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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 European Telecommunication Standard (ETS) has been produced by the Signalling Protocols and Switching (SPS) Technical Committee of the European Telecommunications Standards Institute (ETSI).

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".

Transposition dates	
Date of adoption of this ETS:	5 June 1998
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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>_<nnn>**		
<suite_id>	=	layer + type of IUT:	"L3MN" for **L**ayer **3** point-to-**M**ultipoint connection control, IUT = **N**etwork
<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) <> 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) <> 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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 ACKNOWLDGE 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

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