# **P3 Resource Connectivity**

## Description

The P3 Resource Connectivity view describes communications networks and pathways that link communications systems, and provides details regarding their configuration. The purpose of P3 view is to provide a comprehensive specification of how systems are connected, what interfaces each system exposes (ports), the hardware interface used and the protocols transmitted across the interface.

The networks and pathways documented through these views represent the physical implementation of the information needlines identified in an L2 - Logical Scenario or L3 - Node Interactions view.

The P3 view focuses on the physical characteristics of each link by specifying attributes. An example of this might be the geographic location and layout of network components such as routers, switches, amplifiers and repeaters.

### Implementation

The P3 view can be represented using:

• P3 Resource Connectivity table.

Criteria Scope (optional): Drag elements from the Model Browser Filter: Q-													
#	Interaction ID	Resource Interaction Item	Sending Resource	Receiving Resource	Producing Function	Consuming Function							
1	RI6	(i) IE17 Distress Signal	👽 Distress Beacon	👽 ESM System	🕸 Transmit Distress Signal	🕸 Receive Distress Signal							
2	RI7	IE 19 TDM	👽 Link 16	👽 Link 16 Terminal	Send TDM	S Receive TDM							
3	RI8	IE21 Track	👽 ESM System	🛡 Link 16 Terminal	Send Track Information	S Receive Track Information							
4	RI9	IE 19 TDM	🛡 Link 16 Terminal	🛡 Link 16									
5	RI 10	IE21 Track	👽 ESM System	🛡 Link 16	Send Track Information	SReceive Track Information							
6	RI11	IE 10 Message	👽 Voice Radio	🛡 Voice Radio	S Broadcast Message	S Receive Message							

### • P3 Resource Role Connectivity table.

Scope (optional): Drag elements from the Model Browser ... Filter: Q+ Regular Regular Inherited / Aggregated

#	Interaction ID	Interaction Name	Resource Interaction Item	Sending Role	Sending Resource	Receiving Role	Receiving Resource	Producing Function	Consuming Function
1 R	RI1	flow for Radio Instruction	IE12 Radio Instruction	Radio	Communication Device	👌 Communicator	A MRT Communicator		
2 R	RI2	flow for Life Preserver Instruction	① IE15 Life Preserver Instruction	A Life Preserver	👽 Life Saving Device	🔏 Rescue Swimmer	A MRT Swimmer		
3 R	RI3	flow for Boat Instruction	① IE11 Boat Instruction	🔗 MR Boat	👽 Boat	👌 Driver	A MRT Driver		
4 R	RI4	flow for Beacon Instruction	IE13 Beacon Instruction	A Beacon	👽 Lighting Device	🖧 Searcher	AT MRT Searcher		
5 R	RI5	flow for AircraftInstruction	IE14 Aircraft Instruction	🔗 MR Aircraft	🔗 Aircraft	A Pilot	A MRT Pilot		
6 R	RI6	flow for Distress Signal	(i) IE17 Distress Signal	😫 Signal	🛡 Distress Beacon	a Monitor	🛡 ESM System	🕉 Transmit Distress Signal	St Receive Distress Signal
7 R	RI6	flow for Distress Signal	① IE17 Distress Signal	불 Signal	👽 Distress Beacon	8 Monitor	🛡 ESM System	🕸 Transmit Distress Signal	🕸 Receive Distress Signal
8 R	R17	flow for TDM	(i) IE 19 TDM	🕄 Digital Service	V Link 16	😫 Digital Service	👽 Link 16 Terminal	Send TDM	St Receive TDM
9 R	RI8	flow for Track	IE21 Track	🗧 Monitor	👽 ESM System	🗧 Digital Service	👽 Link 16 Terminal	Send Track Information	St Receive Track Informatio
10 R	RI9	flow for TDM	IE 19 TDM	🗧 Digital Service	👽 Link 16 Terminal	🗧 Digital Service	🛡 Link 16		
11 R	RI 10	flow for Track	IE21 Track	皂 Monitor	👽 ESM System	2 Digital Service	🛡 Link 16	Send Track Information	St Receive Track Informatio
12 R	RI11	flow for Message	IE 10 Message	😫 Comm Device	👽 Voice Radio	E Comm Device	👽 Voice Radio	St Broadcast Message	St Receive Message
13 R	RI11	flow for Message	(i) IE 10 Message	8 Comm Device	👽 Voice Radio	8 Comm Device	Voice Radio	S Broadcast Message	S Receive Message

#### • P3 spreadsheet report.

#### **Related elements**

- Resource Artifact
- Software
- Capability Configuration
- Organization
- Post
- Resource Information
- Resource Exchange
- Natural Resource
- Resource Artifact
- Function
- Resource Role

#### **Related procedures**

Creating P3 table