

SEMOpx Info – 14 September 2021

ETS 3.5.3 Mass connectivity member test phase

Important information – Action required

- Mass connectivity member test will take place from 02 September 2021 until 30 September 2021
- Only connectivity with the client is required. API is not impacted by the security updates

New ETS 3.5.3 client

The new ETS client is available for testing (click here to download ETS 3.5.3) and accessible via the Simulation 3 environment. After successful completion of this mass member test phase, we will provide you with more detailed information including the implementation timeline.

Why a mass connectivity member test?

Last year, we decided to postpone the ETS version 3.4.4 release due to connectivity issues caused by internal security protocols interfering with the new ETS security check. In close cooperation with our service provider, we have developed a new ETS version 3.5.3, including the security update, which aims to be more compliant with the specificities of the members' internal network requirements. This connectivity test is planned to verify this solution.

Mass connectivity member tests

Mass member connectivity test will take place on Simulation 3 environment. To connect please use the same credentials as for Simulation 2 environment. The goal of the test is to confirm that you can successfully connect to the environment with the client only. Only connectivity with the client is required. API is not impacted by the security updates therefore no need to attempt API connections.

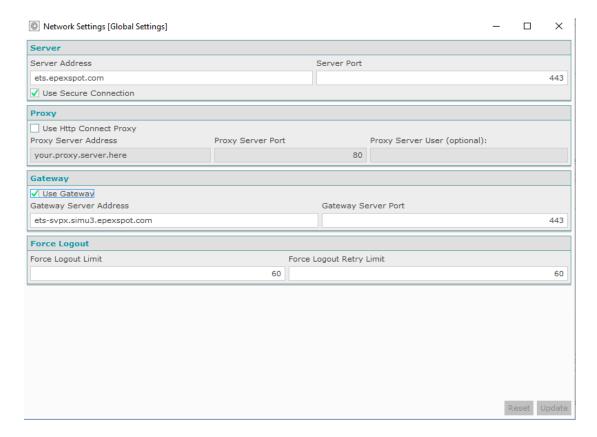
Should you have any questions, or in case you encounter any issues with the connection to the new ETS 3.5.3 client, please contact our Market Operations team: marketops@ops.semopx.com.

Environment details for mass connectivity member test

Environment	EPEX SIMULATION 3
ETS version	3.5.3
Server Address	ets.epexspot.com port 443
Gateway Server Address	ets.simu3.svpx.epexspot.com port 443



Below you will find a screenshot of the new connection window screen:



As below, it is possible to connect via PROXY and GATEWAY at the same time:

