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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 5: Test Suite Structure and Test Purposes (TSS&TP)
specification for the network**

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Foreword

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

This ETS is part 5 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 interface 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".

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

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1 Scope

This fifth part of ETS 300 771 specifies the network 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 ATS and partial 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: "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 is often 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 (send message) and normally does not require any special operator intervention such as is associated with the implicit send event.

Point of Control and Observation (PCO): 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].

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

3.2 Definitions related to ETS 300 443-1

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:

AAL	ATM Adaptation Layer
ATM	Abstract Test Method
ATS	Abstract Test Suite
B-ISDN	Broadband Integrated Services Digital Network
DSS2	Digital Subscriber Signalling System No. two
IE	Information Element
IUT	Implementation Under Test
N0	Null link state
N1	Call Initiated link state
N10	Active link state
N12	Disconnect Indication call state
N3	Outgoing Call Proceeding link state
N4	Call Delivered link state
N6	Call Present link state
N7	Call Received link state
N9	Incoming Call Proceeding link 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
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)
 - Add party received (03)
 - Party Alerting..... (04)
 - Add party connected (05)
 - Add party rejection (06)
 - Add party establishment at the destination interface
 - Leaf does support multipoint procedures (07)
 - Leaf does not support multipoint procedures (08)
 - Party dropping
 - Root initiated party dropping (09)
 - Network initiated party dropping at the root interface..... (10)
 - Drop Collision (11)
 - Dropping of all parties (12)
 - Restart procedure..... (13)
 - Handling of error conditions
 - Call reference procedural errors..... (14)
 - Missing Endpoint reference..... (15)
 - Invalid endpoint reference format..... (16)
 - Endpoint reference procedural errors..... (17)
 - Message type or message sequence errors (18)
 - Mandatory information element error (19)
 - Mandatory information element missing..... (20)
 - Mandatory information element content error (21)
 - Non-mandatory information element errors..... (22)
 - Unrecognized information element..... (23)
 - Signalling AAL connection reset (24)
 - Signalling AAL connection release..... (25)
 - Status enquiry procedure (26)
 - Receiving a STATUS message..... (27)
 - Notification procedure (28)
- Procedures at the T_B reference point for interworking with private B-ISDNs
 - Add party establishment at the destination interface
 - Setup of the initial party at the destination interface (29)
 - Incoming add party request..... (30)
 - Receipt of party alerting (31)
 - Call failure (32)
 - Active indication (33)
 - Party dropping
 - Exception conditions (34)
 - Party dropping initiated by the user..... (35)
 - Party dropping initiated by the network (36)
 - Drop Collision..... (37)
 - Dropping of all parties (38)
 - Restart procedure..... (39)
 - Handling of error conditions
 - Missing Endpoint reference..... (40)
 - Invalid endpoint reference format..... (41)
 - Endpoint reference procedural errors..... (42)
 - Message type or message sequence errors (43)
 - Mandatory information element error (44)
 - Mandatory information element missing..... (45)
 - Mandatory information element content error (46)
 - Non-mandatory information element errors..... (47)
 - Unrecognized information element..... (48)
 - Signalling AAL connection reset (49)
 - Signalling AAL connection release..... (50)
 - Status enquiry procedure (51)
 - Receiving a STATUS message..... (52)
 - Notification procedure (53)

Figure 1: TSS

6 Test purposes

6.1 Introduction

For each test requirement, a TP is defined.

6.1.1 TP naming convention

TPs are numbered, starting at 01, within each group. Groups are organized according to the Test Suite Structure (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:	"L3MN" for Layer 3 point-to-Multipoint connection control, IUT = Network
<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, network

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 N10 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)

L3MN_01_01

Ensure that the IUT in N0 and P0, on receipt of a SETUP message (User-plane connection configuration = point-to-multipoint, Endpoint reference information element present), sends a CALL PROCEEDING message and enters N3 and P2.

L3MN_01_02

Ensure that the IUT in N3 and P2, to indicate remote party alerting, sends an ALERTING message and enters N4 and P3.

L3MN_01_03

Ensure that the IUT in N10 and P7, on receipt of a CONNECT ACKNOWLEDGE message, sends no message and remains in P7 and N10.

L3MN_01_04

Ensure that the IUT in N0 and P0, on receipt of a SETUP message (User-plane connection configuration = point-to-multipoint, Endpoint reference information element present, Backward peak cell rate (for $CLP = 0$) $\lt; \gt; 0$), sends a RELEASE COMPLETE message (Cause value = 73) and remains in N0 and P0.

L3MN_01_05

Ensure that the IUT in N0 and P0, on receipt of a SETUP message (User-plane connection configuration = point-to-multipoint, Endpoint reference information element present, Backward peak cell rate (for $CLP = 0 + 1$) $\lt; \gt; 0$), sends a RELEASE COMPLETE message (Cause value = 73) and remains in N0 and P0.

L3MN_01_06

Ensure that the IUT in N0 and P0, on receipt of a SETUP message (User-plane connection configuration = point-to-multipoint, Endpoint reference information element absent), sends a RELEASE COMPLETE message (Cause value = 96) and remains in N0 and P0.

6.2.1.1.2 Adding a party (02)

L3MN_02_01

Ensure that the IUT in N4 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2), enters P2 for party 2 and remains in P3 for party 1 and remains in N4.

L3MN_02_02

Ensure that the IUT in N10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2), enters P2 for party 2 and remains in P7 for party 1 and remains in N10.

6.2.1.1.3 Add party received (03)

L3MN_03_01

Ensure that the IUT in N4 and P3 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2, invalid call information), sends a ADD PARTY REJECT message (Cause value = 1, 3, 22 or 28), remains in P0 for party 2, remains in P3 for party 1 and remains in N4.

L3MN_03_02

Ensure that the IUT in N10 and P7 for party 1 and P0 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2, invalid call information), sends a ADD PARTY REJECT message (Cause value = 1, 3, 22 or 28), remains in P0 for party 2, remains in P7 for party 1 and remains in N10.

6.2.1.1.4 Party Alerting (04)

L3MN_04_01

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, to indicate remote party alerting for party 2, sends a PARTY ALERTING message (Endpoint reference value = party 2) and enters P3 for party 2, remains in P3 for party 1 and remains in N4.

L3MN_04_02

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, to indicate remote party alerting for party 2, sends a PARTY ALERTING message (Endpoint reference value = party 2) and enters P3 for party 2, remains in P7 for party 1 and remains in N10.

6.2.1.1.5 Add party connected (05)

L3MN_05_01

Ensure that the IUT in N3 and P2, to indicate remote party call acceptance, sends a CONNECT message and enters N10 and P7.

L3MN_05_02

Ensure that the IUT in N4 and P3, to indicate remote party call acceptance, sends a CONNECT message and enters N10 and P7.

L3MN_05_03

Ensure that the IUT in N4 and P3, to indicate remote party call acceptance (AAL parameters information element was included), sends a CONNECT message (AAL parameters information element present) and enters N10 and P7.

L3MN_05_04

Ensure that the IUT in N4 and P3, to indicate remote party call acceptance (Broadband low layer information element was included), sends a CONNECT message (Broadband low layer information element present) and enters N10 and P7.

Condition: IUT supports delivery of Broadband low layer information elements.

L3MN_05_05

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, to indicate remote party call acceptance for party 2, sends a CONNECT message (Endpoint reference value = party 2) and enters P7 for party 2, remains in P3 for party 1 and enters N10.

L3MN_05_06

Ensure that the IUT in N4 and P3 for party 1 and P3 for party 2, to indicate remote party call acceptance for party 2, sends a CONNECT message (Endpoint reference value = party 2) and enters P7 for party 2, remains in P3 for party 1 and enters N10.

L3MN_05_07

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, to indicate remote party call acceptance for party 2,

sends an ADD PARTY ACKNOWLEDGE message (Endpoint reference value = party 2) and enters P7 for party 2, remains in P7 for party 1 and remains in N10.

L3MN_05_08

Ensure that the IUT in N10 and P7 for party 1 and P3 for party 2, to indicate remote party call acceptance for party 2,

sends an ADD PARTY ACKNOWLEDGE message (Endpoint reference value = party 2) and enters P7 for party 2, remains in P7 for party 1 and remains in N10.

L3MN_05_09

Ensure that the IUT in N10 and P7 for party 1 and P3 for party 2, to indicate remote party call acceptance for party 2 (AAL parameters information element was included),

sends an ADD PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, AAL parameters information element present) and enters P7 for party 2, remains in P7 for party 1 and remains in N10.

L3MN_05_10

Ensure that the IUT in N10 and P7 for party 1 and P3 for party 2, to indicate remote party call acceptance for party 2 (Broadband low layer information element was included),

sends an ADD PARTY ACKNOWLEDGE message (Endpoint reference value = party 2, Broadband low layer information element present) and enters P7 for party 2, remains in P7 for party 1 and remains in N10.

Condition: IUT supports delivery of Broadband low layer information elements.

6.2.1.1.6 Add party rejection (06)

L3MN_06_01

Ensure that the IUT in N3 and P2, to indicate remote party call rejection,

sends a RELEASE message and enters N12 and P0.

L3MN_06_02

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, to indicate remote party call rejection for party 2,

sends an ADD PARTY REJECT message (Endpoint reference value = party 2) and enters P0 for party 2, remains in P3 for party 1 and remains in N4.

L3MN_06_03

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, to indicate remote party call rejection for party 2,

sends an ADD PARTY REJECT message (Endpoint reference value = party 2) and enters P0 for party 2, remains in P7 for party 1 and remains in N10.

6.2.1.2 Add party establishment at the destination interface

NOTE: Link state N10 and party state P7 mentioned in subclause 6.2.1.2 are reached for incoming calls (i.e. originated by the network).

6.2.1.2.1 Leaf does support multipoint procedures (07)

L3MN_07_01

Ensure that the IUT in N0 and P0, to indicate the arrival of an add party request,

sends a SETUP message (User-plane connection configuration = point-to-multipoint, Endpoint reference information element present, instructor field = discard information and proceed) and enters N6 and P1.

L3MN_07_02

Ensure that the IUT in N0 and P0, to indicate the arrival of an add party request, when the remote root has allowed negotiation,
sends a SETUP message (User-plane connection configuration = point-to-multipoint, Endpoint reference value = 0, Endpoint reference instructor field = discard information and proceed) and enters N6 and P1.

L3MN_07_03

Ensure that the IUT in N6 and P1, on receipt of a CALL PROCEEDING message (Endpoint reference information element present),
sends no message, remains in P1 and enters N9.

L3MN_07_04

Ensure that the IUT in N6 and P1, on receipt of an ALERTING message (Endpoint reference information element present),
sends no message and enters P4 and N7.

L3MN_07_05

Ensure that the IUT in N6 and P1, on receipt of a CONNECT message (Endpoint reference information element present),
sends a CONNECT ACKNOWLEDGE message and enters P7 and N10.

L3MN_07_06

Ensure that the IUT in N9 and P1, on receipt of an ALERTING message (Endpoint reference information element present),
sends no message and enters P4 and N7.

L3MN_07_07

Ensure that the IUT in N9 and P1, on receipt of a CONNECT message (Endpoint reference information element present),
sends a CONNECT ACKNOWLEDGE message and enters P7 and N10.

L3MN_07_08

Ensure that the IUT in N7 and P4, on receipt of a CONNECT message (Endpoint reference information element present),
sends a CONNECT ACKNOWLEDGE message and enters P7 and N10.

L3MN_07_09

Ensure that the IUT in N6 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 N6.

L3MN_07_10

Ensure that the IUT in N6 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 N6.

L3MN_07_11

Ensure that the IUT in N6 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 N6.

L3MN_07_12

Ensure that the IUT in N9 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 N9.
Precondition: Previously received messages had Endpoint reference information element present.

L3MN_07_13

Ensure that the IUT in N9 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 N9.

Precondition: Previously received messages had Endpoint reference information element present.

L3MN_07_14

Ensure that the IUT in N7 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 N7.

Precondition: Previously received messages had Endpoint reference information element present.

L3MN_07_15

Ensure that the IUT in N9 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 N9.

Precondition: Previously received messages had Endpoint reference information element present.

L3MN_07_16

Ensure that the IUT in N9 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 N9.

Precondition: Previously received messages had Endpoint reference information element present.

L3MN_07_17

Ensure that the IUT in N7 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 N7.

Precondition: Previously received messages had Endpoint reference information element present.

L3MN_07_18

Ensure that the IUT in N6 and P1, on receipt of an ADD PARTY REJECT message (Message type flag = follow explicit instructions, Message action indicator = clear call), sends a RELEASE message (Cause value 97 or 101) and enters N12 and P0.

L3MN_07_19

Ensure that the IUT in N6 and P1, on receipt of an ADD PARTY REJECT message (Message type flag = follow explicit instructions, Message action indicator = discard and ignore), sends no message and remains in N6 and P1.

L3MN_07_20

Ensure that the IUT in N6 and P1, on receipt of an ADD PARTY REJECT 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 N6 and P1.

L3MN_07_21

Ensure that the IUT in N6 and P1, on receipt of an ADD PARTY REJECT message (Message type flag = message instruction field not significant), sends a STATUS message (Cause value 97 or 101) and remains in N6 and P1.

L3MN_07_22

Ensure that the IUT in N6 and P1, on receipt of a DROP PARTY ACKNOWLEDGE message (Message type flag = follow explicit instructions, Message action indicator = clear call), sends a RELEASE message (Cause value 97 or 101) and enters N12 and P0.

L3MN_07_23

Ensure that the IUT in N6 and P1, on receipt of a DROP PARTY ACKNOWLEDGE message (Message type flag = follow explicit instructions, Message action indicator = discard and ignore), sends no message and remains in N6 and P1.

L3MN_07_24

Ensure that the IUT in N6 and P1, on receipt of a DROP PARTY ACKNOWLEDGE 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 N6 and P1.

L3MN_07_25

Ensure that the IUT in N6 and P1, on receipt of a DROP PARTY ACKNOWLEDGE message (Message type flag = message instruction field not significant),
sends a STATUS message (Cause value 97 or 101) and remains in N6 and P1.

L3MN_07_26

Ensure that the IUT in N9 and P1, on receipt of a PARTY ALERTING message (Message type flag = follow explicit instructions, Message action indicator = clear call),
sends a RELEASE message (Cause value 97 or 101) and enters N12 and P0.

L3MN_07_27

Ensure that the IUT in N9 and P1, on receipt of a PARTY ALERTING message (Message type flag = follow explicit instructions, Message action indicator = discard and ignore),
sends no message and remains in N9 and P1.

L3MN_07_28

Ensure that the IUT in N9 and P1, on receipt of a PARTY ALERTING 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 N9 and P1.

L3MN_07_29

Ensure that the IUT in N9 and P1, on receipt of a PARTY ALERTING message (Message type flag = message instruction field not significant),
sends a STATUS message (Cause value 97 or 101) and remains in N9 and P1.

L3MN_07_30

Ensure that the IUT in N9 and P1, 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 N12 and P0.

L3MN_07_31

Ensure that the IUT in N9 and P1, 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 N9 and P1.

L3MN_07_32

Ensure that the IUT in N9 and P1, 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 N9 and P1.

L3MN_07_33

Ensure that the IUT in N9 and P1, 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 N9 and P1.

L3MN_07_34

Ensure that the IUT in N7 and P4, on receipt of an ADD PARTY ACKNOWLEDGE message (Message type flag = follow explicit instructions, Message action indicator = clear call),
sends a RELEASE message (Cause value 97 or 101) and enters N12 and P0.

L3MN_07_35

Ensure that the IUT in N7 and P4, on receipt of an ADD PARTY ACKNOWLEDGE message (Message type flag = follow explicit instructions, Message action indicator = discard and ignore),
sends no message and remains in N7 and P4.

L3MN_07_36

Ensure that the IUT in N7 and P4, on receipt of an ADD PARTY ACKNOWLEDGE 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 N7 and P4.

L3MN_07_37

Ensure that the IUT in N7 and P4, on receipt of an ADD PARTY ACKNOWLEDGE message (Message type flag = message instruction field not significant), sends a STATUS message (Cause value 97 or 101) and remains in N7 and P4.

L3MN_07_38

Ensure that the IUT in N7 and P4, 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 N12 and P0.

L3MN_07_39

Ensure that the IUT in N7 and P4, 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 N7 and P4.

L3MN_07_40

Ensure that the IUT in N7 and P4, 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 N7 and P4.

L3MN_07_41

Ensure that the IUT in N7 and P4, 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 N7 and P4.

6.2.1.2.2 Leaf does not support multipoint procedures (08)

L3MN_08_01

Ensure that the IUT in N6, on receipt of a CALL PROCEEDING message (Endpoint reference information element absent), sends no message and enters N9.

L3MN_08_02

Ensure that the IUT in N6, on receipt of an ALERTING message (Endpoint reference information element absent), sends no message and enters N7.

L3MN_08_03

Ensure that the IUT in N6, on receipt of a CONNECT message (Endpoint reference information element absent), sends a CONNECT ACKNOWLEDGE message and enters N10.

L3MN_08_04

Ensure that the IUT in N9, on receipt of an ALERTING message (Endpoint reference information element absent), sends no message and enters N7.

Precondition: Previously received messages had Endpoint reference information element not present.

L3MN_08_05

Ensure that the IUT in N9, on receipt of a CONNECT message (Endpoint reference information element absent), sends a CONNECT ACKNOWLEDGE message and enters N10.

Precondition: Previously received messages had Endpoint reference information element not present.

L3MN_08_06

Ensure that the IUT in N7, on receipt of a CONNECT message (Endpoint reference information element absent),

sends a CONNECT ACKNOWLEDGE message and enters N10.

Precondition: Previously received messages had Endpoint reference information element not present.

L3MN_08_07

Ensure that the IUT in N9, on receipt of an ALERTING message (Endpoint reference information element present),

sends no message and enters N7.

Precondition: Previously received messages had Endpoint reference information element not present.

L3MN_08_08

Ensure that the IUT in N9, on receipt of a CONNECT message (Endpoint reference information element present),

sends a CONNECT ACKNOWLEDGE message and enters N10.

Precondition: Previously received messages had Endpoint reference information element not present.

L3MN_08_09

Ensure that the IUT in N7, on receipt of a CONNECT message (Endpoint reference information element present),

sends a CONNECT ACKNOWLEDGE message and enters N10.

Precondition: Previously received messages had Endpoint reference information element not present.

6.2.1.3 Party dropping**6.2.1.3.1 Root initiated party dropping (09)****L3MN_09_01**

Ensure that the IUT in N4 and P3 for party 1 and P2 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 P3 for party 1 and remains in N4.

L3MN_09_02

Ensure that the IUT in N4 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) and enters P0 for party 2, remains in P3 for party 1 and remains in N4.

L3MN_09_03

Ensure that the IUT in N10 and P7 for party 1 and P2 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 N10.

L3MN_09_04

Ensure that the IUT in N10 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) and enters P0 for party 2, remains in P7 for party 1 and remains in N10.

L3MN_09_05

Ensure that the IUT in N10 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 N10.

L3MN_09_06

Ensure that the IUT in N3 and P2, on receipt of a RELEASE message, sends a RELEASE COMPLETE message and enters P0 and N0.

L3MN_09_07

Ensure that the IUT in N4 and P3, on receipt of a RELEASE message, sends a RELEASE COMPLETE message and enters P0 and N0.

L3MN_09_08

Ensure that the IUT in N10 and P7, on receipt of a RELEASE message, sends a RELEASE COMPLETE message and enters P0 and N0.

L3MN_09_09

Ensure that the IUT in N4 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 N0.

L3MN_09_10

Ensure that the IUT in N10 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 N0.

6.2.1.3.2 Network initiated party dropping at the root interface (10)

L3MN_10_01

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, to initiate dropping of party 2, sends a ADD PARTY REJECT message (Endpoint reference value = party 2), enters P0 for party 2, remains in P3 for party 1 and remains in N4.

L3MN_10_02

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, to initiate dropping of party 2, sends a ADD PARTY REJECT message (Endpoint reference value = party 2), enters P0 for party 2, remains in P7 for party 1 and remains in N10.

L3MN_10_03

Ensure that the IUT in N4 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 N4.

L3MN_10_04

Ensure that the IUT in N10 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 N10.

L3MN_10_05

Ensure that the IUT in N10 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 N10.

L3MN_10_06

Ensure that the IUT in N4 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 N4.

L3MN_10_07

Ensure that the IUT in N10 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 N10.

L3MN_10_08

Ensure that the IUT in N4 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 N4.

L3MN_10_09

Ensure that the IUT in N10 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 N10.

L3MN_10_10

Ensure that the IUT in N3 and P2, to initiate party dropping, sends a RELEASE message and enters P0 and N12.

L3MN_10_11

Ensure that the IUT in N4 and P3, to initiate party dropping, sends a RELEASE message and enters P0 and N12.

L3MN_10_12

Ensure that the IUT in N10 and P7, to initiate party dropping, sends a RELEASE message and enters P0 and N12.

L3MN_10_13

Ensure that the IUT in N4 and P3 for party 1 and P5 for party 2, to initiate dropping of party 1, sends a RELEASE message, enters P0 for party 2 and for party 1 and enters N12.

L3MN_10_14

Ensure that the IUT in N10 and P7 for party 1 and P5 for party 2, to initiate dropping of party 1, sends a RELEASE message, enters P0 for party 2 and for party 1 and enters N12.

6.2.1.3.3 Drop Collision (11)**L3MN_11_01**

Ensure that the IUT in N4 and P3 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 P3 for party 1 and remains in N4.

L3MN_11_02

Ensure that the IUT in N10 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 N10.

L3MN_11_03

Ensure that the IUT in N4 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 N12.

L3MN_11_04

Ensure that the IUT in N10 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 N12.

L3MN_11_05

Ensure that the IUT in N4 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 N12.

L3MN_11_06

Ensure that the IUT in N10 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 N12.

L3MN_11_07

Ensure that the IUT in N12, on receipt of a DROP PARTY ACKNOWLEDGE message, sends no message and remains in N12.

6.2.1.3.4 Dropping of all parties (12)

L3MN_12_01

Ensure that the IUT in N4 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 N12.

L3MN_12_02

Ensure that the IUT in N10 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 N12.

L3MN_12_03

Ensure that the IUT in N10 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 N12.

L3MN_12_04

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, to drop all parties, sends an ADD PARTY REJECT message (Endpoint reference value = party 2) followed by a RELEASE message, enters P0 for party 2 and for party 1 and enters N12.

L3MN_12_05

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, to drop all parties, sends an ADD PARTY REJECT message (Endpoint reference value = party 2) followed by a RELEASE message, enters P0 for party 2 and for party 1 and enters N12.

6.2.1.4 Restart procedure (13)

L3MN_13_01

Ensure that the IUT in N4 and P3 for party 1 and P2 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 N0.

L3MN_13_02

Ensure that the IUT in N4 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 N0.

L3MN_13_03

Ensure that the IUT in N10 and P7 for party 1 and P2 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 N0.

L3MN_13_04

Ensure that the IUT in N10 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 N0.

L3MN_13_05

Ensure that the IUT in N10 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 N0.

6.2.1.5 Handling of error conditions

6.2.1.5.1 Call reference procedural errors (14)

L3MN_14_01

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

L3MN_14_02

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

L3MN_14_03

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

L3MN_14_04

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

L3MN_14_05

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

L3MN_14_06

Ensure that the IUT in N0, 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 (15)**L3MN_15_01**

Ensure that the IUT in N4 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 N12.

L3MN_15_02

Ensure that the IUT in N10 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 N12.

L3MN_15_03

Ensure that the IUT in N4 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 N12.

L3MN_15_04

Ensure that the IUT in N10 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 N12.

L3MN_15_05

Ensure that the IUT in N4 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 N4.

L3MN_15_06

Ensure that the IUT in N10 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 N10.

L3MN_15_07

Ensure that the IUT in N4 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 N4.

L3MN_15_08

Ensure that the IUT in N10 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 N10.

L3MN_15_09

Ensure that the IUT in N4 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 N4.

L3MN_15_10

Ensure that the IUT in N10 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 N10.

L3MN_15_11

Ensure that the IUT in N4 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 N4.

L3MN_15_12

Ensure that the IUT in N10 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 N10.

L3MN_15_13

Ensure that the IUT in N4 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 N4.

L3MN_15_14

Ensure that the IUT in N10 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 N10.

L3MN_15_15

Ensure that the IUT in N4 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 N4.

L3MN_15_16

Ensure that the IUT in N10 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 N10.

L3MN_15_17

Ensure that the IUT in N4 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 N4.

L3MN_15_18

Ensure that the IUT in N10 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 N10.

L3MN_15_19

Ensure that the IUT in N4 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 N4.

L3MN_15_20

Ensure that the IUT in N10 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 N10.

L3MN_15_21

Ensure that the IUT in N4 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 N4.

L3MN_15_22

Ensure that the IUT in N10 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 N10.

L3MN_15_23

Ensure that the IUT in N4 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 N4.

L3MN_15_24

Ensure that the IUT in N10 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 N10.

L3MN_15_25

Ensure that the IUT in N4 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 N4.

L3MN_15_26

Ensure that the IUT in N10 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 N10.

L3MN_15_27

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element absent),
sends an ADD PARTY REJECT message (Endpoint reference value = party 2) followed by a RELEASE message (Cause value = 96), enters P0 for party 2 and for party 1 and enters N12.

L3MN_15_28

Ensure that the IUT in N4 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 N12.

L3MN_15_29

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element absent),
sends an ADD PARTY REJECT message (Endpoint reference value = party 2) followed by a RELEASE message (Cause value = 96), enters P0 for party 2 and for party 1 and enters N12.

L3MN_15_30

Ensure that the IUT in N10 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 N12.

L3MN_15_31

Ensure that the IUT in N10 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 N12.

L3MN_15_32

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element absent),
sends an ADD PARTY REJECT message (Endpoint reference value = party 2) followed by a RELEASE message (Cause value = 96), enters P0 for party 2 and for party 1 and enters N12.

L3MN_15_33

Ensure that the IUT in N4 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 N12.

L3MN_15_34

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element absent),
sends an ADD PARTY REJECT message (Endpoint reference value = party 2) followed by a RELEASE message (Cause value = 96), enters P0 for party 2 and for party 1 and enters N12.

L3MN_15_35

Ensure that the IUT in N10 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 N12.

6.2.1.5.3 Invalid endpoint reference format (16)

NOTE: When used, the description of the codings of Information Element (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.

L3MN_16_01

Ensure that the IUT in N4 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 N12.

L3MN_16_02

Ensure that the IUT in N10 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 N12.

L3MN_16_03

Ensure that the IUT in N4 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 N12.

L3MN_16_04

Ensure that the IUT in N10 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 N12.

L3MN_16_05

Ensure that the IUT in N4 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 N12.

L3MN_16_06

Ensure that the IUT in N10 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 N12.

L3MN_16_07

Ensure that the IUT in N4 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 N4.

L3MN_16_08

Ensure that the IUT in N10 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 N10.

L3MN_16_09

Ensure that the IUT in N4 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 N4.

L3MN_16_10

Ensure that the IUT in N10 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 N10.

L3MN_16_11

Ensure that the IUT in N4 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 N4.

L3MN_16_12

Ensure that the IUT in N10 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 N10.

L3MN_16_13

Ensure that the IUT in N4 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 N4.

L3MN_16_14

Ensure that the IUT in N10 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 N10.

L3MN_16_15

Ensure that the IUT in N4 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 N4.

L3MN_16_16

Ensure that the IUT in N10 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 N10.

L3MN_16_17

Ensure that the IUT in N4 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 N4.

L3MN_16_18

Ensure that the IUT in N10 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 N10.

L3MN_16_19

Ensure that the IUT in N4 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 N4.

L3MN_16_20

Ensure that the IUT in N10 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 N10.

L3MN_16_21

Ensure that the IUT in N4 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 N4.

L3MN_16_22

Ensure that the IUT in N10 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 N10.

L3MN_16_23

Ensure that the IUT in N4 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 N4.

L3MN_16_24

Ensure that the IUT in N10 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 N10.

L3MN_16_25

Ensure that the IUT in N4 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 N4.

L3MN_16_26

Ensure that the IUT in N10 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 N10.

L3MN_16_27

Ensure that the IUT in N4 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 N4.

L3MN_16_28

Ensure that the IUT in N10 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 N10.

L3MN_16_29

Ensure that the IUT in N4 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 N4.

L3MN_16_30

Ensure that the IUT in N10 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 N10.

L3MN_16_31

Ensure that the IUT in N4 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 N4.

L3MN_16_32

Ensure that the IUT in N10 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 N10.

L3MN_16_33

Ensure that the IUT in N4 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 N4.

L3MN_16_34

Ensure that the IUT in N10 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 N10.

L3MN_16_35

Ensure that the IUT in N4 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 N4.

L3MN_16_36

Ensure that the IUT in N10 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 N10.

L3MN_16_37

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element with content error),
sends an ADD PARTY REJECT message (Endpoint reference value = party 2) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_16_38

Ensure that the IUT in N4 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 N12.

L3MN_16_39

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, on receipt of a DROP PARTY message (Endpoint reference information element with content error),
sends an ADD PARTY REJECT message (Endpoint reference value = party 2) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_16_40

Ensure that the IUT in N10 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 N12.

L3MN_16_41

Ensure that the IUT in N10 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 N12.

L3MN_16_42

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element with content error),
sends an ADD PARTY REJECT message (Endpoint reference value = party 2) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_16_43

Ensure that the IUT in N4 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 N12.

L3MN_16_44

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference information element with content error),
sends an ADD PARTY REJECT message (Endpoint reference value = party 2) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_16_45

Ensure that the IUT in N10 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 N12.

6.2.1.5.4 Endpoint reference procedural errors (17)**L3MN_17_01**

Ensure that the IUT in N4 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 N4.

L3MN_17_02

Ensure that the IUT in N10 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 N10.

L3MN_17_03

Ensure that the IUT in N4 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 N4.

L3MN_17_04

Ensure that the IUT in N10 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 N10.

L3MN_17_05

Ensure that the IUT in N4 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 = 4, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and N4.

L3MN_17_06

Ensure that the IUT in N10 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 N10.

L3MN_17_07

Ensure that the IUT in N4 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 = 4, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 2 and for party 1 and remains in N4.

L3MN_17_08

Ensure that the IUT in N10 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 N10.

L3MN_17_09

Ensure that the IUT in N10 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 N10.

L3MN_17_10

Ensure that the IUT in N3 and P2, on receipt of an ADD PARTY message,
sends no message and remains in P2 and N3.

L3MN_17_11

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2),
sends no message, remains in P2 for party 2, remains in P3 for party 1 and remains in N4.

L3MN_17_12

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, on receipt of an ADD PARTY message (Endpoint reference value = party 2),
sends no message, remains in P2 for party 2, remains in P7 for party 1 and remains in N10.

L3MN_17_13

Ensure that the IUT in N3 and P2 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 P2 for party 1, remains in P0 for party 2 and remains in N3.

L3MN_17_14

Ensure that the IUT in N4 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 N4.

L3MN_17_15

Ensure that the IUT in N10 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 N10.

L3MN_17_16

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.

L3MN_17_17

Ensure that the IUT in N3 and P2 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 P2 for party 1, remains in P0 for party 2 and remains in N3.

L3MN_17_18

Ensure that the IUT in N4 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 N4.

L3MN_17_19

Ensure that the IUT in N10 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 N10.

L3MN_17_20

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.

L3MN_17_21

Ensure that the IUT in N3 and P2 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 P2 for party 1 and remains in N3.

L3MN_17_22

Ensure that the IUT in N4 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 = 4, Endpoint reference party state = 0), remains in P0 for party 2, remains in P3 for party 1 and remains in N4.

L3MN_17_23

Ensure that the IUT in N10 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 N10.

6.2.1.5.5 Message type or message sequence errors (18)

L3MN_18_01

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, on receipt of an unexpected message (Endpoint reference value = party 1, Message type flag = follow explicit instructions, Message action indicator = clear call),

sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 101) followed by a RELEASE message (Cause value = 101), enters P0 for party 2 and for party 1 and enters N12.

L3MN_18_02

Ensure that the IUT in N4 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 N12.

L3MN_18_03

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, on receipt of an unexpected message (Endpoint reference value = party 1, Message type flag = follow explicit instructions, Message action indicator = clear call),

sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 101) followed by a RELEASE message (Cause value = 101), enters P0 for party 2 and for party 1 and enters N12.

L3MN_18_04

Ensure that the IUT in N10 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 N12.

L3MN_18_05

Ensure that the IUT in N10 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 N12.

L3MN_18_06

Ensure that the IUT in N4 and P3 for party 1 and P2 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 an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 97) followed by a RELEASE message (Cause value = 97), enters P0 for party 2 and for party 1 and enters N12.

L3MN_18_07

Ensure that the IUT in N4 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 N12.

L3MN_18_08

Ensure that the IUT in N10 and P7 for party 1 and P2 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 an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 97) followed by a RELEASE message (Cause value = 97), enters P0 for party 2 and for party 1 and enters N12.

L3MN_18_09

Ensure that the IUT in N10 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 N12.

L3MN_18_10

Ensure that the IUT in N10 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 N12.

L3MN_18_11

Ensure that the IUT in N3 and P2, 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 = 2) and remains in P2 and N3.

L3MN_18_12

Ensure that the IUT in N4 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 = 4, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and N4.

L3MN_18_13

Ensure that the IUT in N10 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 N10.

L3MN_18_14

Ensure that the IUT in N3 and P2, 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 = 2) and remains in P2 and N3.

L3MN_18_15

Ensure that the IUT in N4 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 = 4, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and N4.

L3MN_18_16

Ensure that the IUT in N10 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 N10.

L3MN_18_17

Ensure that the IUT in N3 and P2, 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 = 2) and remains in P2 and N3.

L3MN_18_18

Ensure that the IUT in N4 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 = 4, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and N4.

L3MN_18_19

Ensure that the IUT in N10 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 N10.

L3MN_18_20

Ensure that the IUT in N3 and P2, 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 = 2) and remains in P2 and N3.

L3MN_18_21

Ensure that the IUT in N4 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 = 4, Endpoint reference information element present, Endpoint reference party state = 3) and remains in P3 and N4.

L3MN_18_22

Ensure that the IUT in N10 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 N10.

L3MN_18_23

Ensure that the IUT in N4 and P3, on receipt of a DROP PARTY ACKNOWLEDGE message, sends a RELEASE message and enters P0 and N12.

L3MN_18_24

Ensure that the IUT in N10 and P7, on receipt of a DROP PARTY ACKNOWLEDGE message, sends a RELEASE message and enters P0 and N12.

L3MN_18_25

Ensure that the IUT in N4 and P3 for party 1 and P2 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 N4.

L3MN_18_26

Ensure that the IUT in N4 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 N4.

L3MN_18_27

Ensure that the IUT in N10 and P7 for party 1 and P2 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 N10.

L3MN_18_28

Ensure that the IUT in N10 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 N10.

L3MN_18_29

Ensure that the IUT in N10 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 N10.

L3MN_18_30

Ensure that the IUT in N4 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 N12.

L3MN_18_31

Ensure that the IUT in N10 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 N12.

L3MN_18_32

Ensure that the IUT in N3 and P2, 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 = 2) and remains in P2 and N3.

L3MN_18_33

Ensure that the IUT in N3 and P2, 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 = 2) and remains in P2 and N3.

L3MN_18_34

Ensure that the IUT in N3 and P2, 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 = 2) and remains in P2 and N3.

L3MN_18_35

Ensure that the IUT in N3 and P2, 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 = 2) and remains in P2 and N3.

6.2.1.5.6 Mandatory information element error (19)

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

L3MN_19_01

Ensure that the IUT in N4 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 N12.

L3MN_19_02

Ensure that the IUT in N10 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 N12.

L3MN_19_03

Ensure that the IUT in N4 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 = 4, 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 N4.

L3MN_19_04

Ensure that the IUT in N10 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 N10.

L3MN_19_05

Ensure that the IUT in N4 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 N12.

L3MN_19_06

Ensure that the IUT in N10 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 N12.

L3MN_19_07

Ensure that the IUT in N10 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 N12.

L3MN_19_08

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 100) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_19_09

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 100) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_19_10

Ensure that the IUT in N4 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 = 4, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 1 and party 2 and remains in N4.

L3MN_19_11

Ensure that the IUT in N10 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 N10.

L3MN_19_12

Ensure that the IUT in N10 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 N10.

L3MN_19_13

Ensure that the IUT in N4 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 N12.

L3MN_19_14

Ensure that the IUT in N10 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 N12.

L3MN_19_15

Ensure that the IUT in N10 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 N12.

L3MN_19_16

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 100) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_19_17

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1, Cause information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 100) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_19_18

Ensure that the IUT in N4 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 = 4, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 1 and party 2 and remains in N4.

L3MN_19_19

Ensure that the IUT in N10 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 N10.

L3MN_19_20

Ensure that the IUT in N10 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 N10.

6.2.1.5.7 Mandatory information element missing (20)

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

L3MN_20_01

Ensure that the IUT in N4 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 N4.

L3MN_20_02

Ensure that the IUT in N10 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 N10.

L3MN_20_03

Ensure that the IUT in N4 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 N12.

L3MN_20_04

Ensure that the IUT in N10 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 N12.

L3MN_20_05

Ensure that the IUT in N4 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 N4.

L3MN_20_06

Ensure that the IUT in N10 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 N10.

L3MN_20_07

Ensure that the IUT in N10 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 N10.

L3MN_20_08

Ensure that the IUT in N4 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 N12.

L3MN_20_09

Ensure that the IUT in N10 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 N12.

L3MN_20_10

Ensure that the IUT in N4 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 N4.

L3MN_20_11

Ensure that the IUT in N10 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 N10.

L3MN_20_12

Ensure that the IUT in N10 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 N10.

6.2.1.5.8 Mandatory information element content error (21)

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

L3MN_21_01

Ensure that the IUT in N4 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 N4.

L3MN_21_02

Ensure that the IUT in N10 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 N10.

L3MN_21_03

Ensure that the IUT in N4 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 N12.

L3MN_21_04

Ensure that the IUT in N10 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 N12.

L3MN_21_05

Ensure that the IUT in N4 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 N4.

L3MN_21_06

Ensure that the IUT in N10 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 N10.

L3MN_21_07

Ensure that the IUT in N10 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 N10.

L3MN_21_08

Ensure that the IUT in N4 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 N12.

L3MN_21_09

Ensure that the IUT in N10 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 N12.

L3MN_21_10

Ensure that the IUT in N4 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 N4.

L3MN_21_11

Ensure that the IUT in N10 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 N10.

L3MN_21_12

Ensure that the IUT in N10 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 N10.

6.2.1.5.9 Non-mandatory information element errors (22)

L3MN_22_01

Ensure that the IUT in N4 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 N12.

L3MN_22_02

Ensure that the IUT in N10 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 N12.

L3MN_22_03

Ensure that the IUT in N4 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 = 4, 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 N4.

L3MN_22_04

Ensure that the IUT in N10 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 N10.

L3MN_22_05

Ensure that the IUT in N4 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), 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 = 2), remains in P3 for party 1, enters P2 for party 2 and remains in N4.

L3MN_22_06

Ensure that the IUT in N10 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), 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 = 2), remains in P7 for party 1, enters P2 for party 2 and remains in N10.

L3MN_22_07

Ensure that the IUT in N4 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 N12.

L3MN_22_08

Ensure that the IUT in N10 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 N12.

L3MN_22_09

Ensure that the IUT in N4 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 = 4, 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 N4.

L3MN_22_10

Ensure that the IUT in N10 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 N10.

L3MN_22_11

Ensure that the IUT in N4 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),

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 = 2), remains in P3 for party 1, enters P2 for party 2 and remains in N4.

L3MN_22_12

Ensure that the IUT in N10 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),

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 = 2), remains in P7 for party 1, enters P2 for party 2 and remains in N10.

L3MN_22_13

Ensure that the IUT in N4 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 N12.

L3MN_22_14

Ensure that the IUT in N10 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 N12.

L3MN_22_15

Ensure that the IUT in N10 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 N12.

L3MN_22_16

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1, Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 99) followed by a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters N12.

L3MN_22_17

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1, Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call),

sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 99) followed by a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters N12.

L3MN_22_18

Ensure that the IUT in N4 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 = 4, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 1 and for party 2 and remains in N4.

L3MN_22_19

Ensure that the IUT in N10 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 N10.

L3MN_22_20

Ensure that the IUT in N10 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 N10.

L3MN_22_21

Ensure that the IUT in N4 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 N12.

L3MN_22_22

Ensure that the IUT in N10 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 N12.

L3MN_22_23

Ensure that the IUT in N10 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 N12.

L3MN_22_24

Ensure that the IUT in N4 and P3 for party 1 and P2 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1, Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 100) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_22_25

Ensure that the IUT in N10 and P7 for party 1 and P2 for party 2, on receipt of a DROP PARTY message (Endpoint reference value = party 1, Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 100) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_22_26

Ensure that the IUT in N4 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 = 4, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 1 and for party 2 and remains in N4.

L3MN_22_27

Ensure that the IUT in N10 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 N10.

L3MN_22_28

Ensure that the IUT in N10 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 N10.

L3MN_22_29

Ensure that the IUT in N4 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 = 4, 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 N4.

L3MN_22_30

Ensure that the IUT in N10 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 N10.

L3MN_22_31

Ensure that the IUT in N10 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 N10.

L3MN_22_32

Ensure that the IUT in N4 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 N12.

L3MN_22_33

Ensure that the IUT in N10 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 N12.

L3MN_22_34

Ensure that the IUT in N4 and P5 for party 1 and P2 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1, Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 99) followed by a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters N12.

L3MN_22_35

Ensure that the IUT in N10 and P5 for party 1 and P2 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1, Unrecognized information element present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 99) followed by a RELEASE message (Cause value = 99), enters P0 for party 2 and for party 1 and enters N12.

L3MN_22_36

Ensure that the IUT in N4 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 = 4, 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 N4.

L3MN_22_37

Ensure that the IUT in N10 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 N10.

L3MN_22_38

Ensure that the IUT in N4 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 N12.

L3MN_22_39

Ensure that the IUT in N10 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 N12.

L3MN_22_40

Ensure that the IUT in N4 and P5 for party 1 and P2 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1, Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 100) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_22_41

Ensure that the IUT in N10 and P5 for party 1 and P2 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 1, Optional information element with content error present, IE instruction field flag = follow explicit instructions, IE action indicator = clear call), sends an ADD PARTY REJECT message (Endpoint reference value = party 2, Cause value = 100) followed by a RELEASE message (Cause value = 100), enters P0 for party 2 and for party 1 and enters N12.

L3MN_22_42

Ensure that the IUT in N4 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 = 4, 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 N4.

L3MN_22_43

Ensure that the IUT in N10 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 N10.

L3MN_22_44

Ensure that the IUT in N4 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 = 4, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P3 for party 1, enters P0 for party 2 and remains in N4.

L3MN_22_45

Ensure that the IUT in N10 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 N10.

6.2.1.5.10 Unrecognized information element (23)**L3MN_23_01**

Ensure that the IUT in N4 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 N12.

L3MN_23_02

Ensure that the IUT in N10 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 N12.

L3MN_23_03

Ensure that the IUT in N4 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 N4.

L3MN_23_04

Ensure that the IUT in N10 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 N10.

L3MN_23_05

Ensure that the IUT in N10 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 N10.

L3MN_23_06

Ensure that the IUT in N4 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 N12.

L3MN_23_07

Ensure that the IUT in N10 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 N12.

L3MN_23_08

Ensure that the IUT in N4 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 N4.

L3MN_23_09

Ensure that the IUT in N10 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 N10.

L3MN_23_10

Ensure that the IUT in N10 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 N10.

L3MN_23_11

Ensure that the IUT in N4 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 N4.

L3MN_23_12

Ensure that the IUT in N10 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 N10.

L3MN_23_13

Ensure that the IUT in N4 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 N4.

L3MN_23_14

Ensure that the IUT in N10 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 N10.

6.2.1.5.11 Signalling AAL connection reset (24)

L3MN_24_01

Ensure that the IUT in N10 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 N10.

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

L3MN_24_02

Ensure that the IUT in N10 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 N10.

6.2.1.5.12 Signalling AAL connection release (25)

L3MN_25_01

Ensure that the IUT in N10 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 N10.

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

L3MN_25_02

Ensure that the IUT in N10 and P7 for party 1 and P2 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 N10.

L3MN_25_03

Ensure that the IUT in N10 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 N10.

L3MN_25_04

Ensure that the IUT in N10 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 N10.

6.2.1.5.13 Status enquiry procedure (26)

L3MN_26_01

Ensure that the IUT in N3 and P2, 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 = 2) and remains in P2 and N3.

L3MN_26_02

Ensure that the IUT in N4 and P3, 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 = 3) and remains in P3 and N4.

L3MN_26_03

Ensure that the IUT in N10 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 N10.

L3MN_26_04

Ensure that the IUT in N4 and P3 for party 1 and P2 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 = 2), remains in P3 for party 1, remains in P2 for party 2 and remains in N4.

L3MN_26_05

Ensure that the IUT in N4 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 = 4, Endpoint reference value = party 2, Endpoint reference party state = 3), remains in P3 for party 1 and for party 2 and remains in N4.

L3MN_26_06

Ensure that the IUT in N10 and P7 for party 1 and P2 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 = 2), remains in P7 for party 1, remains in P2 for party 2 and remains in N10.

L3MN_26_07

Ensure that the IUT in N10 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 N10.

L3MN_26_08

Ensure that the IUT in N10 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 N10.

6.2.1.5.14 Receiving a STATUS message (27)

L3MN_27_01

Ensure that the IUT in N4 and P3 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 P3 for party 1, remains in P5 for party 2 and remains in N4.

L3MN_27_02

Ensure that the IUT in N10 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 N10.

L3MN_27_03

Ensure that the IUT in N4 and P3 for party 1 and P2 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 P3 for party 1, enters P0 for party 2 and remains in N4.

L3MN_27_04

Ensure that the IUT in N4 and P3 for party 1 and P3 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 P3 for party 1, enters P0 for party 2 and remains in N4.

L3MN_27_05

Ensure that the IUT in N10 and P7 for party 1 and P2 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 N10.

L3MN_27_06

Ensure that the IUT in N10 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 N10.

L3MN_27_07

Ensure that the IUT in N10 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 N10.

L3MN_27_08

Ensure that the IUT in N4 and P3 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 N12.

L3MN_27_09

Ensure that the IUT in N10 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 N12.

L3MN_27_10

Ensure that the IUT in N3 and P2, 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 N12.

L3MN_27_11

Ensure that the IUT in N4 and P3, 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 N12.

L3MN_27_12

Ensure that the IUT in N10 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 N12.

6.2.1.6 Notification procedure (28)

L3MN_28_01

Ensure that the IUT in N4 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 N4.

L3MN_28_02

Ensure that the IUT in N10 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 N10.

L3MN_28_03

Ensure that the IUT in N10 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 N10.

L3MN_28_04

Ensure that the IUT in N3 and P2, on receipt of a NOTIFY message, sends no message and remains in P2 and N3.

L3MN_28_05

Ensure that the IUT in N4 and P3, on receipt of a NOTIFY message, sends no message and remains in P4 and N3.

L3MN_28_06

Ensure that the IUT in N10 and P7, on receipt of a NOTIFY message, sends no message and remains in P7 and N10.

L3MN_28_07

Ensure that the IUT in N4 and P3 for party 1 and P3 for party 2, on receipt of a NOTIFY message, sends no message, remains in P3 for party 1 and for party 2 and remains in N4.

L3MN_28_08

Ensure that the IUT in N10 and P7 for party 1 and P3 for party 2, on receipt of a NOTIFY message, sends no message, remains in P7 for party 1, remains in P3 for party 2 and remains in N10.

L3MN_28_09

Ensure that the IUT in N10 and P7 for party 1 and P7 for party 2, on receipt of a NOTIFY message, sends no message, remains in P7 for party 1 and for party 2 and remains in N10.

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

Selection: T_B reference point.

NOTE: Link state N10 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 Setup of the initial party at the destination interface (29)

L3MN_29_01

Ensure that the IUT in N7 for CR1, to add a second party, sends a SETUP message (Call reference value = CR2), enters N6 for CR2 and remains in N7 for CR1.

Precondition: The SETUP to establish the call using CR1 and to add the initial party contained the Endpoint reference information element. In the first answer to this SETUP message the Endpoint reference information element was not present. Further parties have to added by using a SETUP message again.

L3MN_29_02

Ensure that the IUT in N10 for CR1, to add a second party, sends a SETUP message (Call reference value = CR2), enters N6 for CR2 and remains in N10 for CR1.

Precondition: The SETUP to establish the call using CR1 and to add the initial party contained the Endpoint reference information element. In the first answer to this SETUP message the Endpoint reference information element was not present. Further parties have to added by using a SETUP message again.

6.2.2.1.2 Incoming add party request (30)

L3MN_30_01

Ensure that the IUT in N7 and P4 for party 1, to add party 2,
sends an ADD PARTY message (Endpoint reference value = party 2), enters P1 for party 2,
remains in P4 for party 1 and remains in N7.

L3MN_30_02

Ensure that the IUT in N10 and P7 for party 1, to add party 2,
sends an ADD PARTY message (Endpoint reference value = party 2), enters P1 for party 2,
remains in P7 for party 1 and remains in N10.

6.2.2.1.3 Receipt of party alerting (31)

L3MN_31_01

Ensure that the IUT in N7 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 N7.

L3MN_31_02

Ensure that the IUT in N10 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 N10.

6.2.2.1.4 Call failure (32)

L3MN_32_01

Ensure that the IUT in N7 and P4 for party 1 and P1 for party 2, on the expiry of T399,
sends a DROP PARTY message (Endpoint reference value = party 2), enters P5 for party 2,
remains in P4 for party 1 and remains in N7.

L3MN_32_02

Ensure that the IUT in N10 and P7 for party 1 and P1 for party 2, on the expiry of T399,
sends a DROP PARTY message (Endpoint reference value = party 2), enters P5 for party 2,
remains in P7 for party 1 and remains in N10.

L3MN_32_03

Ensure that the IUT in N10 and P7 for party 1 and P4 for party 2, on the expiry of 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 N10.

6.2.2.1.5 Active indication (33)

L3MN_33_01

Ensure that the IUT in N7 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 N10.

L3MN_33_02

Ensure that the IUT in N7 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 N10.

L3MN_33_03

Ensure that the IUT in N7 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 N10.

L3MN_33_04

Ensure that the IUT in N10 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 N10.

L3MN_33_05

Ensure that the IUT in N10 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 N10.

6.2.2.2 Party dropping**6.2.2.2.1 Exception conditions (34)****L3MN_34_01**

Ensure that the IUT in N7 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 N7.

L3MN_34_02

Ensure that the IUT in N10 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 N10.

6.2.2.2.2 Party dropping initiated by the user (35)**L3MN_35_01**

Ensure that the IUT in N7 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), enters P0 for party 2, remains in P4 for party 1 and remains in N7.

L3MN_35_02

Ensure that the IUT in N10 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), enters P0 for party 2, remains in P7 for party 1 and remains in N10.

L3MN_35_03

Ensure that the IUT in N10 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 N10.

L3MN_35_04

Ensure that the IUT in N7 and P4, on receipt of a RELEASE message,
sends a RELEASE COMPLETE message and enters P0 and N0.

L3MN_35_05

Ensure that the IUT in N10 and P7, on receipt of a RELEASE message,
sends a RELEASE COMPLETE message and enters P0 and N0.

L3MN_35_06

Ensure that the IUT in N7 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.

L3MN_35_07

Ensure that the IUT in N10 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 N0.

6.2.2.2.3 Party dropping initiated by the network (36)

L3MN_36_01

Ensure that the IUT in N7 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 N7.

L3MN_36_02

Ensure that the IUT in N7 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 N7.

L3MN_36_03

Ensure that the IUT in N10 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 N10.

L3MN_36_04

Ensure that the IUT in N10 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 N10.

L3MN_36_05

Ensure that the IUT in N10 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 N10.

L3MN_36_06

Ensure that the IUT in N7 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 N7.

L3MN_36_07

Ensure that the IUT in N10 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 N10.

L3MN_36_08

Ensure that the IUT in N7 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 N7.

L3MN_36_09

Ensure that the IUT in N10 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 N10.

L3MN_36_10

Ensure that the IUT in N7 and P4, to initiate party dropping, sends a RELEASE message and enters P0 and N12.

L3MN_36_11

Ensure that the IUT in N10 and P7, to initiate party dropping, sends a RELEASE message and enters P0 and N12.

L3MN_36_12

Ensure that the IUT in N7 and P4 for party 1 and P5 for party 2, to initiate dropping of party 1, sends a RELEASE message, enters P0 for party 2 and for party 1 and enters N12.

L3MN_36_13

Ensure that the IUT in N10 and P7 for party 1 and P5 for party 2, to initiate dropping of party 1, sends a RELEASE message, enters P0 for party 2 and for party 1 and enters N12.

6.2.2.2.4 Drop Collision (37)

L3MN_37_01

Ensure that the IUT in N7 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 N7.

L3MN_37_02

Ensure that the IUT in N10 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 N10.

L3MN_37_03

Ensure that the IUT in N7 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 N7.

L3MN_37_04

Ensure that the IUT in N10 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 N10.

L3MN_37_05

Ensure that the IUT in N7 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 N7.

L3MN_37_06

Ensure that the IUT in N10 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 N10.

L3MN_37_07

Ensure that the IUT in N7 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 N12.

L3MN_37_08

Ensure that the IUT in N10 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 N12.

L3MN_37_09

Ensure that the IUT in N7 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 N12.

L3MN_37_10

Ensure that the IUT in N10 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 N12.

L3MN_37_11

Ensure that the IUT in N7 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 N12.

L3MN_37_12

Ensure that the IUT in N10 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 N12.

L3MN_37_13

Ensure that the IUT in N12, on receipt of a DROP PARTY ACKNOWLEDGE message, sends no message and remains in N12.

6.2.2.2.5 Dropping of all parties (38)

L3MN_38_01

Ensure that the IUT in N7 and P4 for party 1 and P1 for party 2, to drop all parties, sends a RELEASE message, enters P0 for party 1 and for party 2 and enters N12.

L3MN_38_02

Ensure that the IUT in N7 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 N12.

L3MN_38_03

Ensure that the IUT in N10 and P7 for party 1 and P1 for party 2, to drop all parties, sends a RELEASE message, enters P0 for party 1 and for party 2 and enters N12.

L3MN_38_04

Ensure that the IUT in N10 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 N12.

L3MN_38_05

Ensure that the IUT in N10 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 N12.

6.2.2.3 Restart procedure (39)

L3MN_39_01

Ensure that the IUT in N7 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 N0.

L3MN_39_02

Ensure that the IUT in N7 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 N0.

L3MN_39_03

Ensure that the IUT in N10 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 N0.

L3MN_39_04

Ensure that the IUT in N10 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 N0.

L3MN_39_05

Ensure that the IUT in N10 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 N0.

6.2.2.4 Handling of error conditions

6.2.2.4.1 Missing Endpoint reference (40)

L3MN_40_01

Ensure that the IUT in N7 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 N12.

L3MN_40_02

Ensure that the IUT in N10 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 N12.

L3MN_40_03

Ensure that the IUT in N7 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 N12.

L3MN_40_04

Ensure that the IUT in N10 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 N12.

L3MN_40_05

Ensure that the IUT in N7 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 N7.

L3MN_40_06

Ensure that the IUT in N10 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 N10.

L3MN_40_07

Ensure that the IUT in N7 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 N7.

L3MN_40_08

Ensure that the IUT in N10 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 N10.

L3MN_40_09

Ensure that the IUT in N7 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 N7.

L3MN_40_10

Ensure that the IUT in N10 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 N10.

L3MN_40_11

Ensure that the IUT in N7 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 N7.

L3MN_40_12

Ensure that the IUT in N10 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 N10.

L3MN_40_13

Ensure that the IUT in N7 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 N7.

L3MN_40_14

Ensure that the IUT in N10 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 N10.

L3MN_40_15

Ensure that the IUT in N7 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 N7.

L3MN_40_16

Ensure that the IUT in N10 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 N10.

L3MN_40_17

Ensure that the IUT in N7 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 N7.

L3MN_40_18

Ensure that the IUT in N10 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 N10.

L3MN_40_19

Ensure that the IUT in N7 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 N7.

L3MN_40_20

Ensure that the IUT in N10 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 N10.

L3MN_40_21

Ensure that the IUT in N7 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 N7.

L3MN_40_22

Ensure that the IUT in N10 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 N10.

L3MN_40_23

Ensure that the IUT in N7 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 N7.

L3MN_40_24

Ensure that the IUT in N10 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 N10.

L3MN_40_25

Ensure that the IUT in N7 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 N7.

L3MN_40_26

Ensure that the IUT in N10 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 N10.

L3MN_40_27

Ensure that the IUT in N10 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 N12.

L3MN_40_28

Ensure that the IUT in N10 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 N12.

L3MN_40_29

Ensure that the IUT in N10 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 N12.

L3MN_40_30

Ensure that the IUT in N10 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 N12.

L3MN_40_31

Ensure that the IUT in N10 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 N10.

L3MN_40_32

Ensure that the IUT in N10 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 N10.

L3MN_40_33

Ensure that the IUT in N10 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 N10.

L3MN_40_34

Ensure that the IUT in N10 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 N10.

L3MN_40_35

Ensure that the IUT in N10 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 N10.

L3MN_40_36

Ensure that the IUT in N10 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 N10.

L3MN_40_37

Ensure that the IUT in N10 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 N10.

L3MN_40_38

Ensure that the IUT in N10 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 N10.

L3MN_40_39

Ensure that the IUT in N10 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 N10.

L3MN_40_40

Ensure that the IUT in N10 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 N10.

L3MN_40_41

Ensure that the IUT in N10 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 N10.

L3MN_40_42

Ensure that the IUT in N10 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 N10.

L3MN_40_43

Ensure that the IUT in N10 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 N10.

L3MN_40_44

Ensure that the IUT in N10 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 N10.

L3MN_40_45

Ensure that the IUT in N10 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 N10.

L3MN_40_46

Ensure that the IUT in N10 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 N10.

L3MN_40_47

Ensure that the IUT in N10 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 N10.

L3MN_40_48

Ensure that the IUT in N10 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 N10.

L3MN_40_49

Ensure that the IUT in N10 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 N10.

L3MN_40_50

Ensure that the IUT in N10 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 N10.

L3MN_40_51

Ensure that the IUT in N10 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 N10.

L3MN_40_52

Ensure that the IUT in N10 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 N10.

L3MN_40_53

Ensure that the IUT in N7 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 N12.

L3MN_40_54

Ensure that the IUT in N10 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 N12.

L3MN_40_55

Ensure that the IUT in N7 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 N12.

L3MN_40_56

Ensure that the IUT in N10 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 N12.

L3MN_40_57

Ensure that the IUT in N10 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 N12.

L3MN_40_58

Ensure that the IUT in N7 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 N12.

L3MN_40_59

Ensure that the IUT in N10 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 N12.

6.2.2.4.2 Invalid endpoint reference format (41)

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.

L3MN_41_01

Ensure that the IUT in N7 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 N12.

L3MN_41_02

Ensure that the IUT in N10 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 N12.

L3MN_41_03

Ensure that the IUT in N7 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 N12.

L3MN_41_04

Ensure that the IUT in N10 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 N12.

L3MN_41_05

Ensure that the IUT in N7 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 N12.

L3MN_41_06

Ensure that the IUT in N10 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 N12.

L3MN_41_07

Ensure that the IUT in N7 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 N7.

L3MN_41_08

Ensure that the IUT in N10 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 N10.

L3MN_41_09

Ensure that the IUT in N7 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 N7.

L3MN_41_10

Ensure that the IUT in N10 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 N10.

L3MN_41_11

Ensure that the IUT in N7 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 N7.

L3MN_41_12

Ensure that the IUT in N10 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 N10.

L3MN_41_13

Ensure that the IUT in N7 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 N7.

L3MN_41_14

Ensure that the IUT in N10 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 N10.

L3MN_41_15

Ensure that the IUT in N7 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 N7.

L3MN_41_16

Ensure that the IUT in N10 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 N10.

L3MN_41_17

Ensure that the IUT in N7 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 N7.

L3MN_41_18

Ensure that the IUT in N10 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 N10.

L3MN_41_19

Ensure that the IUT in N7 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 N7.

L3MN_41_20

Ensure that the IUT in N10 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 N10.

L3MN_41_21

Ensure that the IUT in N7 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 N7.

L3MN_41_22

Ensure that the IUT in N10 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 N10.

L3MN_41_23

Ensure that the IUT in N7 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 N7.

L3MN_41_24

Ensure that the IUT in N10 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 N10.

L3MN_41_25

Ensure that the IUT in N7 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 N7.

L3MN_41_26

Ensure that the IUT in N10 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 N10.

L3MN_41_27

Ensure that the IUT in N7 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 N7.

L3MN_41_28

Ensure that the IUT in N10 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 N10.

L3MN_41_29

Ensure that the IUT in N7 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 N7.

L3MN_41_30

Ensure that the IUT in N10 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 N10.

L3MN_41_31

Ensure that the IUT in N7 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 N7.

L3MN_41_32

Ensure that the IUT in N10 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 N10.

L3MN_41_33

Ensure that the IUT in N7 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 N7.

L3MN_41_34

Ensure that the IUT in N10 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 N10.

L3MN_41_35

Ensure that the IUT in N7 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 N7.

L3MN_41_36

Ensure that the IUT in N10 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 N10.

L3MN_41_37

Ensure that the IUT in N10 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 N12.

L3MN_41_38

Ensure that the IUT in N10 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 N12.

L3MN_41_39

Ensure that the IUT in N10 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 N12.

L3MN_41_40

Ensure that the IUT in N10 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 N12.

L3MN_41_41

Ensure that the IUT in N10 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 N12.

L3MN_41_42

Ensure that the IUT in N10 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 N12.

L3MN_41_43

Ensure that the IUT in N10 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 N10.

L3MN_41_44

Ensure that the IUT in N10 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 N10.

L3MN_41_45

Ensure that the IUT in N10 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 N10.

L3MN_41_46

Ensure that the IUT in N10 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 N10.

L3MN_41_47

Ensure that the IUT in N10 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 N10.

L3MN_41_48

Ensure that the IUT in N10 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 N10.

L3MN_41_49

Ensure that the IUT in N10 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 N10.

L3MN_41_50

Ensure that the IUT in N10 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 N10.

L3MN_41_51

Ensure that the IUT in N10 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 N10.

L3MN_41_52

Ensure that the IUT in N10 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 N10.

L3MN_41_53

Ensure that the IUT in N10 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 N10.

L3MN_41_54

Ensure that the IUT in N10 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 N10.

L3MN_41_55

Ensure that the IUT in N10 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 N10.

L3MN_41_56

Ensure that the IUT in N10 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 N10.

L3MN_41_57

Ensure that the IUT in N10 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 N10.

L3MN_41_58

Ensure that the IUT in N10 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 N10.

L3MN_41_59

Ensure that the IUT in N10 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 N10.

L3MN_41_60

Ensure that the IUT in N10 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 N10.

L3MN_41_61

Ensure that the IUT in N10 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 N10.

L3MN_41_62

Ensure that the IUT in N10 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 N10.

L3MN_41_63

Ensure that the IUT in N10 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 N10.

L3MN_41_64

Ensure that the IUT in N10 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 N10.

L3MN_41_65

Ensure that the IUT in N10 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 N10.

L3MN_41_66

Ensure that the IUT in N10 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 N10.

L3MN_41_67

Ensure that the IUT in N10 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 N10.

L3MN_41_68

Ensure that the IUT in N10 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 N10.

L3MN_41_69

Ensure that the IUT in N10 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 N10.

L3MN_41_70

Ensure that the IUT in N10 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 N10.

L3MN_41_71

Ensure that the IUT in N10 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 N10.

L3MN_41_72

Ensure that the IUT in N10 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 N10.

L3MN_41_73

Ensure that the IUT in N7 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 N12.

L3MN_41_74

Ensure that the IUT in N10 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 N12.

L3MN_41_75

Ensure that the IUT in N7 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 N12.

L3MN_41_76

Ensure that the IUT in N10 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 N12.

L3MN_41_77

Ensure that the IUT in N10 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 N12.

L3MN_41_78

Ensure that the IUT in N7 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 N12.

L3MN_41_79

Ensure that the IUT in N10 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 N12.

6.2.2.4.3 Endpoint reference procedural errors (42)

L3MN_42_01

Ensure that the IUT in N9 and P1 for party 1 and P0 for party 2, on receipt of a PARTY ALERTING message (Endpoint reference value = party 2),
sends a STATUS message (Cause value = 101, Call state value = 9, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P0 for party 2, remains in P1 for party 1 and remains in N9.

L3MN_42_02

Ensure that the IUT in N9 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 STATUS message (Cause value = 101, Call state value = 9, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P0 for party 2, remains in P1 for party 1 and remains in N9.

L3MN_42_03

Ensure that the IUT in N7 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 N7.

L3MN_42_04

Ensure that the IUT in N9 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 N9.

L3MN_42_05

Ensure that the IUT in N7 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 N7.

L3MN_42_06

Ensure that the IUT in N10 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 N10.

L3MN_42_07

Ensure that the IUT in N9 and P1 for party 1 and P0 for party 2, on receipt of a DROP PARTY ACKNOWLEDGE message (Endpoint reference value = party 2), sends STATUS message (Cause value = 101, Call state value = 9, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P0 for party 2, remains in P1 for party 1 and remains in N9.

L3MN_42_08

Ensure that the IUT in N7 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 N7.

L3MN_42_09

Ensure that the IUT in N10 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 N10.

L3MN_42_10

Ensure that the IUT in N9 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 N9.

L3MN_42_11

Ensure that the IUT in N7 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 N7.

L3MN_42_12

Ensure that the IUT in N10 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 N10.

L3MN_42_13

Ensure that the IUT in N7 and P4, on receipt of an ADD PARTY message, sends a STATUS message (Cause value = 101, Call state value = 7, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and N7.

L3MN_42_14

Ensure that the IUT in N10 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 N10.

L3MN_42_15

Ensure that the IUT in N7 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 = 7, 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 N7.

L3MN_42_16

Ensure that the IUT in N7 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 = 7, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and for party 2 and remains in N7.

L3MN_42_17

Ensure that the IUT in N10 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 N10.

L3MN_42_18

Ensure that the IUT in N10 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 N10.

L3MN_42_19

Ensure that the IUT in N10 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 N10.

L3MN_42_20

Ensure that the IUT in N9 and P1 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state <> 0),
sends a DROP PARTY ACKNOWLEDGE message (Cause value = 101, Endpoint reference value = party 2), remains in P1 for party 1, remains in P0 for party 2 and remains in N9.

L3MN_42_21

Ensure that the IUT in N7 and P4 for party 1 and P0 for party 2, on receipt of a STATUS message (Endpoint reference value = party 2, Endpoint reference party state <> 0),
sends a DROP PARTY ACKNOWLEDGE message (Cause value = 101, Endpoint reference value = party 2), remains in P4 for party 1, remains in P0 for party 2 and remains in N7.

L3MN_42_22

Ensure that the IUT in N10 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 N10.

L3MN_42_23

Ensure that the IUT in N9 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 N9.

L3MN_42_24

Ensure that the IUT in N7 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 N7.

L3MN_42_25

Ensure that the IUT in N10 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 N10.

L3MN_42_26

Ensure that the IUT in N9 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 = 9, Endpoint reference party state = 0), remains in P0 for party 2, remains in P1 for party 1 and remains in N10.

L3MN_42_27

Ensure that the IUT in N7 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 = 7, Endpoint reference party state = 0), remains in P0 for party 2, remains in P4 for party 1 and remains in N7.

L3MN_42_28

Ensure that the IUT in N10 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 N10.

6.2.2.4.4 Message type or message sequence errors (43)

L3MN_43_01

Ensure that the IUT in N7 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 N12.

L3MN_43_02

Ensure that the IUT in N7 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 N12.

L3MN_43_03

Ensure that the IUT in N10 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 N12.

L3MN_43_04

Ensure that the IUT in N10 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 N12.

L3MN_43_05

Ensure that the IUT in N10 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 N12.

L3MN_43_06

Ensure that the IUT in N7 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 N12.

L3MN_43_07

Ensure that the IUT in N7 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 N12.

L3MN_43_08

Ensure that the IUT in N10 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 N12.

L3MN_43_09

Ensure that the IUT in N10 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 N12.

L3MN_43_10

Ensure that the IUT in N10 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 N12.

L3MN_43_11

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_12

Ensure that the IUT in N7 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 = 7, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and N7.

L3MN_43_13

Ensure that the IUT in N10 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 N10.

L3MN_43_14

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_15

Ensure that the IUT in N7 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 = 7, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and N7.

L3MN_43_16

Ensure that the IUT in N10 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 N10.

L3MN_43_17

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_18

Ensure that the IUT in N7 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 = 7, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and N7.

L3MN_43_19

Ensure that the IUT in N10 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 N10.

L3MN_43_20

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_21

Ensure that the IUT in N7 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 = 7, Endpoint reference information element present, Endpoint reference party state = 4) and remains in P4 and N7.

L3MN_43_22

Ensure that the IUT in N10 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 N10.

L3MN_43_23

Ensure that the IUT in N7 and P4, on receipt of a DROP PARTY ACKNOWLEDGE message, sends a RELEASE message and enters P0 and N12.

L3MN_43_24

Ensure that the IUT in N10 and P7, on receipt of a DROP PARTY ACKNOWLEDGE message, sends a RELEASE message and enters P0 and N12.

L3MN_43_25

Ensure that the IUT in N7 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 N7.

L3MN_43_26

Ensure that the IUT in N7 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 N7.

L3MN_43_27

Ensure that the IUT in N10 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 N10.

L3MN_43_28

Ensure that the IUT in N10 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 N10.

L3MN_43_29

Ensure that the IUT in N10 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 N10.

L3MN_43_30

Ensure that the IUT in N7 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 N12.

L3MN_43_31

Ensure that the IUT in N10 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 N12.

L3MN_43_32

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_33

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_34

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_35

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_36

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_37

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_38

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_39

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_40

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_43_41

Ensure that the IUT in N9 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 = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

6.2.2.4.5 Mandatory information element error (44)

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

L3MN_44_01

Ensure that the IUT in N7 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 N12.

L3MN_44_02

Ensure that the IUT in N10 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 N12.

L3MN_44_03

Ensure that the IUT in N7 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 = 7, 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 N7.

L3MN_44_04

Ensure that the IUT in N10 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 = 7, 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 N10.

L3MN_44_05

Ensure that the IUT in N7 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 N12.

L3MN_44_06

Ensure that the IUT in N10 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 N12.

L3MN_44_07

Ensure that the IUT in N10 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 N12.

L3MN_44_08

Ensure that the IUT in N7 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 = 7, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and party 2 and remains in N7.

L3MN_44_09

Ensure that the IUT in N10 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 N10.

L3MN_44_10

Ensure that the IUT in N10 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 N10.

L3MN_44_11

Ensure that the IUT in N7 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 N12.

L3MN_44_12

Ensure that the IUT in N10 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 N12.

L3MN_44_13

Ensure that the IUT in N10 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 N12.

L3MN_44_14

Ensure that the IUT in N7 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 = 7, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and party 2 and remains in N7.

L3MN_44_15

Ensure that the IUT in N10 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 N10.

L3MN_44_16

Ensure that the IUT in N10 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 N10.

6.2.2.4.6 Mandatory information element missing (45)

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

L3MN_45_01

Ensure that the IUT in N7 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 N7.

L3MN_45_02

Ensure that the IUT in N10 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 N10.

L3MN_45_03

Ensure that the IUT in N7 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 N12.

L3MN_45_04

Ensure that the IUT in N10 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 N12.

L3MN_45_05

Ensure that the IUT in N7 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 N7.

L3MN_45_06

Ensure that the IUT in N10 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 N10.

L3MN_45_07

Ensure that the IUT in N10 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 N10.

L3MN_45_08

Ensure that the IUT in N7 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 N12.

L3MN_45_09

Ensure that the IUT in N10 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 N12.

L3MN_45_10

Ensure that the IUT in N7 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 N7.

L3MN_45_11

Ensure that the IUT in N10 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 N10.

L3MN_45_12

Ensure that the IUT in N10 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 N10.

6.2.2.4.7 Mandatory information element content error (46)

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

L3MN_46_01

Ensure that the IUT in N7 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 N7.

L3MN_46_02

Ensure that the IUT in N10 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 N10.

L3MN_46_03

Ensure that the IUT in N7 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 N12.

L3MN_46_04

Ensure that the IUT in N10 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 N12.

L3MN_46_05

Ensure that the IUT in N7 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 N7.

L3MN_46_06

Ensure that the IUT in N10 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 N10.

L3MN_46_07

Ensure that the IUT in N10 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 N10.

L3MN_46_08

Ensure that the IUT in N7 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 N12.

L3MN_46_09

Ensure that the IUT in N10 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 N12.

L3MN_46_10

Ensure that the IUT in N7 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 N7.

L3MN_46_11

Ensure that the IUT in N10 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 N10.

L3MN_46_12

Ensure that the IUT in N10 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 N10.

6.2.2.4.8 Non-mandatory information element errors (47)

L3MN_47_01

Ensure that the IUT in N7 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 N12.

L3MN_47_02

Ensure that the IUT in N10 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 N12.

L3MN_47_03

Ensure that the IUT in N7 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 = 7, 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 N7.

L3MN_47_04

Ensure that the IUT in N10 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 N10.

L3MN_47_05

Ensure that the IUT in N7 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 = 7, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1, enters P4 for party 2 and remains in N7.

L3MN_47_06

Ensure that the IUT in N10 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 N10.

L3MN_47_07

Ensure that the IUT in N7 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 N12.

L3MN_47_08

Ensure that the IUT in N10 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 N12.

L3MN_47_09

Ensure that the IUT in N7 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 = 7, 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 N7.

L3MN_47_10

Ensure that the IUT in N10 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 N10.

L3MN_47_11

Ensure that the IUT in N7 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 = 7, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1, enters P4 for party 2 and remains in N7.

L3MN_47_12

Ensure that the IUT in N10 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 N10.

L3MN_47_13

Ensure that the IUT in N10 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 N12.

L3MN_47_14

Ensure that the IUT in N10 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 N12.

L3MN_47_15

Ensure that the IUT in N10 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 N10.

L3MN_47_16

Ensure that the IUT in N10 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 N10.

L3MN_47_17

Ensure that the IUT in N10 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 N10.

L3MN_47_18

Ensure that the IUT in N10 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 N10.

L3MN_47_19

Ensure that the IUT in N10 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 N12.

L3MN_47_20

Ensure that the IUT in N10 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 N12.

L3MN_47_21

Ensure that the IUT in N10 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 N10.

L3MN_47_22

Ensure that the IUT in N10 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 N10.

L3MN_47_23

Ensure that the IUT in N10 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 N10.

L3MN_47_24

Ensure that the IUT in N10 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 N10.

L3MN_47_25

Ensure that the IUT in N7 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 N12.

L3MN_47_26

Ensure that the IUT in N10 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 N12.

L3MN_47_27

Ensure that the IUT in N10 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 N12.

L3MN_47_28

Ensure that the IUT in N7 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 = 7, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and for party 2 and remains in N7.

L3MN_47_29

Ensure that the IUT in N10 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 N10.

L3MN_47_30

Ensure that the IUT in N10 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 N10.

L3MN_47_31

Ensure that the IUT in N7 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 N12.

L3MN_47_32

Ensure that the IUT in N10 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 N12.

L3MN_47_33

Ensure that the IUT in N10 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 N12.

L3MN_47_34

Ensure that the IUT in N7 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 = 7, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and for party 2 and remains in N7.

L3MN_47_35

Ensure that the IUT in N10 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 N10.

L3MN_47_36

Ensure that the IUT in N10 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 N10.

L3MN_47_37

Ensure that the IUT in N7 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 = 7, 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 N7.

L3MN_47_38

Ensure that the IUT in N10 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 N10.

L3MN_47_39

Ensure that the IUT in N10 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 N10.

L3MN_47_40

Ensure that the IUT in N7 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 N12.

L3MN_47_41

Ensure that the IUT in N10 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 N12.

L3MN_47_42

Ensure that the IUT in N7 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 = 7, 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 N7.

L3MN_47_43

Ensure that the IUT in N10 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 N10.

L3MN_47_44

Ensure that the IUT in N7 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 N12.

L3MN_47_45

Ensure that the IUT in N10 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 N12.

L3MN_47_46

Ensure that the IUT in N7 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 = 7, 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 N7.

L3MN_47_47

Ensure that the IUT in N10 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 N10.

L3MN_47_48

Ensure that the IUT in N7 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 = 7, Endpoint reference value = party 2, Endpoint reference party state = 0), remains in P7 for party 1, enters P0 for party 2 and remains in N7.

L3MN_47_49

Ensure that the IUT in N10 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 N10.

L3MN_47_50

Ensure that the IUT in N7 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 N12.

L3MN_47_51

Ensure that the IUT in N10 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 N12.

L3MN_47_52

Ensure that the IUT in N7 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 = 7, 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 N7.

L3MN_47_53

Ensure that the IUT in N10 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 N7.

6.2.2.4.9 Unrecognized information element (48)**L3MN_48_01**

Ensure that the IUT in N7 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 N12.

L3MN_48_02

Ensure that the IUT in N10 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 N12.

L3MN_48_03

Ensure that the IUT in N7 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 N7.

L3MN_48_04

Ensure that the IUT in N10 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 N10.

L3MN_48_05

Ensure that the IUT in N10 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 N10.

L3MN_48_06

Ensure that the IUT in N7 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 N12.

L3MN_48_07

Ensure that the IUT in N10 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 N12.

L3MN_48_08

Ensure that the IUT in N7 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 N7.

L3MN_48_09

Ensure that the IUT in N10 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 N10.

L3MN_48_10

Ensure that the IUT in N10 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 N10.

L3MN_48_11

Ensure that the IUT in N7 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 N7.

L3MN_48_12

Ensure that the IUT in N10 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 N10.

L3MN_48_13

Ensure that the IUT in N7 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 N7.

L3MN_48_14

Ensure that the IUT in N10 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 N10.

L3MN_48_15

Ensure that the IUT in N7 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 N7.

L3MN_48_16

Ensure that the IUT in N10 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 N10.

L3MN_48_17

Ensure that the IUT in N7 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 N7.

L3MN_48_18

Ensure that the IUT in N10 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 N10.

6.2.2.4.10 Signalling AAL connection reset (49)

L3MN_49_01

Ensure that the IUT in N10 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 N10.

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

L3MN_49_02

Ensure that the IUT in N10 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 N10.

6.2.2.4.11 Signalling AAL connection release (50)

L3MN_50_01

Ensure that the IUT in N10 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 N10.

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

L3MN_50_02

Ensure that the IUT in N10 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 N10.

L3MN_50_03

Ensure that the IUT in N10 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 N10.

L3MN_50_04

Ensure that the IUT in N10 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 N10.

6.2.2.4.12 Status enquiry procedure (51)

L3MN_51_01

Ensure that the IUT in N9 and P1, on receipt of a STATUS ENQUIRY message (Endpoint reference information element present), sends a STATUS message (Cause value = 30, Call state value = 9, Endpoint reference information element present, Endpoint reference party state = 1) and remains in P1 and N9.

L3MN_51_02

Ensure that the IUT in N7 and P4, 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 = 4) and remains in P4 and N7.

L3MN_51_03

Ensure that the IUT in N10 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 N10.

L3MN_51_04

Ensure that the IUT in N7 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 = 7, 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 N7.

L3MN_51_05

Ensure that the IUT in N7 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 = 7, Endpoint reference value = party 2, Endpoint reference party state = 4), remains in P4 for party 1 and for party 2 and remains in N7.

L3MN_51_06

Ensure that the IUT in N10 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 N10.

L3MN_51_07

Ensure that the IUT in N10 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 N10.

L3MN_51_08

Ensure that the IUT in N10 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 N10.

6.2.2.4.13 Receiving a STATUS message (52)

L3MN_52_01

Ensure that the IUT in N7 and P4 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 P4 for party 1, remains in P5 for party 2 and remains in N7.

L3MN_52_02

Ensure that the IUT in N10 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 N10.

L3MN_52_03

Ensure that the IUT in N7 and P4 for party 1 and P1 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 P4 for party 1, enters P0 for party 2 and remains in N7.

L3MN_52_04

Ensure that the IUT in N7 and P4 for party 1 and P4 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 P4 for party 1, enters P0 for party 2 and remains in N7.

L3MN_52_05

Ensure that the IUT in N10 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 N10.

L3MN_52_06

Ensure that the IUT in N10 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 N10.

L3MN_52_07

Ensure that the IUT in N10 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 N10.

L3MN_52_08

Ensure that the IUT in N7 and P4 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 N12.

L3MN_52_09

Ensure that the IUT in N10 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 N12.

L3MN_52_10

Ensure that the IUT in N9 and P1, on receipt of a STATUS message (Call state value = 9, Endpoint reference information element present, Endpoint reference party state = 0), sends a RELEASE message and enters P0 and N12.

L3MN_52_11

Ensure that the IUT in N7 and P4, 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 N12.

L3MN_52_12

Ensure that the IUT in N10 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 N12.

6.2.2.5 Notification procedure (53)

L3MN_53_01

Ensure that the IUT in N7 and P4 for party 1 and P4 for party 2, to provide notifications from the root, sends a NOTIFY message (Endpoint reference value = party 1) and a NOTIFY message (Endpoint reference value = party 2), remains in P4 for party 1 and for party 2 and remains in N7.

NOTE: The NOTIFY messages for party 1 and party 2 may be sent in any order.

L3MN_53_02

Ensure that the IUT in N10 and P7 for party 1 and P4 for party 2, to provide notifications from the root, sends a NOTIFY message (Endpoint reference value = party 1) and a NOTIFY message (Endpoint reference value = party 2), remains in P7 for party 1, remains in P4 for party 2 and remains in N10.

NOTE: The NOTIFY messages for party 1 and party 2 may be sent in any order.

L3MN_53_03

Ensure that the IUT in N10 and P7 for party 1 and P7 for party 2, to provide notifications from the root, sends a NOTIFY message (Endpoint reference value = party 1) and a NOTIFY message (Endpoint reference value = party 2), remains in P7 for party 1 and for party 2 and remains in N10.

NOTE: The NOTIFY messages for party 1 and party 2 may be sent in any order.

L3MN_53_04

Ensure that the IUT in N9 and P1, on receipt of a NOTIFY message, sends no message and remains in P1 and N9.

L3MN_53_05

Ensure that the IUT in N7 and P4, on receipt of a NOTIFY message, sends no message and remains in P4 and N7.

L3MN_53_06

Ensure that the IUT in N10 and P7, on receipt of a NOTIFY message, sends no message and remains in P7 and N10.

L3MN_53_07

Ensure that the IUT in N7 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 N7.

L3MN_53_08

Ensure that the IUT in N10 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 N10.

L3MN_53_09

Ensure that the IUT in N10 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 N10.

7 Compliance

An ATS which complies with this TSS&TP specification shall:

- a) consist of a set of test cases corresponding to the set or to a subset of the TPs specified in clause 6;
- b) use a TSS which is an appropriate subset of the whole of the TSS specified in clause 5;
- c) use the same naming conventions for the test groups and test cases;
- d) maintain the relationship specified in clause 6 between the test groups and TPs and the entries in the PICS proforma to be used for test case deselection;
- e) comply with ISO/IEC 9646-2 [4].

In the case of a) or b) above, a subset shall be used only where a particular Abstract Test Method (ATM) makes some TPs untestable. All testable TPs from clause 6 shall be included in a compliant ATS.

8 Requirements for a comprehensive testing service

As a minimum the Remote test method, as specified in ISO/IEC 9646-2 [4], shall be used by any organization claiming to provide a comprehensive testing service for user equipment claiming conformance to ETS 300 771-1 [1].

History

Document history	
November 1997	Public Enquiry PE 9811: 1997-11-14 to 1998-03-13