

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:

- A P3 Resource Connectivity table.

Criteria					
Scope (optional): <input type="text"/> Drag elements from the Model Browser <input type="button" value="Go"/> Filter: <input type="text" value="Q:"/>					
#	Interaction ID	Resource Interaction Item	Sending Resource	Receiving Resource	Producing Function
1	R16	IE17 Distress Signal	Distress Beacon	ESM System	Transmit Distress Signal
2	R17	IE19 TDM	Link 16	Link 16 Terminal	Send TDM
3	R18	IE21 Track	ESM System	Link 16 Terminal	Send Track Information
4	R19	IE19 TDM	Link 16 Terminal	Link 16	Send Track Information
5	R110	IE21 Track	ESM System	Link 16	Send Track Information
6	R111	IE10 Message	Voice Radio	Voice Radio	Broadcast Message
Consuming Function					
Receive Distress Signal					
Receive TDM					
Receive Track Information					
Receive Track Information					
Receive Track Information					
Receive Message					

- A P3 Resource Role Connectivity table.

Criteria									
Scope (optional): <input type="text"/> Drag elements from the Model Browser <input type="button" value="Go"/> Filter: <input type="text" value="Q:"/> <input type="button" value="Single"/> <input type="button" value="Inherited"/> <input type="button" value="Aggregated"/>									
#	Interaction ID	Interaction Name	Resource Interaction Item	Sending Role	Sending Resource	Receiving Role	Receiving Resource	Producing Function	Consuming Function
1	R11	Req for Radio Instruction	IE11 Radio Instruction	Radio	Communication Device	Communicator	NET Communicator		
2	R12	Req for Life Preserver Instruction	IE12 Life Preserver Instruction	Life Preserver	Life Saving Device	Rescue Diver	NET Diver		
3	R13	Req for Boat Instruction	IE13 Boat Instruction	Boat	Boat	Driver	NET Driver		
4	R14	Req for Beacon Instruction	IE14 Beacon Instruction	Beacon	Lighting Device	Searcher	NET Searcher		
5	R15	Req for Aircraft Instruction	IE15 Aircraft Instruction	Aircraft	Aircraft	Pilot	NET Pilot		
6	R16	Req for Distress Signal	IE16 Distress Signal	Signal	Distress Beacon	Monitor	ESM System	Transmit Distress Signal	Receive Distress Signal
7	R17	Req for Distress Signal	IE17 Distress Signal	Signal	Distress Beacon	Monitor	ESM System	Transmit Distress Signal	Receive Distress Signal
8	R18	Req for TDM	IE18 TDM	Digital Service	Link 16	Digital Service	Link 16 Terminal	Send TDM	Receive TDM
9	R19	Req for Track	IE19 Track	Monitor	ESM System	Digital Service	Link 16 Terminal	Send Track Information	Receive Track Information
10	R20	Req for TDM	IE20 TDM	Digital Service	Link 16 Terminal	Digital Service	Link 16	Send Track Information	Receive Track Information
11	R110	Req for Track	IE21 Track	Monitor	ESM System	Digital Service	Link 16	Send Track Information	Receive Track Information
12	R111	Req for Message	IE22 Message	Comms Device	Voice Radio	Comms Device	Voice Radio	Broadcast Message	Receive Message
13	R112	Req for Message	IE23 Message	Comms Device	Voice Radio	Comms Device	Voice Radio	Broadcast Message	Receive Message

- A P3 spreadsheet report.

Related elements

- Resource Artifact
- Software
- Capability Configuration
- Organization
- Post
- Exchange Element
- Resource Interaction
- Matériel
- Energy
- System
- Function
- Resource Role

Related procedures

- [Creating P3 table](#)