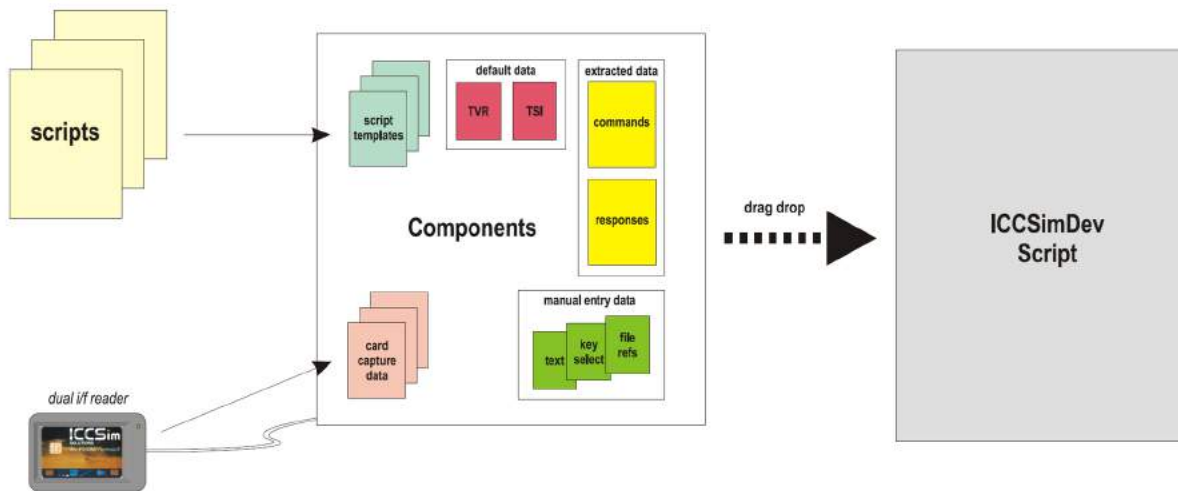


ICCSimDev features the ability to create and modify plaintext ICCSim test scripts created either by importing an ICCSim terminal test script or by cloning a test card. It is also possible to build a test script using card configurations and building block components. ICCSimDev can then download the newly created / modified test script onto an ICCSim card.

ICCSimDev provides full access to all details of the test script allowing any tag or byte to be modified including the ability to use invalid data to satisfy negative test conditions.



## Script Projects

Scripts in ICCSimDev are organised into projects which are groups of scripts that share common components and common output target directory.

Script projects are flexible to use, and are best used as temporary groupings of scripts while a short series of tasks are performed.

## Components: Script Building Blocks

There are a wide variety of sources for components:

- Import of existing scripts or data cloned from cards.
- Command/Response data extracted from import sources.
- Manually entered data / default system data.

Components are fully editable once imported into ICCSimDev.

Operational features of ICCSimDev include:

- Tag change facility
- DES calculator
- Certificate generator
- Card data capture (cloning)

## ICCSimDev Scripts

ICCSimDev stores the details of a script in a format that enables full control over all the details contained in a script. From this internal representation of the script, ICCSimDev can output the test script in the ICCSim test script format. ICCSimDev projects are collections of the scripts, and their associated data, needed to build ICCSim Test Scripts. An ICCSimDev project has three parts: Test Scripts; Components and Data Tables.