

ECP Communication Channel

eSett customer committee 25.11.2021

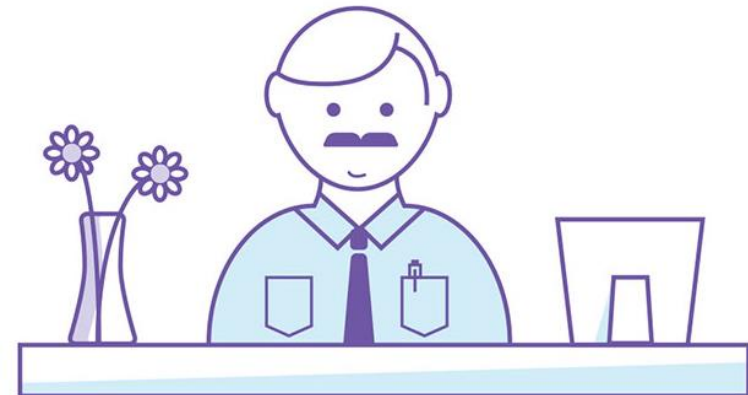
Communication Channels

eSett supports several communication channels

- ECP/EDX
- SMTP
- SFTP
- Webservice (HTTPS)

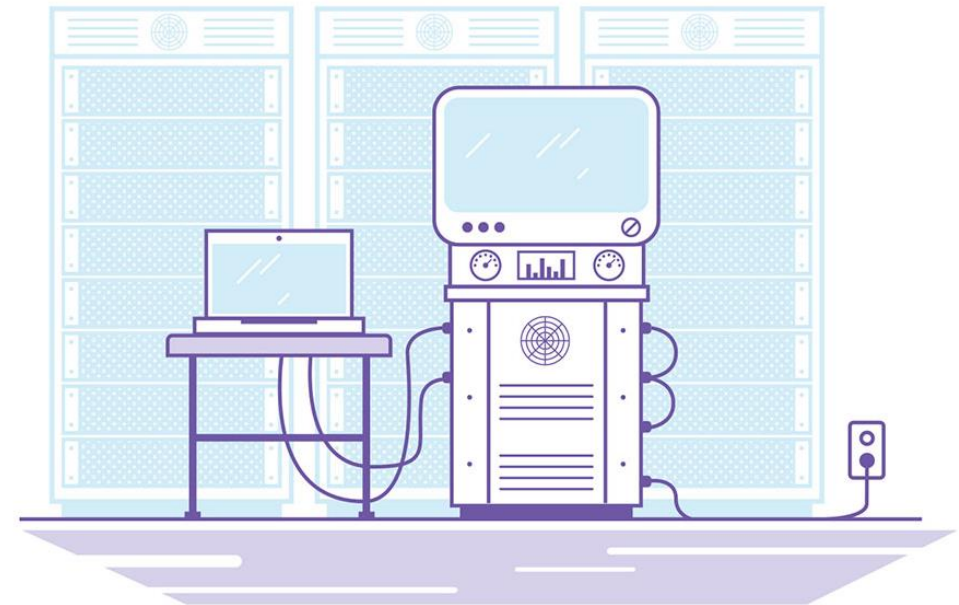
ECP/EDX is the **preferred** channel due to enhanced security, robustness and simplicity.

- Harmonization increases efficiency
- Use is encouraged, ecp foreseen as the primary channel for exchanging market data.



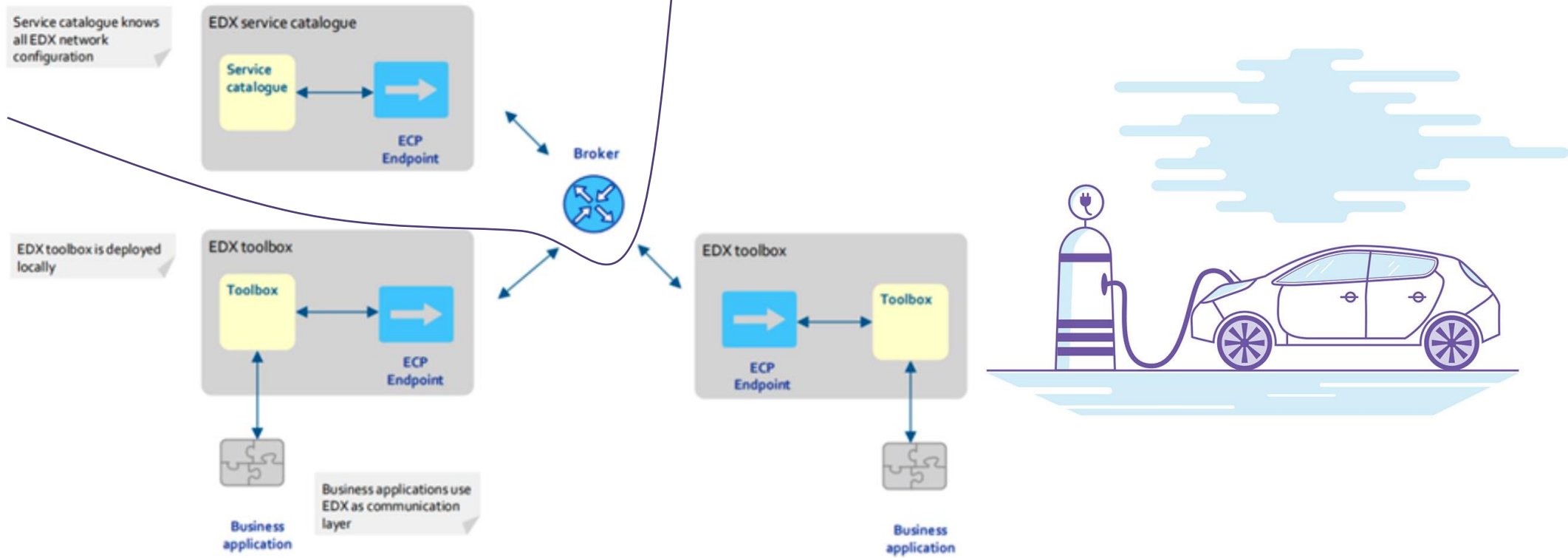
ECP ? EDX ?

- ECP refers to “Energy Communication Platform”
- ECP is owned, maintained and developed by Entso-e in co-operation with partner
- It is a reliable and secure way to exchange NBS messages between market participants
- EDX is a software extension adding flexibility to configuration
- eSett has used ECP in production since DK launch for all data exchange with Energinet.dk
- eSett and Fingrid harmonized data exchange to ECP in November 2021
- NTSO’s have local documentation about joining the ecp network in different countries



ECP / EDX Network

NTSO



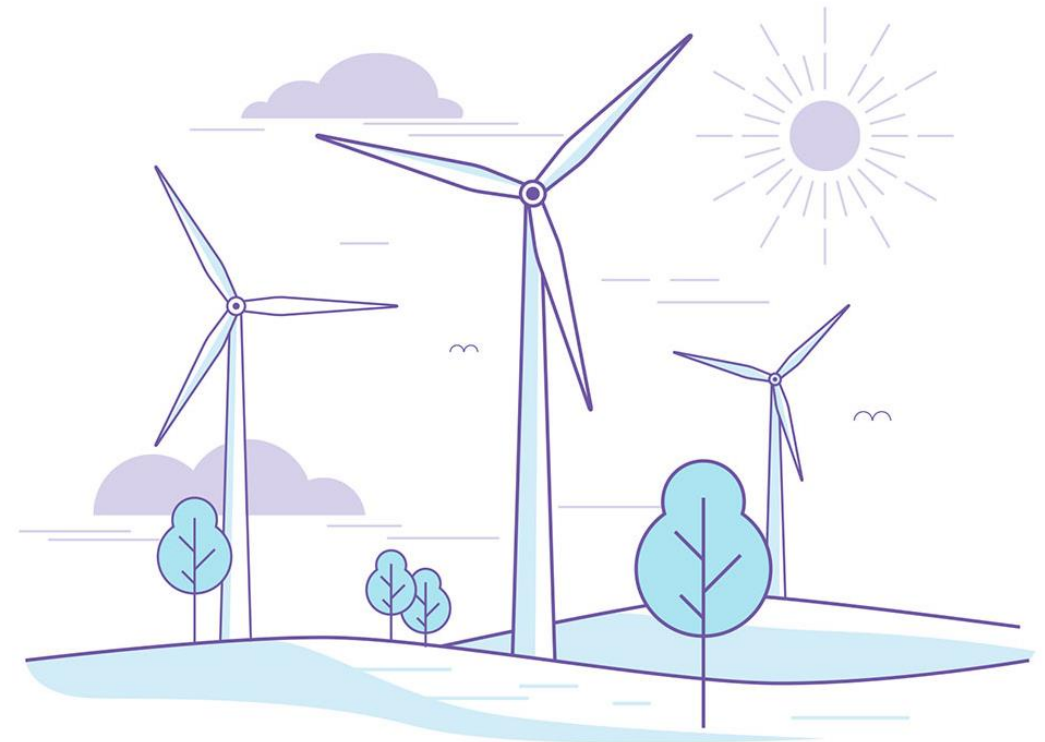
Adopting ECP as Communication Channel?

Instructions available at eSett website:

<https://www.esett.com/customers/data-communications/>

In a nutshell:

- 1) Acquire EIC X-code for your organisation and EIC V-codes for your ecp endpoints in test and production environments
- 2) Establish ecp endpoints for your test and production environments. Register those to NTSO's component directory
- 3) Implement routes for messages exchanged with eSett and test data exchange in the eSett "public" test environment
- 4) Once tested successfully, implement to production



eSett ECP setup



- eSett runs ECP in HA mode
- Stable setup with ecp version 4.8.0 and edx version 1.9.0
- It is always mandatory to test message exchange with eSett. eSett runs a test system connected to the test ecp network.
- eSett **test system** is identified via EIC code: 44V000000000028C
- Enquiries are welcome at settlement@esett.com

eSett **production system** is identified via EIC code:
44V000000000029A

Thank you!

