

PINT Playground

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www.peppol.eu

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Agenda

- 1. Introduction
- 2. Demo setup



1. Introduction

- a) PINT Playground
- b) Available test suites



1a. PINT Playground

PINT Playground Objectives

- To be a **learning experience** for technical implementers of PINT architecture
- To methodically test and verify SP's systems technical capabilities
- To facilitate SP onboarding and familiarization with PINT architecture and specifications

How?

- Test suites of test cases for each aspect of the PINT Architecture
 - Self initiated test cases that verify SP's technical capabilities



1b. Available test suites

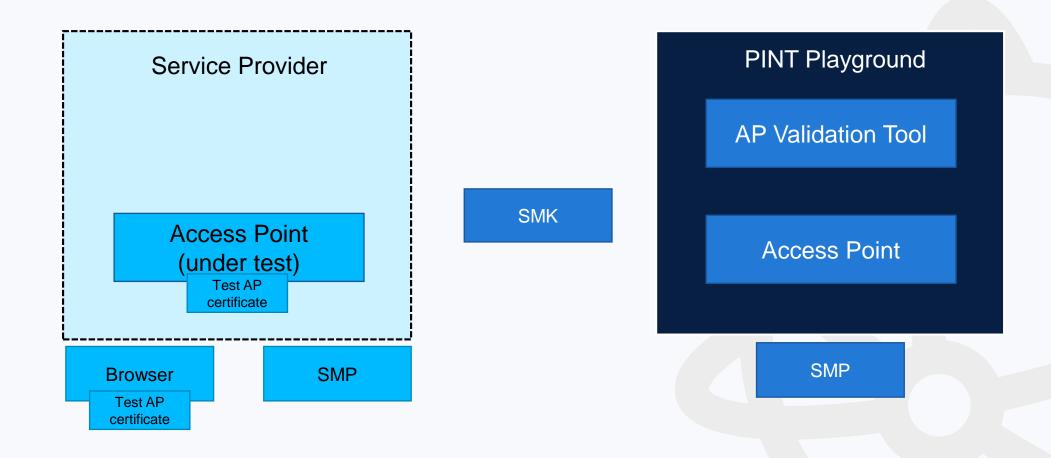
PINT playground available test suites

- eDelivery DDTS Testing
 - Testing the ability of an Access Point to send/receive using DDTS
- PINT BIS Testing
 - Testing the ability to create/send PINT artifacts based on specific jurisdiction scenarios
 - Testing the ability to receive/parse PINT artifacts based on specific jurisdiction scenarios
- SMP DDTS Testing
 - Testing the ability of an SMP to register a DDTS record correctly





2. Demo Setup (1/2)





2. Demo setup (2/2)

- SMP registration
- Imported Peppol PKI AP certificate into browser's keystore

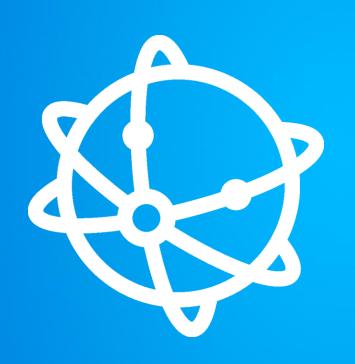
- iso6523-actorid-upis::9901:pint-demo
 - Peppol BIS Billing UBL Invoice V3
 - Peppol predefined

Peppol AS4 v2

https://sut-ap.testbedng.sandbox.peppol.eu/as4



DEMO



THANK YOU!

MORE INFORMATION

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