

## PCS CB API – INTEGRATION GUIDE - FIRST STEPS

---

### Version History

Version	Date	Description	Author
1	27.10.2025	Document created	Thomas Raney (RNE JO)
1.1	09.03.2026	Updated: document title Removed: communication flows and architecture sections. Reason: already included in the technical specifications. Removed: Reference Data Check section. Reason: info regarding reference data checks can be individually requested Link to PCS Production added 'Configuration will be done within three days' removed MessageRoutingID for Production Environment added	Nicolas Jasinski (RNE JO), Thomas Raney (RNE JO)



## Contents

Connection via the Common Interface .....	4
Triggering messages from SoapUI instead of from a local or national system (testing purposes) .....	4
PCS CB CI Environments and Local Instances .....	5
PCS Sites.....	5
PCS CB API high level architecture .....	5
Connecting to PCS CB via API – First Steps .....	6
Timeline for connecting to PCS CB .....	6
Common Interface Connection Setup .....	7
Configuration to allow SoapUI testing.....	7
PCS Documentation review.....	8
Reference Data Check .....	8
Testing of PCS .....	8

## Connection via the Common Interface

With a CI connection, a company’s system is connected to PCS following the architecture shown above. This means TAF TAP TSI messages are exchanged directly between the company’s IT system and PCS whenever an action is taken in either system.

Companies must have their own local instance for this type of connection to work. Local instances can be provided either by RNE ([RNE Common Components System](#)), or by a third party.

In PCS Production, a CI connection is the only option available for connecting via API. This option is also available in non-production environments.

### Triggering messages from SoapUI instead of from a local or national system (testing purposes)

For testing purposes, the usage of SoapUI is also available. SoapUI is a free software (<https://www.soapui.org/>) which allows the user to simulate the sending of TAF TAP TSI messages from their company to PCS CB.

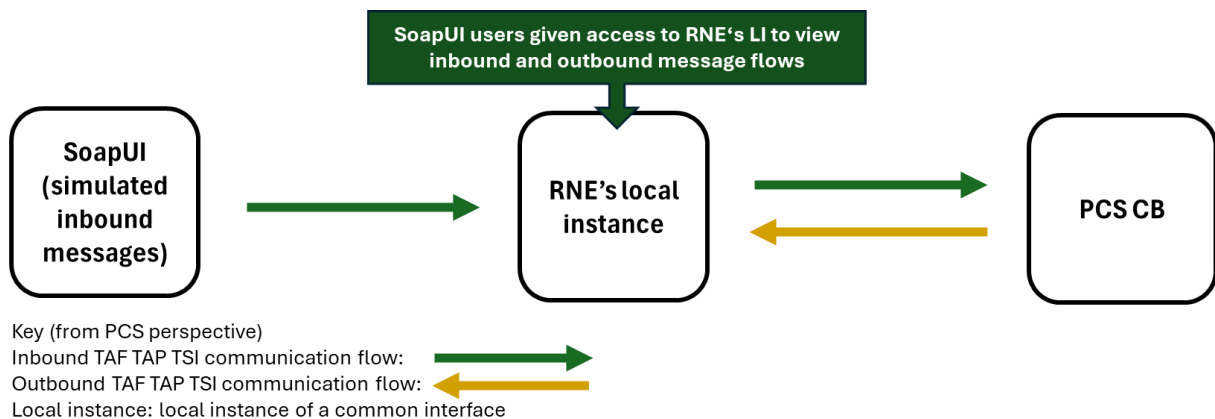
Templates for many TAF TAP TSI messages which might be sent towards PCS are available ([PCS SoapUI templates](#)) and can be imported directly into SoapUI.

SoapUI testing is useful for companies which do not yet have the technical ability to connect via the CI but still want to discover and test API functionalities.

This type of testing is available only for non-production environments (Pre Production LI & Test LI).

Users testing with SoapUI are also given access to the user interface of the relevant PCS local interface, this allows users to monitor the inbound and outbound flow resulting from their SoapUI usage.

The communication flows when using SoapUI are shown in the following visual:



**Figure 1: PCS API connection flow diagram (if using SoapUI)**

## PCS CB CI Environments and Local Instances

### PCS Sites

There are three PCS environments available to users, comprising of five sites:

- **Production Environment**
  - o **PCS Production** <https://pcs-online.rne.eu/>
- **Pre-Production Environment**
  - o **PCS Pre Production - production data** <https://cb-pre-prod.rne.eu/pcs-cb/>
  - o **PCS Pre Production – sandbox** <https://cb-pre-prod-sandbox.rne.eu/pcs-cb/>
- **Test Environment**
  - o **PCS Test - production data** <https://cb-test.rne.eu/pcs-cb/>
  - o **PCS Test - sandbox** <https://cb-test-sandbox.rne.eu/pcs-cb/>

The non-production environments (Pre-Production and Test) each comprise of two sites:

- Production data sites: reference trains from the production site are regularly imported, this allows for system testing with realistic business cases without the need to manually create them. Each user must log in with their own account and can only be assigned to one company.
- Sandbox sites: users must create their own reference trains to test with. Users can log in as any company using generic testing accounts. Testing accounts can be found at this location: <https://docs.rne.eu/pcs/pcs-cb-test-accounts/>.

### PCS CB API high level architecture

API connections occur at the environment level, meaning there is one Local Instance (LI) for each environment. API communication to the specific site within an environment is directed based on MessageRoutingID. The following visual depicts the high-level architecture:

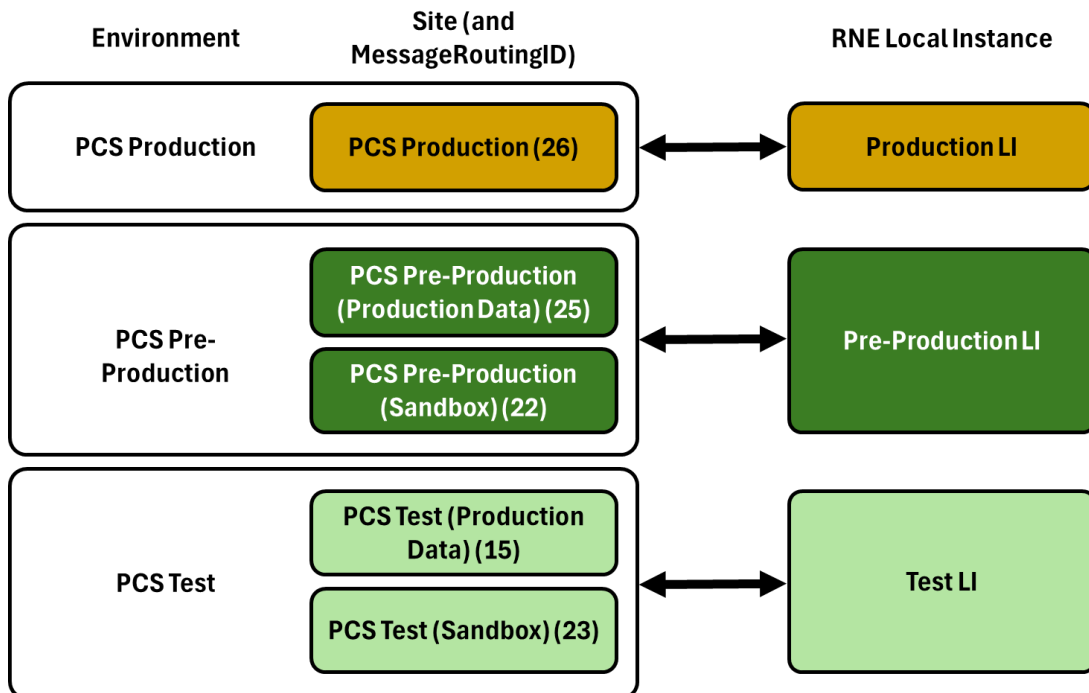


Figure 2: PCS CB high level architecture diagram

Connection information for each environment can be found in the [LI information document](#).

## Connecting to PCS CB via API – First Steps

### Timeline for connecting to PCS CB

The following visual indicates the recommended timeline of actions to be taken as first steps in connecting to and using PCS API. These actions do not need to be taken in the order shown, however they are recommended to ensure the set-up of robust foundations for the implementation of the connection between the interfacing company’s system and PCS with TAF TSI messages via the Common Interface.

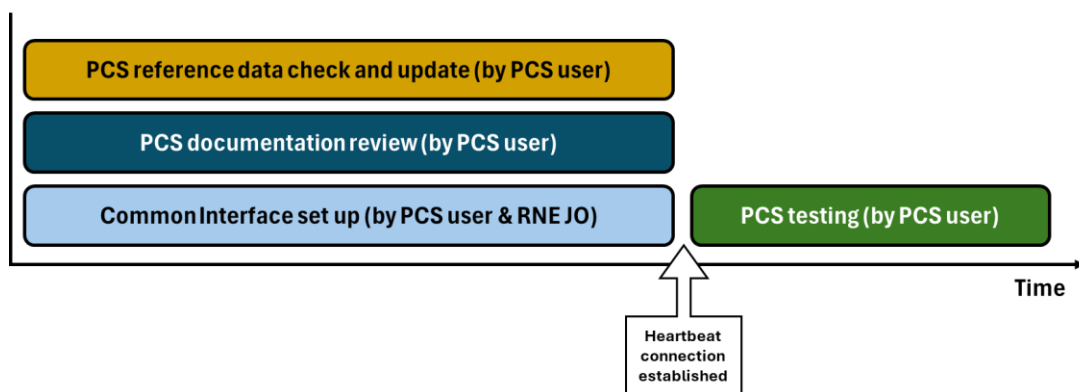


Figure 3: Suggested connection timeline



In case the company is only connecting via SoapUI, the recommended timeline is essentially the same.

## Common Interface Connection Setup

Companies wishing to connect via the Common Interface should take the following steps:

- Determine which PCS environment to connect to and consult the LI Details Document for the necessary connection information.
- Send an email to [support.pcs@rne.eu](mailto:support.pcs@rne.eu) with the following information:
  - To which PCS environment will the connection be done
  - Company name and UIC Code
  - Company shortname
  - Company abbreviation
  - Remote LI instance number
  - Remote LI hostname and/or IP address for Inbound connection (preferably both)
  - Remote LI port for Inbound connection
  - Additional sender company UIC ID (if needed)
  - Remote LI hostname and/or IP address for Outbound connection (preferably both)
  - Remote LI port for Outbound connection

Companies connecting to non-production environments have the option to additionally request access to the user interface of the relevant RNE Local Instance. In case this access is desired, the name and work email address of each user who should have access should be included in the message to [support.pcs@rne.eu](mailto:support.pcs@rne.eu).

## Configuration to allow SoapUI testing

Companies wishing test via SoapUI should take the following steps:

- Download SoapUI and (if needed) the TAF TAP TSI message templates
- Send an email to [support.pcs@rne.eu](mailto:support.pcs@rne.eu) with the following information:
  - Company and UIC RICS code
  - Name and work email of all colleagues who will use SoapUI
  - The IP address of the location at which SoapUI messages will be sent

Once this information has been communicated, the PCS API team will configure the connection within one working week.

During this time, all users whose information was sent will receive login credentials and access information for the user interface of the relevant PCS local instance.



The same email address ([support.pcs@rne.eu](mailto:support.pcs@rne.eu)) can be contacted in case of any issues or if the IP address needs to be changed.

### **PCS Documentation review**

All necessary information for testing and using PCS CB from the API perspective can be found in the Technical Specifications, which is comprised of the following parts:

- Technical Specifications core text
- Appendix A – TSI message matrix
- Appendix B – Error codes
- Appendix C – Mermaid source codes
- Appendix D – TAF TAP TSI message examples

The technical Specifications are available at this location: <https://docs.rne.eu/pcs/pcs-capacity-broker-cb-basics/>.

### **Reference Data Check**

Up-to date and consistent reference data is essential for avoiding API-related implementation issues. Information regarding reference data set-up and checks can be requested by sending a message to [support.pcs@rne.eu](mailto:support.pcs@rne.eu).

### **4Testing of PCS**

Following the successful establishment of a CI or SoapUI connection, users can begin testing. Testing instructions can be found at [this location](#).