### 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 ) |
|  } |  |  |