message, remains in P4 for party 1, remains in P0 for party 2 and remains in U4.

**L3MU\_16\_25**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state = 0),  
sends no message, remains in P7 for party 1, remains in P0 for party 2 and remains in U10.

**L3MU\_16\_26**

Ensure that the IUT in U3 and P1 for party 1 and P0 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 30, Call state value = 3, Endpoint reference party state = 0), remains in P0 for party 2, remains in P1 for party 1 and remains in U10.

**L3MU\_16\_27**

Ensure that the IUT in U4 and P4 for party 1 and P0 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 30, Call state value = 4, Endpoint reference party state = 0), remains in P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_16\_28**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 30, Call state value = 10, Endpoint reference party state = 0), remains in P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.1.5.5 Message type or message sequence errors (17)****L3MU\_17\_01**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an unexpected message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),  
sends a RELEASE message (Cause value = 101), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_02**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of an unexpected message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),  
sends a RELEASE message (Cause value = 101), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_03**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an unexpected message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),  
sends a RELEASE message (Cause value = 101), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_04**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an unexpected message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),  
sends a RELEASE message (Cause value = 101), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_05**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of an unexpected message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),  
sends a RELEASE message (Cause value = 101), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_06**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an unrecognized message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),  
sends a RELEASE message (Cause value = 97), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_07**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of an unrecognized message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),  
sends a RELEASE message (Cause value = 97), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_08**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an unrecognized message (Endpoint reference value = party 1, Message type flag = follow explicit instructions, Message action indicator = clear call),

sends a RELEASE message (Cause value = 97), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_09**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an unrecognized message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),

sends a RELEASE message (Cause value = 97), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_10**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of an unrecognized message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),

sends a RELEASE message (Cause value = 97), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_11**

Ensure that the IUT in U3 and P1, on receipt of an unexpected message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_12**

Ensure that the IUT in U4 and P4, on receipt of an unexpected message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value = 101, Call state value = 4, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and U4.

**L3MU\_17\_13**

Ensure that the IUT in U10 and P7, on receipt of an unexpected message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_17\_14**

Ensure that the IUT in U3 and P1, on receipt of an unrecognized message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value = 97, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_15**

Ensure that the IUT in U4 and P4, on receipt of an unrecognized message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value = 97, Call state value = 4, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and U4.

**L3MU\_17\_16**

Ensure that the IUT in U10 and P7, on receipt of an unrecognized message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value = 97, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.



**L3MU\_17\_17**

Ensure that the IUT in U3 and P1, on receipt of an unexpected message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_18**

Ensure that the IUT in U4 and P4, on receipt of an unexpected message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 101, Call state value = 4, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and U4.

**L3MU\_17\_19**

Ensure that the IUT in U10 and P7, on receipt of an unexpected message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_17\_20**

Ensure that the IUT in U3 and P1, on receipt of an unrecognized message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 97, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_21**

Ensure that the IUT in U4 and P4, on receipt of an unrecognized message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 97, Call state value = 4, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and U4.

**L3MU\_17\_22**

Ensure that the IUT in U10 and P7, on receipt of an unrecognized message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 97, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_17\_23**

Ensure that the IUT in U4 and P4, on receipt of a DROP PARTY ACKNOWLEDGE message,  
sends a RELEASE message and enters P0 and U11.

**L3MU\_17\_24**

Ensure that the IUT in U10 and P7, on receipt of a DROP PARTY ACKNOWLEDGE message,  
sends a RELEASE message and enters P0 and U11.

**L3MU\_17\_25**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_17\_26**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_17\_27**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_17\_28**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_17\_29**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_17\_30**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_31**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_17\_32**

Ensure that the IUT in U3 and P1, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),  
sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_33**

Ensure that the IUT in U3 and P1, on receipt of an ADD PARTY ACKNOWLEDGE message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_34**

Ensure that the IUT in U3 and P1, on receipt of an ADD PARTY REJECT message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),  
sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_35**

Ensure that the IUT in U3 and P1, on receipt of an ADD PARTY REJECT message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_36**

Ensure that the IUT in U3 and P1, on receipt of an PARTY ALERTING message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),  
sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_37**

Ensure that the IUT in U3 and P1, on receipt of a PARTY ALERTING message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_38**

Ensure that the IUT in U3 and P1, on receipt of a DROP PARTY message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),  
sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_39**

Ensure that the IUT in U3 and P1, on receipt of a DROP PARTY message (Endpoint reference information element present, Message type flag = message instruction field not significant), sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_40**

Ensure that the IUT in U3 and P1, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status), sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_17\_41**

Ensure that the IUT in U3 and P1, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element present, Message type flag = message instruction field not significant), sends a STATUS message (Cause value = 101, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**6.2.1.5.6 Mandatory information element error (18)**

NOTE: Mandatory information elements mentioned in this subclause do not include the Endpoint reference information element.

**L3MU\_18\_01**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_18\_02**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_18\_03**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_18\_04**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_18\_05**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_18\_06**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_18\_07**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_18\_08**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 100, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and party 2 and remains in U4.

**L3MU\_18\_09**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_18\_10**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and party 2 and remains in U10.

**L3MU\_18\_11**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_18\_12**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_18\_13**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_18\_14**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 100, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and party 2 and remains in U4.

**L3MU\_18\_15**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_18\_16**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and party 2 and remains in U10.

**6.2.1.5.7 Mandatory information element missing (19)**

NOTE: Mandatory information elements mentioned in this subclause do not include the Endpoint reference information element.

**L3MU\_19\_01**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Cause information element absent, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_19\_02**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Cause information element absent, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_19\_03**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Cause information element absent, Endpoint reference value = party 1),

sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_19\_04**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Cause information element absent, Endpoint reference value = party 1),

sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_19\_05**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Cause information element absent, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 96, Endpoint reference value = party 2), enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_19\_06**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Cause information element absent, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 96, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_19\_07**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Cause information element absent, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 96, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_19\_08**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element absent, Endpoint reference value = party 1), sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_19\_09**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element absent, Endpoint reference value = party 1), sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_19\_10**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element absent, Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_19\_11**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element absent, Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_19\_12**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element absent, Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.1.5.8 Mandatory information element content error (20)**

NOTE: Mandatory information elements mentioned in this subclause do not include the Endpoint reference information element.

**L3MU\_20\_01**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_20\_02**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_20\_03**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1), sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_20\_04**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1),  
sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_20\_05**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends a DROP PARTY ACKNOWLEDGE message (Cause value = 100, Endpoint reference value = party 2), enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_20\_06**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends a DROP PARTY ACKNOWLEDGE message (Cause value = 100, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_20\_07**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends a DROP PARTY ACKNOWLEDGE message (Cause value = 100, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_20\_08**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_20\_09**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_20\_10**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_20\_11**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_20\_12**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.1.5.9 Non-mandatory information element errors (21)**

**L3MU\_21\_01**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_02**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_03**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 99, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_21\_04**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_21\_05**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends no message or optionally sends a STATUS message (Cause value = 99, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1, enters P4 for party 2 and remains in U4.

**L3MU\_21\_06**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends no message or optionally sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P7 for party 1, enters P4 for party 2 and remains in U10.

**L3MU\_21\_07**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_08**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.



**L3MU\_21\_09**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_21\_10**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_21\_11**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends no message or optionally sends a STATUS message (Cause value = 100, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1, enters P4 for party 2 and remains in U4.

**L3MU\_21\_12**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a PARTY ALERTING message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends no message or optionally sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P7 for party 1, enters P4 for party 2 and remains in U10.

**L3MU\_21\_13**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2), sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_14**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2), sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_15**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_21\_16**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_21\_17**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends no message or optionally sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1, enters P7 for party 2 and remains in U10.

**L3MU\_21\_18**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends no message or optionally sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1, enters P7 for party 2 and remains in U10.

**L3MU\_21\_19**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_20**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_21**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_21\_22**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_21\_23**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends no message or optionally sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1, enters P7 for party 2 and remains in U10.

**L3MU\_21\_24**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an ADD PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message or optionally sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1, enters P7 for party 2 and remains in U10.

**L3MU\_21\_25**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_26**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_27**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_28**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and for party 2 and remains in U4.

**L3MU\_21\_29**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_21\_30**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and for party 2 and remains in U10.

**L3MU\_21\_31**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_32**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_33**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_34**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and for party 2 and remains in U4.

**L3MU\_21\_35**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_21\_36**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and for party 2 and remains in U10.

**L3MU\_21\_37**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message and optionally sends a STATUS message (Cause value = 100, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 6 or 0 dependant on the order of transmission), remains in P4 for party 1, enters P0 for party 2 and remains in U4.

**L3MU\_21\_38**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message and optionally sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 6 or 0 dependant on the order of transmission), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_21\_39**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message and optionally sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 6 or 0 dependant on the order of transmission), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_21\_40**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_41**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_42**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 5), remains in P4 for party 1, remains in P5 for party 2 and remains in U4.

**L3MU\_21\_43**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 5), remains in P7 for party 1, remains in P5 for party 2 and remains in U10.

**L3MU\_21\_44**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_45**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_46**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 100, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 5), remains in P4 for party 1, remains in P5 for party 2 and remains in U4.

**L3MU\_21\_47**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 5), remains in P7 for party 1, remains in P5 for party 2 and remains in U10.

**L3MU\_21\_48**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message or optionally sends a STATUS message (Cause value = 100, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P7 for party 1, enters P0 for party 2 and remains in U4.

**L3MU\_21\_49**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message or optionally sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_21\_50**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_51**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_21\_52**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_21\_53**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P7 for party 1, remains in P1 for party 2 and remains in U4.

**6.2.1.5.10 Unrecognized information element (22)****L3MU\_22\_01**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 1), sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_22\_02**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 1), sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_22\_03**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_22\_04**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_22\_05**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_22\_06**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1), sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_22\_07**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1), sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_22\_08**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_22\_09**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_22\_10**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_22\_11**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_22\_12**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_22\_13**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_22\_14**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_22\_15**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.

**L3MU\_22\_16**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_22\_17**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P4 for party 1 and remains in U4.



**L3MU\_22\_18**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an ADD PARTY REJECT message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.1.5.11 Signalling AAL connection reset (23)**

**L3MU\_23\_01**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of an AAL-ESTABLISH-indication primitive,  
invokes successive status enquiry procedures for party 1 and party 2 and remains in P7 for party 1 and for party 2 and remains in U10.

NOTE: The status enquiry procedures for party 1 and party 2 may be invoked in any order.

**L3MU\_23\_02**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of an AAL-ESTABLISH-indication primitive,  
sends a STATUS ENQUIRY message (Endpoint reference value = party 1), remains in P7 for party 1, remains in P5 for party 2 and remains in U10.

**6.2.1.5.12 Signalling AAL connection release (24)**

**L3MU\_24\_01**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of an AAL-ESTABLISH-confirm primitive indicating an AAL re-establishment after an AAL signalling connection release occurred,  
invokes successive status enquiry procedures for party 1 and party 2 and remains in P7 for party 1 and for party 2 and remains in U10.

NOTE: The status enquiry procedures for party 1 and party 2 may be invoked in any order.

**L3MU\_24\_02**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of an AAL-ESTABLISH-confirm primitive indicating an AAL re-establishment after an AAL signalling connection release occurred,  
sends a STATUS ENQUIRY message (Endpoint reference value = party 1), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_24\_03**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of an AAL-ESTABLISH-confirm primitive indicating an AAL re-establishment after an AAL signalling connection release occurred,  
sends a STATUS ENQUIRY message (Endpoint reference value = party 1), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_24\_04**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of an AAL-ESTABLISH-confirm primitive indicating an AAL re-establishment after an AAL signalling connection release occurred,  
sends a STATUS ENQUIRY message (Endpoint reference value = party 1), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**6.2.1.5.13 Status enquiry procedure (25)**

**L3MU\_25\_01**

Ensure that the IUT in U3 and P1, on receipt of a STATUS ENQUIRY message (Endpoint reference information element present),  
sends a STATUS message (Cause value = 30, Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and U3.

**L3MU\_25\_02**

Ensure that the IUT in U4 and P4, on receipt of a STATUS ENQUIRY message (Endpoint reference information element present),  
sends a STATUS message (Cause value = 30, Call state value = 4, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and U4.

**L3MU\_25\_03**

Ensure that the IUT in U10 and P7, on receipt of a STATUS ENQUIRY message (Endpoint reference information element present),

sends a STATUS message (Cause value = 30, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_25\_04**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),

sends a STATUS message (Cause value = 30, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_25\_05**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),

sends a STATUS message (Cause value = 30, Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and for party 2 and remains in U4.

**L3MU\_25\_06**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),

sends a STATUS message (Cause value = 30, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 1), remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_25\_07**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),

sends a STATUS message (Cause value = 30, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_25\_08**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),

sends a STATUS message (Cause value = 30, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and for party 2 and remains in U10.

**6.2.1.5.14 Receiving a STATUS message (26)**

**L3MU\_26\_01**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a STATUS message (Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state <> 0),

sends no message, remains in P4 for party 1, remains in P5 for party 2 and remains in U4.

**L3MU\_26\_02**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a STATUS message (Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state <> 0),

sends no message, remains in P7 for party 1, remains in P5 for party 2 and remains in U10.

**L3MU\_26\_03**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a STATUS message (Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 0),

sends no message, remains in P4 for party 1, enters P0 for party 2 and remains in U4.

**L3MU\_26\_04**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a STATUS message (Call state value = 4, Endpoint reference value = party 2, Endpoint reference party state = 0),

sends no message, remains in P4 for party 1, enters P0 for party 2 and remains in U4.

**L3MU\_26\_05**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a STATUS message (Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 0), sends no message, remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_26\_06**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a STATUS message (Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 0), sends no message, remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_26\_07**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a STATUS message (Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 0), sends no message, remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_26\_08**

Ensure that the IUT in U4 and P4 for party 1 and P5 for party 2, on receipt of a STATUS message (Call state value = 4, Endpoint reference value = party 1, Endpoint reference party state = 0), sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_26\_09**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a STATUS message (Call state value = 10, Endpoint reference value = party 1, Endpoint reference party state = 0), sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_26\_10**

Ensure that the IUT in U3 and P1, on receipt of a STATUS message (Call state value = 3, Endpoint reference information element present, Endpoint reference party state = 0), sends a RELEASE message and enters P0 and U11.

**L3MU\_26\_11**

Ensure that the IUT in U4 and P4, on receipt of a STATUS message (Call state value = 4, Endpoint reference information element present, Endpoint reference party state = 0), sends a RELEASE message and enters P0 and U11.

**L3MU\_26\_12**

Ensure that the IUT in U10 and P7, on receipt of a STATUS message (Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 0), sends a RELEASE message and enters P0 and U11.

**6.2.1.6 Notification procedure (27)**

**L3MU\_27\_01**

Ensure that the IUT in U3 and P1, on receipt of a NOTIFY message, sends no message and remains in P1 and U3.

**L3MU\_27\_02**

Ensure that the IUT in U4 and P4, on receipt of a NOTIFY message, sends no message and remains in P4 and U4.

**L3MU\_27\_03**

Ensure that the IUT in U10 and P7, on receipt of a NOTIFY message, sends no message and remains in P7 and U10.

**L3MU\_27\_04**

Ensure that the IUT in U4 and P4 for party 1 and P1 for party 2, on receipt of a NOTIFY message (Endpoint reference value = party 2), sends no message, remains in P4 for party 1, remains in P1 for party 2 and remains in U4.

**L3MU\_27\_05**

Ensure that the IUT in U4 and P4 for party 1 and P4 for party 2, on receipt of a NOTIFY message (Endpoint reference value = party 2),  
sends no message, remains in P4 for party 1 and for party 2 and remains in U4.

**L3MU\_27\_06**

Ensure that the IUT in U10 and P7 for party 1 and P1 for party 2, on receipt of a NOTIFY message (Endpoint reference value = party 2),  
sends no message, remains in P7 for party 1, remains in P1 for party 2 and remains in U10.

**L3MU\_27\_07**

Ensure that the IUT in U10 and P7 for party 1 and P4 for party 2, on receipt of a NOTIFY message (Endpoint reference value = party 2),  
sends no message, remains in P7 for party 1, remains in P4 for party 2 and remains in U10.

**L3MU\_27\_08**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a NOTIFY message (Endpoint reference value = party 2),  
sends no message, remains in P7 for party 1 and for party 2 and remains in U10.

**6.2.2 Procedures at the  $T_B$  reference point for interworking with private B-ISDNs**

**Selection:**  $T_B$  reference point.

NOTE: Link state U10 and party state P7 mentioned in subclause 6.2.2 are reached for incoming calls (i.e. originated by the network).

**6.2.2.1 Add party establishment at the destination interface**

**6.2.2.1.1 Incoming add party request**

**6.2.2.1.2 QOS and traffic parameter selection procedures (28)**

**L3MU\_28\_01**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Unacceptable End-to-end transit delay information element present, Endpoint reference value = party 2),  
sends an ADD PARTY REJECT message (Cause value = 49, Endpoint reference value = party 2),  
re-enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_28\_02**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Unacceptable End-to-end transit delay information element present, Endpoint reference value = party 2),  
sends an ADD PARTY REJECT message (Cause value = 49, Endpoint reference value = party 2),  
re-enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.2.1.3 Response to an add party request (29)**

**L3MU\_29\_01**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2), to indicate that called party alerting has been initiated at the ATM endpoint associated with party 2,

sends a PARTY ALERTING message (Endpoint reference value = party 2), enters P3 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_29\_02**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2), to indicate that called party alerting has been initiated at the ATM endpoint associated with party 2,

sends a PARTY ALERTING message (Endpoint reference value = party 2), enters P3 for party 2, remains in P7 for party 1 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MU\_29\_03**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, to indicate acceptance of the add party request by the ATM endpoint associated with party 1,

sends a CONNECT message (Endpoint reference value = party 1), remains in P3 for party 1 and for party 2 and enters U8.

**Selection:** IUT stable in U7 and P3.

**L3MU\_29\_04**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, to indicate acceptance of the add party request by the ATM endpoint associated with party 2,

sends a CONNECT message (Endpoint reference value = party 2), remains in P3 for party 1 and for party 2 and enters U8.

**Selection:** IUT stable in U7 and P3.

**L3MU\_29\_05**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, to indicate acceptance of the add party request by the ATM endpoint associated with party 2,

sends an ADD PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), enters P7 for party 2, remains in P7 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_29\_06**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2), to indicate acceptance of the add party request by the ATM endpoint associated with party 2,

sends an ADD PARTY ACKNOWLEDGE message (Endpoint reference value = party 2) optionally preceded by a PARTY ALERTING message, enters P7 for party 2, remains in P7 for party 1 and remains in U10.

**Selection:** IUT not stable in U7 and P3.

**L3MU\_29\_07**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2), to indicate rejection of the add party request by the ATM endpoint associated with party 2,

sends an ADD PARTY REJECT message (Endpoint reference value = party 2), re-enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_29\_08**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2), to indicate rejection of the add party request by the ATM endpoint associated with party 2,

sends an ADD PARTY REJECT message (Endpoint reference value = party 2), re-enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.2.1.4 Call/connection accept (30)****L3MU\_30\_01**

Ensure that the IUT in U8 and P3 for party 1 and for party 2, having sent a CONNECT message (Endpoint reference value = party 1), on the receipt of a CONNECT ACKNOWLEDGE message,

sends no message, enters P7 for party 1, remains in P3 for party 2 and enters U10.

### L3MU\_30\_02

Ensure that the IUT in U8 and P3 for party 1 and for party 2, having sent a CONNECT message (Endpoint reference value = party 2), on the receipt of a CONNECT ACKNOWLEDGE message, sends no message, enters P7 for party 2, remains in P3 for party 1 and enters U10.

## 6.2.2.2 Party dropping

### 6.2.2.2.1 Party dropping initiated by the user (31)

#### L3MU\_31\_01

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, to initiate dropping of party 2, sends a DROP PARTY message (Endpoint reference value = party 2), enters P5 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

#### L3MU\_31\_02

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, to initiate dropping of party 2, sends a DROP PARTY message (Endpoint reference value = party 2), enters P5 for party 2, remains in P7 for party 1 and remains in U10.

**Selection:** IUT stable in U7 and P3.

#### L3MU\_31\_03

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, to initiate dropping of party 2, sends a DROP PARTY message (Endpoint reference value = party 2), enters P5 for party 2, remains in P7 for party 1 and remains in U10.

#### L3MU\_31\_04

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

#### L3MU\_31\_05

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

#### L3MU\_31\_06

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on expiry of timer T398, sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

#### L3MU\_31\_07

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on expiry of timer T398, sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

#### L3MU\_31\_08

Ensure that the IUT in U7 and P3, to initiate party dropping, sends a RELEASE message and enters P0 and U11.

**Selection:** IUT stable in U7 and P3.

#### L3MU\_31\_09

Ensure that the IUT in U10 and P7, to initiate party dropping, sends a RELEASE message and enters P0 and U11.

**6.2.2.2.2 Party dropping initiated by the network (32)****L3MU\_32\_01**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_32\_02**

Ensure that the IUT in U8 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), enters P0 for party 2, remains in P3 for party 1 and remains in U8.

**L3MU\_32\_03**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MU\_32\_04**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_32\_05**

Ensure that the IUT in U7 and P3, on receipt of a RELEASE message, sends a RELEASE COMPLETE message and enters P0 and U0.

**Selection:** IUT stable in U7 and P3.

**L3MU\_32\_06**

Ensure that the IUT in U8 and P3, on receipt of a RELEASE message, sends a RELEASE COMPLETE message and enters P0 and U0.

**L3MU\_32\_07**

Ensure that the IUT in U10 and P7, on receipt of a RELEASE message, sends a RELEASE COMPLETE message and enters P0 and U0.

**L3MU\_32\_08**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a RELEASE message, sends a RELEASE COMPLETE message, enters P0 for party 2 and for party 1 and enters U0.

**Selection:** IUT stable in U7 and P3.

**L3MU\_32\_09**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a RELEASE message, sends a RELEASE COMPLETE message, enters P0 for party 2 and for party 1 and enters U0.

**6.2.2.2.3 Drop Collision (33)****L3MU\_33\_01**

Ensure that the IUT in U7 and P5 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1),

sends no message, enters P0 for party 1, remains in P3 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_33\_02**

Ensure that the IUT in U10 and P5 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1),  
sends no message, enters P0 for party 1, remains in P3 for party 2 and remains in U10.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_33\_03**

Ensure that the IUT in U10 and P5 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1),  
sends no message, enters P0 for party 1, remains in P7 for party 2 and remains in U10.

**L3MU\_33\_04**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_33\_05**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_33\_06**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_33\_07**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_33\_08**

Ensure that the IUT in U11, on receipt of a DROP PARTY ACKNOWLEDGE message,  
sends no message and remains in U11.

**6.2.2.2.4 Dropping of all parties (34)**

**L3MU\_34\_01**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, to drop all parties,  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_34\_02**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, to drop all parties,  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_34\_03**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, to drop all parties,  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**6.2.2.3 Restart procedure (35)**

**L3MU\_35\_01**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a RESTART message,  
sends a RESTART ACKNOWLEDGE message, enters P0 for party 1 and for party 2 and enters U0.  
**Selection:** IUT stable in U7 and P3.



**L3MU\_35\_02**

Ensure that the IUT in U8 and P3 for party 1 and P3 for party 2, on receipt of a RESTART message, sends a RESTART ACKNOWLEDGE message, enters P0 for party 1 and for party 2 and enters U0.

**Selection:** IUT stable in U7 and P3.

**L3MU\_35\_03**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a RESTART message, sends a RESTART ACKNOWLEDGE message, enters P0 for party 1 and for party 2 and enters U0.

**Selection:** IUT stable in U7 and P3.

**L3MU\_35\_04**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a RESTART message, sends a RESTART ACKNOWLEDGE message, enters P0 for party 1 and for party 2 and enters U0.

**6.2.2.4 Handling of error conditions**

**6.2.2.4.1 Missing Endpoint reference (36)**

**L3MU\_36\_01**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 99) and enters P0 and U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_02**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 99) and enters P0 and U11.

**L3MU\_36\_03**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 100) and enters P0 and U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_04**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 100) and enters P0 and U11.

**L3MU\_36\_05**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 99) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_06**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 99) and remains in P7 and U10.

**L3MU\_36\_07**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Cause value = 100) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_08**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Cause value = 100) and remains in P7 and U10.

**L3MU\_36\_09**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_10**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message and remains in P7 and U10.

**L3MU\_36\_11**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_12**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message and remains in P7 and U10.

**L3MU\_36\_13**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_14**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_36\_15**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_16**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent)  
and remains in P7 and U10.

**L3MU\_36\_17**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent)  
and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_18**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent)  
and remains in P7 and U10.

**L3MU\_36\_19**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent)  
and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_20**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent)  
and remains in P7 and U10.

**L3MU\_36\_21**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = IE instruction field not significant),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent)  
and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_22**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, unrecognized information element present, IE instruction field flag = IE instruction field not significant),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent)  
and remains in P7 and U10.

**L3MU\_36\_23**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = IE instruction field not significant),  
sends a STATUS message (Cause value = 96, Endpoint reference information element absent)  
and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_24**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent, information element with content error present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_36\_25**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element absent),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_26**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element absent),

sends a STATUS message (Cause value = 96, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_36\_27**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element absent),

sends a RELEASE message (Cause value = 96) and enters P0 for party 1 and for party 2 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_28**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element absent),

sends a RELEASE message (Cause value = 96) and enters P0 for party 1 and for party 2 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_29**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element absent),

sends a RELEASE message (Cause value = 96) and enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_36\_30**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element absent),

sends a RELEASE message (Cause value = 96) and enters P0 for party 1 and for party 2 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_36\_31**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element absent),

sends a RELEASE message (Cause value = 96) and enters P0 for party 1 and for party 2 and enters U11.

**6.2.2.4.2 Invalid endpoint reference format (37)**

NOTE: When used, the description of the codings of IE instruction field flag and IE action indicator in the test purposes of this group always refers to the information element directly preceding this coding description.

**L3MU\_37\_01**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 100) and enters P0 and U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_02**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 100) and enters P0 and U11.

**L3MU\_37\_03**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 99) and enters P0 and U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_04**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 99) and enters P0 and U11.

**L3MU\_37\_05**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 100) and enters P0 and U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_06**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends a RELEASE message (Cause value = 100) and enters P0 and U11.

**L3MU\_37\_07**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_08**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100) and remains in P7 and U10.

**L3MU\_37\_09**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 99) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_10**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 99) and remains in P7 and U10.

**L3MU\_37\_11**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_12**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status),

sends a STATUS message (Endpoint reference information element absent, Cause value = 100) and remains in P7 and U10.

**L3MU\_37\_13**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_14**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message and remains in P7 and U10.

**L3MU\_37\_15**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_16**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message and remains in P7 and U10.

**L3MU\_37\_17**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),

sends no message and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_18**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message),  
sends no message and remains in P7 and U10.

**L3MU\_37\_19**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_20**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_37\_21**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_22**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_37\_23**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_24**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element and proceed),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_37\_25**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_26**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_37\_27**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_28**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_37\_29**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_30**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_37\_31**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_32**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_37\_33**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = IE instruction field not significant),

sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.



**L3MU\_37\_34**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, unrecognized information element present, IE instruction field flag = IE instruction field not significant),  
 sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_37\_35**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = IE instruction field not significant),  
 sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P3 and U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_36**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference information element with content error, information element with content error present, IE instruction field flag = IE instruction field not significant),  
 sends a STATUS message (Cause value = 100, Endpoint reference information element absent) and remains in P7 and U10.

**L3MU\_37\_37**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element with content error),  
 sends a RELEASE message (Cause value = 100) and enters P0 for party 1 and for party 2 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_38**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element with content error),  
 sends a RELEASE message (Cause value = 100) and enters P0 for party 1 and for party 2 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_39**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element with content error),  
 sends a RELEASE message (Cause value = 100) and enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_37\_40**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element with content error),  
 sends a RELEASE message (Cause value = 100) and enters P0 for party 1 and for party 2 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_37\_41**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element with content error),  
 sends a RELEASE message (Cause value = 100) and enters P0 for party 1 and for party 2 and enters U11.

**6.2.2.4.3 Endpoint reference procedural errors (38)****L3MU\_38\_01**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2),  
 sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause value = 89), remains in P0 for party 2, remains in P3 for party 1 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_38\_02**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2),  
sends a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause value = 89), remains in P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_38\_03**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, remains in P0 for party 2, remains in P3 for party 1 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_38\_04**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, remains in P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_38\_05**

Ensure that the IUT in U7 and P3, on receipt of an ADD PARTY message (Endpoint reference value already in use),  
sends a STATUS message (Cause value = 101, Call state value = 7, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_38\_06**

Ensure that the IUT in U10 and P7, on receipt of an ADD PARTY message (Endpoint reference value already in use),  
sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_38\_07**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 101, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 2 and for party 1 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_38\_08**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 2, remains in P7 for party 1 and remains in U10.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_38\_09**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 2 and for party 1 and remains in U10.

**L3MU\_38\_10**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state <> 0),  
sends a DROP PARTY ACKNOWLEDGE message (Cause value = 101, Endpoint reference value = party 2), remains in P3 for party 1, remains in P0 for party 2 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_38\_11**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state <> 0), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 101, Endpoint reference value = party 2), remains in P7 for party 1, remains in P0 for party 2 and remains in U10.

**L3MU\_38\_12**

Ensure that the IUT in N0 and P0, on receipt of a STATUS message (Call state value = 0, Endpoint reference party state value = 0), sends no message and remains in P0 and N0.

**L3MU\_38\_13**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state = 0), sends no message, remains in P3 for party 1, remains in P0 for party 2 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_38\_14**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state = 0), sends no message, remains in P7 for party 1, remains in P0 for party 2 and remains in U10.

**L3MU\_38\_15**

Ensure that the IUT in N0 and P0, on receipt of a STATUS ENQUIRY message, sends a STATUS message (Cause value = 30, Call state value = 0, Endpoint reference party state = 0) and remains in P0 and N0.

**L3MU\_38\_16**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2), sends a STATUS message (Cause value = 30, Call state value = 7, Endpoint reference party state = 0), remains in P0 for party 2, remains in P3 for party 1 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_38\_17**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2), sends a STATUS message (Cause value = 30, Call state value = 10, Endpoint reference party state = 0), remains in P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.2.4.4 Message type or message sequence errors (39)**

**L3MU\_39\_01**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of an unexpected message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call), sends a RELEASE message (Cause value = 101), enters P0 for party 2 and for party 1 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_02**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of an unexpected message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call), sends a RELEASE message (Cause value = 101), enters P0 for party 2 and for party 1 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_03**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of an unexpected message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),

sends a RELEASE message (Cause value = 101), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_39\_04**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of an unrecognized message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),

sends a RELEASE message (Cause value = 97), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_05**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of an unrecognized message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),

sends a RELEASE message (Cause value = 97), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_06**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of an unrecognized message (Endpoint reference value = party 2, Message type flag = follow explicit instructions, Message action indicator = clear call),

sends a RELEASE message (Cause value = 97), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_39\_07**

Ensure that the IUT in U7 and P3, on receipt of an unexpected message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value = 101, Call state value = 7, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_08**

Ensure that the IUT in U10 and P7, on receipt of an unexpected message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_39\_09**

Ensure that the IUT in U7 and P3, on receipt of an unrecognized message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value = 97, Call state value = 7, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_10**

Ensure that the IUT in U10 and P7, on receipt of an unrecognized message (Endpoint reference information element present, Message type flag = follow explicit instructions, Message action indicator = discard and report status),

sends a STATUS message (Cause value = 97, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_39\_11**

Ensure that the IUT in U7 and P3, on receipt of an unexpected message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 101, Call state value = 7, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_12**

Ensure that the IUT in U10 and P7, on receipt of an unexpected message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 101, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_39\_13**

Ensure that the IUT in U7 and P3, on receipt of an unrecognized message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 97, Call state value = 7, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_14**

Ensure that the IUT in U10 and P7, on receipt of an unrecognized message (Endpoint reference information element present, Message type flag = message instruction field not significant),  
sends a STATUS message (Cause value = 97, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_39\_15**

Ensure that the IUT in U7 and P3, on receipt of a DROP PARTY ACKNOWLEDGE message,  
sends a RELEASE message and enters P0 and U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_16**

Ensure that the IUT in U10 and P7, on receipt of a DROP PARTY ACKNOWLEDGE message,  
sends a RELEASE message and enters P0 and U11.

**L3MU\_39\_17**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P3 for party 1 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_18**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_19**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2),  
sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_39\_20**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 2 and for party 1 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_39\_21**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1),  
sends a RELEASE message, enters P0 for party 2 and for party 1 and enters U11.

#### 6.2.2.4.5 Mandatory information element error (40)

NOTE: Mandatory information elements mentioned in this subclause do not include the Endpoint reference information element.

##### L3MN\_40\_01

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2, Mandatory information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

##### L3MN\_40\_02

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2, Mandatory information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

##### L3MN\_40\_03

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2, Mandatory information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status), sends a STATUS message (Cause value = 100, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P3 for party 1, remains in P0 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

##### L3MN\_40\_04

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2, Mandatory information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status), sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P7 for party 1, remains in P0 for party 2 and remains in U10.

##### L3MN\_40\_05

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

##### L3MN\_40\_06

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

##### L3MN\_40\_07

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MN\_40\_08**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 1 and party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MN\_40\_09**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P7 for party 1, remains in P3 for party 2 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MN\_40\_10**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and party 2 and remains in U10.

**L3MN\_40\_11**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MN\_40\_12**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MN\_40\_13**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MN\_40\_14**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 1 and party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MN\_40\_15**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P7 for party 1, remains in P3 for party 2 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MN\_40\_16**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and party 2 and remains in U10.

**6.2.2.4.6 Mandatory information element missing (41)**

NOTE: Mandatory information elements mentioned in this subclause do not include the Endpoint reference information element.

**L3MU\_41\_01**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Mandatory information element absent, Endpoint reference value = party 2),

sends an ADD PARTY REJECT message (Cause value = 96, Endpoint reference value = party 2), remains in P3 for party 1, remains in P0 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_41\_02**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Mandatory information element absent, Endpoint reference value = party 2),

sends an ADD PARTY REJECT message (Cause value = 96, Endpoint reference value = party 2), remains in P7 for party 1, remains in P0 for party 2 and remains in U10.

**L3MU\_41\_03**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Cause information element absent, Endpoint reference value = party 1),

sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_41\_04**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Cause information element absent, Endpoint reference value = party 1),

sends a RELEASE message (Cause value = 96), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_41\_05**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Cause information element absent, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 96, Endpoint reference value = party 2), enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_41\_06**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Cause information element absent, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 96, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**Selection:** IUT stable in U7 and P3.



**L3MU\_41\_07**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Cause information element absent, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 96, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_41\_08**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element absent, Endpoint reference value = party 1), sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_41\_09**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element absent, Endpoint reference value = party 1), sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_41\_10**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element absent, Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P3 for party 1 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_41\_11**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element absent, Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_41\_12**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element absent, Endpoint reference value = party 2), sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.2.4.7 Mandatory information element content error (42)**

NOTE: Mandatory information elements mentioned in this subclause do not include the Endpoint reference information element.

**L3MU\_42\_01**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Mandatory information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends an ADD PARTY REJECT message (Cause value = 100, Endpoint reference value = party 2), remains in P3 for party 1, remains in P0 for party 2 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_42\_02**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Mandatory information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends an ADD PARTY REJECT message (Cause value = 100, Endpoint reference value = party 2), remains in P7 for party 1, remains in P0 for party 2 and remains in U10.

**L3MU\_42\_03**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1), sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_42\_04**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1),

sends a RELEASE message (Cause value = 100), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_42\_05**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 100, Endpoint reference value = party 2), enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_42\_06**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 100, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MU\_42\_07**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 100, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_42\_08**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1),

sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_42\_09**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1),

sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_42\_10**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_42\_11**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MU\_42\_12**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Cause information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.2.4.8 Non-mandatory information element errors (43)****L3MU\_43\_01**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_02**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_43\_03**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 99, Call state value = 7 Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P3 for party 1, remains in P0 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_04**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P7 for party 1, remains in P0 for party 2 and remains in U10.

**L3MU\_43\_05**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
processes the message as valid and optionally sends a STATUS message (Cause value = 99, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 2), remains in P3 for party 1, enters P2 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_06**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
processes the message as valid and optionally sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 2), remains in P7 for party 1, enters P2 for party 2 and remains in U10.

**L3MU\_43\_07**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2, Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_08**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2, Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),  
sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_43\_09**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 100, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P3 for party 1, remains in P0 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_10**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P7 for party 1, remains in P0 for party 2 and remains in U10.

**L3MU\_43\_11**

Ensure that the IUT in U7 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
processes the message as valid and optionally sends a STATUS message (Cause value = 100, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 2),  
remains in P3 for party 1, enters P2 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_12**

Ensure that the IUT in U10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),  
processes the message as valid and optionally sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 2),  
remains in P7 for party 1, enters P2 for party 2 and remains in U10.

**L3MU\_43\_13**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_14**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_15**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),  
sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_43\_16**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 1 and for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_17**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P7 for party 1, remains in P3 for party 2 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_18**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and for party 2 and remains in U10.

**L3MU\_43\_19**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_20**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_21**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_43\_22**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 100, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 1 and for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_23**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P7 for party 1, remains in P3 for party 2 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_24**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2), sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and for party 2 and remains in U10.

**L3MU\_43\_25**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message and optionally sends a STATUS message (Cause value = 100, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 6 or 0 dependant on the order of transmission), remains in P3 for party 1, enters P0 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_26**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message and optionally sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 6 or 0 dependant on the order of transmission), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_27**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message and optionally sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 6 or 0 dependant on the order of transmission), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_43\_28**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2), sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_29**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2), sends a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_43\_30**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 5), remains in P3 for party 1, remains in P5 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_31**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 99, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 5), remains in P7 for party 1, remains in P5 for party 2 and remains in U10.

**L3MU\_43\_32**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_33**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call, Endpoint reference value = party 2),

sends a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters U11.

**L3MU\_43\_34**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 100, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 5), remains in P3 for party 1, remains in P5 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_35**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = discard message and report status, Endpoint reference value = party 2),

sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 5), remains in P7 for party 1, remains in P5 for party 2 and remains in U10.

**L3MU\_43\_36**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message or optionally sends a STATUS message (Cause value = 100, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P3 for party 1, enters P0 for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_43\_37**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Optional information element with content error present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2), sends no message or optionally sends a STATUS message (Cause value = 100, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**6.2.2.4.9 Unrecognized information element (44)****L3MU\_44\_01**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 1), sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_44\_02**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 1), sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_44\_03**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_44\_04**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MU\_44\_05**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2), sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_44\_06**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1), sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.

**Selection:** IUT stable in U7 and P3.

**L3MU\_44\_07**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 1), sends a RELEASE message (Cause value = 99), enters P0 for party 1 and for party 2 and enters U11.



**L3MU\_44\_08**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_44\_09**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**Selection:** IUT stable in U7 and P3.

**L3MU\_44\_10**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a DROP PARTY message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends a DROP PARTY ACKNOWLEDGE message (Cause value = 99, Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_44\_11**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_44\_12**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = discard information element, proceed, and report status, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**L3MU\_44\_13**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P3 for party 1 and remains in U7.

**Selection:** IUT stable in U7 and P3.

**L3MU\_44\_14**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Unrecognized information element present, IE instruction field flag = IE instruction field not significant, Endpoint reference value = party 2),

sends no message, enters P0 for party 2, remains in P7 for party 1 and remains in U10.

**6.2.2.4.10 Signalling AAL connection reset (45)****L3MU\_45\_01**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of an AAL-ESTABLISH-indication primitive,

invokes successive status enquiry procedures for party 1 and party 2 and remains in P7 for party 1 and for party 2 and remains in U10.

**NOTE:** The status enquiry procedures for party 1 and party 2 may be invoked in any order.

**L3MU\_45\_02**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of an AAL-ESTABLISH-indication primitive,  
sends a STATUS ENQUIRY message (Endpoint reference value = party 1), remains in P7 for party 1, remains in P5 for party 2 and remains in U10.

**6.2.2.4.11 Signalling AAL connection release (46)**

**L3MU\_46\_01**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of an AAL-ESTABLISH-confirm primitive indicating an AAL re-establishment after an AAL signalling connection release occurred, invokes successive status enquiry procedures for party 1 and party 2 and remains in P7 for party 1 and for party 2 and remains in U10.

NOTE: The status enquiry procedures for party 1 and party 2 may be invoked in any order.

**L3MU\_46\_02**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of an AAL-ESTABLISH-confirm primitive indicating an AAL re-establishment after an AAL signalling connection release occurred, sends a STATUS ENQUIRY message (Endpoint reference value = party 1), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_46\_03**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of an AAL-ESTABLISH-confirm primitive indicating an AAL re-establishment after an AAL signalling connection release occurred, sends a STATUS ENQUIRY message (Endpoint reference value = party 1), remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**6.2.2.4.12 Status enquiry procedure (47)**

**L3MU\_47\_01**

Ensure that the IUT in U7 and P3, on receipt of a STATUS ENQUIRY message (Endpoint reference information element present),  
sends a STATUS message (Cause value = 30, Call state value = 7, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_47\_02**

Ensure that the IUT in U10 and P7, on receipt of a STATUS ENQUIRY message (Endpoint reference information element present),  
sends a STATUS message (Cause value = 30, Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 7) and remains in P7 and U10.

**L3MU\_47\_03**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 30, Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 1 and for party 2 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_47\_04**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 30, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P7 for party 1, remains in P3 for party 2 and remains in U10.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_47\_05**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a STATUS ENQUIRY message (Endpoint reference value = party 2),  
sends a STATUS message (Cause value = 30, Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 7), remains in P7 for party 1 and for party 2 and remains in U10.

**6.2.2.4.13 Receiving a STATUS message (48)**

**L3MU\_48\_01**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a STATUS message (Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state <> 0),  
sends no message, remains in P3 for party 1, remains in P5 for party 2 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_48\_02**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a STATUS message (Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state <> 0),  
sends no message, remains in P7 for party 1, remains in P5 for party 2 and remains in U10.

**L3MU\_48\_03**

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a STATUS message (Call state value = 7, Endpoint reference value = party 2, Endpoint reference party state = 0),  
sends no message, remains in P3 for party 1, enters P0 for party 2 and remains in U7.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_48\_04**

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a STATUS message (Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 0),  
sends no message, remains in P7 for party 1, enters P0 for party 2 and remains in U10.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_48\_05**

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a STATUS message (Call state value = 10, Endpoint reference value = party 2, Endpoint reference party state = 0),  
sends no message, remains in P7 for party 1, enters P0 for party 2 and remains in U10.

**L3MU\_48\_06**

Ensure that the IUT in U7 and P3 for party 1 and P5 for party 2, on receipt of a STATUS message (Call state value = 7, Endpoint reference value = party 1, Endpoint reference party state = 0),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_48\_07**

Ensure that the IUT in U10 and P7 for party 1 and P5 for party 2, on receipt of a STATUS message (Call state value = 10, Endpoint reference value = party 1, Endpoint reference party state = 0),  
sends a RELEASE message, enters P0 for party 1 and for party 2 and enters U11.

**L3MU\_48\_08**

Ensure that the IUT in U7 and P3, on receipt of a STATUS message (Call state value = 7, Endpoint reference information element present, Endpoint reference party state = 0),  
sends a RELEASE message and enters P0 and U11.  
**Selection:** IUT stable in U7 and P3.

**L3MU\_48\_09**

Ensure that the IUT in U10 and P7, on receipt of a STATUS message (Call state value = 10, Endpoint reference information element present, Endpoint reference party state = 0),  
sends a RELEASE message and enters P0 and U11.

### 6.2.2.5 Notification procedure (49)

#### L3MU\_49\_01

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, to provide notifications related to party 2, sends a NOTIFY message (Endpoint reference value = party 2) , remains in P3 for party 1 and for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

#### L3MU\_49\_02

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, to provide notifications related to party 2, sends a NOTIFY message (Endpoint reference value = party 2) , remains in P7 for party 1, remains in P3 for party 2 and remains in U10.

**Selection:** IUT stable in U7 and P3.

#### L3MU\_49\_03

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, to provide notifications related to party 2, sends a NOTIFY message (Endpoint reference value = party 2) , remains in P7 for party 1 and for party 2 and remains in U10.

#### L3MU\_49\_04

Ensure that the IUT in U7 and P3, on receipt of a NOTIFY message, sends no message and remains in P3 and U7.

**Selection:** IUT stable in U7 and P3.

#### L3MU\_49\_05

Ensure that the IUT in U10 and P7, on receipt of a NOTIFY message, sends no message and remains in P7 and U10.

#### L3MU\_49\_06

Ensure that the IUT in U7 and P3 for party 1 and P3 for party 2, on receipt of a NOTIFY message (Endpoint reference value = party 2), sends no message, remains in P3 for party 1 and for party 2 and remains in U7.

**Selection:** IUT stable in U7 and P3.

#### L3MU\_49\_07

Ensure that the IUT in U10 and P7 for party 1 and P3 for party 2, on receipt of a NOTIFY message (Endpoint reference value = party 2), sends no message, remains in P7 for party 1, remains in P3 for party 2 and remains in U10.

**Selection:** IUT stable in U7 and P3.

#### L3MU\_49\_08

Ensure that the IUT in U10 and P7 for party 1 and P7 for party 2, on receipt of a NOTIFY message (Endpoint reference value = party 2), sends no message, remains in P7 for party 1 and for party 2 and remains in U10.

## 7 Compliance

An ATS which complies with this TSS&TP specification shall:

- a) consist of a set of test cases corresponding to the set or to a subset of the TPs specified in clause 6;
- b) use a TSS which is an appropriate subset of the whole of the TSS specified in clause 5;
- c) use the same naming conventions for the test groups and test cases;
- d) maintain the relationship specified in clause 6 between the test groups and TPs and the entries in the PICS proforma to be used for test case deselection;
- e) comply with ISO/IEC 9646-2 [4].

In the case of a) or b) above, a subset shall be used only where a particular Abstract Test Method (ATM) makes some TPs untestable. All testable TPs from clause 6 shall be included in a compliant ATS.

## 8 Requirements for a comprehensive testing service

As a minimum the Remote test method, as specified in ISO/IEC 9646-2 [4], shall be used by any organization claiming to provide a comprehensive testing service for user equipment claiming conformance to ETS 300 771-1 [1].

## History

Document history	
November 1997	Public Enquiry PE 9811: 1997-11-14 to 1998-03-13