### Table 6-326 Allocation message

|  |  |  |
| --- | --- | --- |
| Syntax | Size(bit) | Notes |
| Allocation\_Message () { | --- | ---- |
| Header Burst1 { |  | 6 bytes header |
| Header Type | 1 | 1: Allocation message header 0: GMAC header This field is used to distinguish between GMAC header and Allocation message header. |
| BS EIRP | 7 | Signed Integer from –64 to 64 in unit of dBm |
| Frame Number | 16 | Current frame number, used for Synchronization |
| FEC Code | 4 | FEC Code of Allocation information (message excluding header) |
| Allocation information Length | 8 | Total length of allocation information Burst including HCS2in bytes |
| Reserved | 4 | -- |
| HCS1 } | 8 | CRC for header burst1 |
| Allocation Information Burst2 { | --- |  |
| while (Allocation information Length) { |  |  |
| Allocation\_IE } | variable | See Allocation IE format , Order: DL Allocation IEs listed first followed by UL Allocations IEs |
| if! (byte boundary) Padding Nibble} | 4 |  |
| HCS2 |  | CRC for Allocation Information Burst2 |
| } |  |  |
| } |  |  |

### Table 6-329 Allocation IE format.

|  |  |  |
| --- | --- | --- |
| Syntax | Size  (Bit) | Notes |
| Allocation \_IE () { | \_\_ | \_\_ |
| Direction | 1 | 0: Downlink 1: Uplink |
| DIUC/UIUC | 4 | FEC code , DIUC or UIUC based on Direction |
| Repetition | 3 | Values 0 to 7. Repetition factor is 2^value |
| CID | 8 | Basic CID |
| Allocation Type | 1 | 0:Instantaneous /Bulk 1: SPS |
| Frame offset | 3 | Start Frame offset (used for UL Allocations and SPS for DL -UL) |
| if (Allocation Type = Instantaneous or Bulk) { |  |  |
| Allocation bitmap | 8 | Indicates the presence/absence of allocation within the frames of the super frame. One bit is assigned to each frame in the super frame. 1: present 0: absent. MSB Bit 7 is mapped to the first frame of the super frame and bit 0 is mapped to last frame. |
| while(Active frames) { |  | Active frames are the sum of allocated frames within the super frame (sum of all 1s in the allocation bitmap) |
| Slot offset | 10 | Slot offset within the frame |
| Slots } | 10 | Allotted slots |
| } |  |  |
| else if (Allocation Type = SPS) { |  |  |
| Slot offset | 10 | Slot offset within the frame |
| Slots | 10 | Allotted slots |
| Interval | 4 | Number of frames in the interval : 1 to 0xF |
| Allocation ID } | 4 | Used for controlling SPS allocations (start/terminate/Ack ) |
| } |  |  |