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**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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Foreword

This European Telecommunication Standard (ETS) has been produced by the Signalling Protocols and Switching (SPS) Technical Committee.

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".

Transposition dates	
Date of adoption of this ETS:	5 June 1998
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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

TGs 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:	<suite_id>_<group>_<nn>		
<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 \neq 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 \neq 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 \neq 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			
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