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| Page | Sentence | Proposal |
| 2-6 | The service definitions are given in the form of primitives, which present an abstract model of  the logical exchange of data and control information between the protocol entity and the service  user | No issue |
| 2-13 | For a given service instance, multiple users, each identified with the GMAP ID of the MAP  Channel and a PVN, can use this service on a MAP Channel. | Correct |
| 2-14 | For a given service instance, multiple users, each identified with the GMAP ID of the MAP  Channel, can use this service on a MAP Channel | Correct |
| 2-14 | For a given service instance, one or more users identified with the GVCID of the VC can use  this service on an MC. | Correct |
| 2-15 | For a given service instance, only one user, identified with the GVCID of the VC, can use this  service on a VC, and each VCF Service instance on a Physical Channel must utilize a unique  GVCID value | Correct |
| 2-15 | For a given service instance, one user, identified with the MCID of the Master Channel, can use  this service on an MC and each MCF Service instance on a Physical Channel must utilize a  unique MCID value. | Correct |
| 2-16 | For a given service instance, only one user, identified with the Physical Channel Name of the  Physical Channel, can use this service on a Physical Channel. SDUs from different users are  not multiplexed together within one Physical Channel.  . | Correct |
| 2-16 | For a given service instance, only one user, identified with the GVCID of the VC, is allowed to use  this service on a VC. | Correct |
| 3-19 | Only one user on the receive side, identified with the MCID of the Master Channel, can use  the USLP\_MC\_OCF Service on a given MC | Correct |
| 3-26 | **3.8.2.4.2** If implemented, the flag shall be derived by a signal given by the underlying  Synchronization and Channel Coding Sublayer. | No-issue |
| 3-29 | **3.9.2.4.2** If implemented, the flag shall be derived by a signal given by the underlying  Synchronization and Channel Coding Sublayer. | No-issue |
| 4-4 | **4.1.2.5.3** When multiple MAPs are in use on a VC,  a) a given SDU shall be assigned to only one MAP at a time; and | Correct |
| 4-6 | **4.1.2.7.3** The count shall be measured from the first bit of the Transfer Frame Primary  Header to the last bit of the FECF (if present), to the last bit of the OCF (if present), or to the  last bit of the TFDF (if both the FECF and the OCF are omitted).  NOTES:  5 In general, Transfer Frame Type can be either ‘Fixed Length’ or ‘Variable Length’  for a given Physical, Master, or VC. If the Transfer Frame Type is ‘Fixed Length’ for  the Physical Channel, then it is fixed for both the subordinate MC and VC. | Correct |
| 4-9 | **4.1.2.11.4** The VCF Count Length for a given VC is invariant. | Correct |
| 4-11 | **4.1.4.1.5** A Transfer Frame with a TFDZ containing idle data shall be transmitted under the  following conditions:  a) no valid TFDF is available for transmission at release time for a given VC; | RID-12 |
| 4-17 | **4.1.4.3.2** The data contained within any given TFDZ shall be associated with one and only  one GMAP ID, QoS, and UPID. | Correct |
| 4-6 | **4.1.2.7.3** The count shall be measured from the first bit of the Transfer Frame Primary  Header to the last bit of the FECF (if present), to the last bit of the OCF (if present), or to the  last bit of the TFDF (if both the FECF and the OCF are omitted).  5 In general, Transfer Frame Type can be either ‘Fixed Length’ or ‘Variable Length’  for a given Physical, Master, or VC. If the Transfer Frame Type is ‘Fixed Length’ for  the Physical Channel, then it is fixed for both the subordinate MC and VC. | Correct |
| 4-9 | **4.1.2.11.4** The VCF Count Length for a given VC is invariant. | Correct |
| 4-29 | 1 The detailed specification of the FOP are given in references [9] and [10]. | No Issue |
| 5-2 | Table 5-1 - Maximum Number of Transfer Frames Given to the  Coding and Synchronization Sublayer as a Single Data  Unit. | No Issue |
| A-2 | The support column should also be used, when appropriate, to enter values supported for a  given capability. | No Issue |
| A-8 | Table A-6 Maximum Number of Transfer  Frames Given to the Coding  and Synchronization Sublayer  as a single data unit | No Issue |
| B-1 | L(*X*) is the presetting polynomial given by | No Issue |
| B-1 | G(*X*) is the generating polynomial given by | No Issue |
| B-2 | **B1.2.1** The error detection syndrome, S(*X*), is given by | No Issue |
| B-3 | where G(*X*) is the generating polynomial given by: | No Issue |