Create SDMX Artefacts in Pilot Registry

This phase consists of these main steps:

1. Create the SDMX artefacts (Code Lists, DSDs, etc.) from the design material such as the DSD matrix. The recommended approach for creating the SDMX artefacts is to use the authoring tools in the chosen SDMX registry or other SDMX tool;

2. Ensure that the "Description" fields in the SDMX artefacts are filled in with the relevant information for understanding; this information may be supplemented with information later from the "Implementation and usage guidelines" phase;

3. Add and finalise the SDMX artefacts in the registry that was chosen for the technical pilot phase.

At the end of this phase, the SDMX artefacts should be available and ready for use for the internal project testing. There may be some iteration from the internal tests before making the artefacts available for the pilot phase participants.