



**Terrestrial Trunked Radio (TETRA);  
Technical requirements for Direct Mode Operation (DMO);  
Part 3: Mobile Station to Mobile Station (MS-MS)  
Air Interface (AI) protocol**

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## Foreword

This final draft European Standard (EN) has been produced by ETSI Technical Committee Terrestrial Trunked Radio (TETRA), and is now submitted for the ETSI standards One-step Approval Procedure.

The present document is part 3 of a multi-part deliverable covering the Technical requirements for Direct Mode Operation (DMO), as identified below:

- Part 1: "General network design";
  - Part 2: "Radio aspects";
  - Part 3: "Mobile Station to Mobile Station (MS-MS) Air Interface (AI) protocol";**
  - Part 4: "Type 1 repeater air interface";
  - Part 5: "Gateway air interface";
  - Part 6: "Security";
  - Part 7: "Type 2 repeater air interface"; (Historical)
  - Part 8: "Protocol Implementation Conformance Statement (PICS) proforma specification"; (Historical)
  - Part 10: "Managed Direct Mode Operation (M-DMO)". (Historical)
- NOTE: Part 7, part 8 and part 10 of this multi-part deliverable are of status "historical" and will not be updated according to this version of the standard.

<b>Proposed national transposition dates</b>	
Date of latest announcement of this EN (doa):	3 months after ETSI publication
Date of latest publication of new National Standard or endorsement of this EN (dop/e):	6 months after doa
Date of withdrawal of any conflicting National Standard (dow):	6 months after doa

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# 1 Scope

The multi-part deliverable EN 300 396 defines the Terrestrial Trunked Radio (TETRA) Direct Mode Operation (DMO). It specifies the basic air interface, the inter-working between Direct Mode (DM) groups via repeaters, and inter-working with the TETRA Voice plus Data (V+D) system via gateways. It also specifies the security aspects in TETRA DMO, and the intrinsic services that are supported in addition to the basic bearer and teleservices.

The present document applies to the TETRA DMO Mobile Station - Mobile Station (MS-MS) air interface and contains the specifications of the Data Link Layer (DLL) and the network layer according to the ISO model.

It establishes the services, messages and protocols used for voice and circuit mode data calls and short data transfer, starting with the upper layers:

- it defines and specifies the protocol used by the layer 3 entity to communicate across the air interface;
- it defines and specifies the services and protocol used in the DLL.

The normative annexes mainly specify the parameter values used in the protocol.

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# 2 References

References are either specific (identified by date of publication and/or edition number or version number) or non-specific. For specific references, only the cited version applies. For non-specific references, the latest version of the reference document (including any amendments) applies.

Referenced documents which are not found to be publicly available in the expected location might be found at <http://docbox.etsi.org/Reference>.

NOTE: While any hyperlinks included in this clause were valid at the time of publication ETSI cannot guarantee their long term validity.

## 2.1 Normative references

The following referenced documents are necessary for the application of the present document.

- [1] ETSI EN 300 396-1: "Terrestrial Trunked Radio (TETRA); Technical requirements for Direct Mode Operation (DMO); Part 1: General network design".
- [2] ETSI EN 300 396-2: "Terrestrial Trunked Radio (TETRA); Technical requirements for Direct Mode Operation (DMO); Part 2: Radio aspects".
- [3] ETSI EN 300 392-2: "Terrestrial Trunked Radio (TETRA); Voice plus Data (V+D); Part 2: Air Interface (AI)".
- [4] ETSI EN 300 396-4: "Terrestrial Trunked Radio (TETRA); Technical requirements for Direct Mode Operation (DMO); Part 4: Type 1 repeater air interface".
- [5] ETSI EN 300 396-5: "Terrestrial Trunked Radio (TETRA); Technical requirements for Direct Mode Operation (DMO); Part 5: Gateway air interface".
- [6] ETSI EN 300 396-6: "Terrestrial Trunked Radio (TETRA); Direct Mode Operation (DMO); Part 6: Security".
- [7] ETSI EN 300 392-1: "Terrestrial Trunked Radio (TETRA); Voice plus Data (V+D); Part 1: General network design".
- [8] ETSI ETS 300 396-3: "Terrestrial Trunked Radio (TETRA); Technical requirements for Direct Mode Operation (DMO); Part 3: Mobile Station to Mobile Station (MS-MS) Air Interface (AI) protocol".

- [9] ETSI EN 300 396-3: "Terrestrial Trunked Radio (TETRA); Technical requirements for Direct Mode Operation (DMO); Part 3: Mobile Station to Mobile Station (MS-MS) Air Interface (AI) protocol".

## 2.2 Informative references

The following referenced documents are not necessary for the application of the present document but they assist the user with regard to a particular subject area.

- [i.1] ETSI Directives: "ETSI Statutes; ETSI Rules of Procedure; ETSI Board Working Procedures; Powers and Functions of the Board; Terms of Reference of the Operational Co-ordination Group (OCG); ETSI Technical Working Procedures; ETSI Drafting rules".
- [i.2] ETSI EN 300 396-7: "Terrestrial Trunked Radio (TETRA); Technical requirements for Direct Mode Operation (DMO); Part 7: Type 2 repeater air interface". (Historical).
- [i.3] ETSI EN 300 396-10: "Terrestrial Trunked Radio (TETRA); Technical requirements for Direct Mode Operation (DMO); Part 10: Managed Direct Mode Operation (M-DMO)". (Historical).

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## 3 Definitions and abbreviations

### 3.1 Definitions

For the purposes of the present document, the terms and definitions given in the ETSI Directives [i.1] and the following apply:

**call:** complete sequence of related call transactions between DM-MSs

NOTE 1: There are two types of call, individual call or group call. An individual call is a complete sequence of related call transactions between two DM-MSs. A group call is a complete sequence of related call transactions involving two or more DM-MSs. The number of participants in a group call is not fixed. Participants may join (late entry) and leave an ongoing call.

NOTE 2: For calls without presence check there is no guaranty that anyone is listening.

**call transaction:** all of the functions associated with a complete unidirectional transmission of information

NOTE: A call is made up of one or more sequential call transactions.

**called user application:** user application which receives an incoming call

**calling user application:** user application which initiates an outgoing call

**changeover:** within a call, the process of effecting a transfer of the master role (and hence transmitting MS) at the end of one call transaction so that another can commence

**Direct Mode Call Control (DMCC):** layer 3 entity responsible for setting up and maintaining a call in DMO

**Direct Mode GATEway (DM-GATE):** device that provides gateway connectivity between DM-MS(s) and the TETRA TMO network

NOTE: The gateway provides the interface between TETRA DMO and TETRA TMO. A gateway may provide only the gateway function (DM-GATE) or may provide the functions of both a DM repeater and a DM gateway during a call (DM-REP/GATE).

**Direct Mode Mobile Station (DM-MS):** physical grouping that contains all of the mobile equipment that is used to obtain TETRA DM services

NOTE: A DM-MS may have one of three roles:

- **master:** if the DM-MS is either active in a call transaction transmitting traffic or control data, or is reserving the channel by means of channel reservation signalling;
- **slave:** if the DM-MS is receiving traffic and/or signalling in a call;
- **idle:** if the DM-MS is not in a call.

**Direct Mode Operation (DMO):** mode of simplex operation where mobile subscriber radio units may communicate using radio frequencies which may be monitored by, but which are outside the control of, the TETRA TMO network

NOTE: Direct Mode Operation is performed without intervention of any base station.

**Direct Mode REpeater (DM-REP):** device that operates in TETRA DMO and provides a repeater function to enable two or more DM-MSs to extend their coverage range

NOTE: It may be either a type 1 DM-REP, capable of supporting only a single call on the air interface, or a type 2 DM-REP, capable of supporting two calls on the air interface. A type 1 DM-REP may operate on either a single RF carrier (type 1A DM-REP) or a pair of duplex-spaced RF carriers (type 1B DM-REP). A type 2 DM-REP operates on a pair of duplex-spaced RF carriers.

**Direct Mode Service Centre (DM-SC):** implementation of the DM store and forward entity

**DM channel:** specific grouping of timeslots in the DM multiplex structure related to a particular DM RF carrier (i.e. DM frequency)

NOTE: The grouping may not always be fixed, but in DMO when operating in frequency efficient mode as an example, there are two DM channels, identified by the letters A and B.

**Dual Mode switchable Mobile Station (DU-MS):** MS that is capable to operate in TETRA DMO or in TETRA TMO one mode at a time

NOTE: Only one mode can be selected at any given time and the MS is not capable of monitoring a DM RF carrier while in TMO or a TMO channel while in DMO.

**Dual Watch Mobile Station (DW-MS):** MS that is either full dual watch MS (F-DW-MS) or idle dual watch MS (I-DW-MS)

NOTE: When idle, the MS periodically monitors both the DM RF carrier and the TMO control channel. If the MS is performing full dual watch, it is also capable of periodically monitoring the TMO control channel while in a DM call and a DM RF carrier while in a TMO call. Alternatively the MS may perform idle dual watch, in which case it need not be capable of monitoring the TMO control channel while involved in a DM activity (e.g. call) or a DM RF carrier while involved in a TMO activity (e.g. call).

**frequency efficient mode:** mode of operation where two independent DM communications are supported on a single RF carrier

NOTE: In frequency efficient mode the two DM channels are identified as channel A and channel B.

**Full Dual Watch Mobile Station (F-DW-MS):** MS that is capable of both TETRA DMO and TETRA TMO and capable to monitor the DM RF carrier while in a TMO service and a TMO control channel while in a DM service

NOTE: When idle, the MS periodically monitors both the DM RF carrier and the TMO control channel. The MS is also capable of periodically monitoring the TMO control channel while in a DM call and a DM RF carrier while in a TMO call.

**gateway:** DM-GATE or DM-REP/GATE

NOTE: Generic term which describes either a pure DM-GATE or a combined implementation with a repeater (DM-REP/GATE).

**Idle Dual Watch Mobile Station (I-DW-MS):** MS that is capable of both TETRA DMO and TETRA TMO and when idle capable to periodically monitor both modes

NOTE: When idle, the MS periodically monitors both the DM RF carrier and the TMO control channel. The MS need not be capable of monitoring the TMO control channel while involved in a DM activity (e.g. call) or a DM RF carrier while involved in a TMO activity (e.g. call).

**logical channel:** any distinct data path

NOTE: Logical channels are considered to operate between logical endpoints.

**Managed Direct Mode Operation (M-DMO):** method of operation in which a direct mode terminal is only permitted to transmit when it has received a signal authorizing it to do so

**Medium Access Control (MAC) block:** unit of information transferred between the upper MAC and lower MAC for a particular logical channel

NOTE: Logical channels are e.g. SCH/F, or STCH. The lower MAC performs channel coding for insertion into the appropriate physical slot or half slot.

**normal mode:** mode of operation where only one DM communication is supported on an RF carrier

**occupation:** time where a call transaction is in progress on a channel

**pre-emption:** transfer of the master role to the requested DM-MS

NOTE: This process may occur within a call during occupation or to set-up a new call during either occupation or reservation.

**presence signal:** message transmitted by a DM-REP or DM-GATEway in order to indicate its presence on an RF carrier

**radio frequency carrier (RF carrier):** radio frequency channel

NOTE: This is a specified portion of the RF spectrum. In DMO, the RF carrier separation is 25 kHz.

**random access:** request permission from the current master to use the DM channel or to change the ongoing call timing

NOTE: The request of the DM channel usage may be issued by any DM-MS that wishes to transmit traffic or short data either during occupation or reservation period. The request of changing the ongoing call timing may be issued by any DW-MS involved in the call as a slave either during occupation or reservation period.

**recent user:** DM-MS that was master of the call transaction immediately prior to the current master's call transaction in a call

**recent user priority:** service which gives the recent user a preferred access to request transmission when the current master is ceasing its call transaction in a group call

NOTE: This service is controlled by the current master.

**reservation:** time where a "channel reservation" signal is present on the channel

**SDS service centre:** SDS store and forward entity

**short data service:** data service providing both user-defined short messages and predefined 16-bit messages

**simplex:** mode of working in which information can be transferred in both directions but not at the same time

**surveillance:** process of determining the current state of the DM RF carrier when in idle mode

**Trunked Mode Operation (TMO):** mode of operation where MSs communicate via the TETRA V+D air interface which is controlled by the TETRA Switching and Management Infrastructure (SwMI)

NOTE: This is also called V+D operation. The abbreviation "TMO" is used in the present document to pair with the abbreviation "DMO" instead of the abbreviation "V+D". "TMO" abbreviation is not used in EN 300 392-1 [7] and EN 300 392-2 [3].

## 3.2 Abbreviations

For the purposes of the present document, the following abbreviations apply:

CRC	Cyclic Redundancy Check
DCC	Direct mode Colour Code
DLB	Direct mode Linearization Burst
DLL	Data Link Layer
DM	Direct Mode
DMA	Direct mode MAC A (see note)
DMC	Direct mode MAC C (see note)
DMCC	Direct Mode Call Control entity
DMD	Direct mode MAC D (see note)
DM-GATE	Direct Mode GATEway
DM-MS	Direct Mode Mobile Station
DMO	Direct Mode Operation
DM-REP	Direct Mode REPeater
DM-REP/GATE	Direct Mode - REPeater/GATEway
DM-SC	Direct Mode Service Centre
DM-SDU	Direct Mode - SDU from layer 3
DMTL	Direct Mode Transport Layer (see note)
DMV	Direct mode MAC Virtual (see note)
DNB	Direct mode Normal Burst
DO-MS	Direct mode Only - Mobile Station
DSB	Direct mode Synchronization Burst
DTX	Discontinuous Traffic transmission
DU-MS	Dual mode (TMO - DMO) switchable Mobile Station
DW-MS	Dual Watch Mobile Station
EDSI	Encrypted DMO Short Identity
EG	Economy Group
FCS	Frame Check Sequence
F-DW-MS	Full Dual Watch Mobile Station
FEC	Forward Error Correction
FN	Frame Number
GSSI	Group Short Subscriber Identity
GTSI	Group TETRA Subscriber Identity
I-DW-MS	Idle Dual Watch Mobile Station
ISSI	Individual Short Subscriber Identity
ITSI	Individual TETRA Subscriber Identity
KSG	Key Stream Generator
LCH	Linearization Channel
LLC	Logical Link Control
MAC	Medium Access Control
MCC	Mobile Country Code
MCCH	Main Control Channel
M-DMO	Managed Direct Mode Operation
MNC	Mobile Network Code
MNI	Mobile Network Identity
mod	modulo (base for counting)
MS	Mobile Station
OSI	Open System Interconnection
OTAR	Over The Air Re-keying
PDU	Protocol Data Unit
PL	Physical Layer

NOTE: Designates the whole layer 1.

QN	Quarter symbol Number
RDC	Radio Downlink Counter
RF	Radio Frequency
RSSI	Radio Signal Strength Indication
SAP	Service Access Point

SCCH	Secondary Control Channel
SCH	Signalling Channel
SCK	Static Cipher Key
SDS	Short Data Service
SDS-TL	SDS Transport Layer
SDTI	Short Data Type Identifier
SDU	Service Data Unit
SF	Slot Flag
SN	Symbol Number
SSI	Short Subscriber Identity
STCH	Stealing Channel
SwMI	Switching and Management Infrastructure
TCH	Traffic Channel
TM-MS	Trunked Mode - Mobile Station
TMO	Trunked Mode Operation
TN	Timeslot Number
TPNI	Transmitting Party Number Identification
TSI	TETRA Subscriber Identity
TVP	Time Variant Parameter

NOTE: Used with service primitives or service access points.

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## 4 Overview of protocol

### 4.1 General

TETRA DMO offers the possibility of direct communication between MSs without the need of an intervening base station. A major criterion in the development of TETRA DMO is to provide a simple but robust system which will allow communication using parameters as close to the TETRA TMO system as possible, but in areas where there may be no TMO coverage. TETRA DMO is not intended to replace TETRA TMO and does not offer the capability or resource efficiency of the TMO system.

Due to the absence of a controlling infrastructure, TETRA DMO has specific requirements in terms of timing, synchronization and protocol robustness in order that the DM system can operate effectively. Requirements for timing and synchronization are outlined in EN 300 396-2 [2], clause 7. EN 300 396-2 [2] provides detail of the DMO protocol, which has been developed in order to support the basic mode of operation for TETRA DMO, which is direct communication between MSs.

Specific variants of the basic TETRA DMO protocol support communication via DM repeaters (DM-REPs) and DM gateways (DM-GATEs and DM-REP/GATEs), and these are addressed in EN 300 396-4 [4], EN 300 396-5 [5] and EN 300 396-7 [i.2]. If a DM-MS supports operation with a DM-REP, DM-GATE or DM-REP/GATE then it needs to implement some additional protocol procedures not needed for direct communication between MSs.

The radio parameters of DMO are given in EN 300 396-2 [2], clause 6. The process of selection of an appropriate DM RF carrier is not standardized, but in TETRA DMO it is wholly controlled by the MS, e.g. it may be as simple as by manual selection by a channel select switch.

In DMO, an RF carrier is not allocated to an MS by an infrastructure and therefore it is possible to access a DM RF carrier at any time by any valid user.

NOTE: This contrasts with Managed Direct Mode Operation (M-DMO), in which prior authorization is required before a DM-MS is permitted to transmit on an M-DMO RF carrier; see EN 300 396-10 [i.3].

In DMO, group and individual addresses are used within the protocol as a means of controlling the use of the channel and are applied in a similar way to those used in TMO, see EN 300 396-1 [1] clause 6. In addition, in a similar manner to TMO, Direct Mode Normal Bursts (DNBs) are scrambled using a colour code. The colour code is designed to prevent inadvertent decoding of traffic from another call operating on the same DM RF carrier.

The remainder of clause 4 contains an introduction to the protocol for direct MS-MS operation. It is intended for informative purposes only.

## 4.2 The DM channel

A DM call takes place on a "DM channel". In normal mode, only one DM channel may exist on a DM RF carrier. This DM channel is designated as channel A. In frequency efficient mode, two DM channels (designated channel A and channel B) may exist on a DM RF carrier. A call using channel A is primarily conducted in timeslots 1 and 3 in each frame, whereas a call using channel B occupies the other two timeslots. From the perception of the DM-MSs on channel B, the channel B timeslots are also regarded as being timeslots 1 and 3.

A DM channel may generally be perceived by a DM-MS as being free, occupied or reserved. Otherwise the state of the DM channel may be unknown.

A DM channel is free when there is no activity detected on that channel. When the channel is free, it may be used by any DM-MS which can tune to that RF carrier.

When a DM channel is being used for a call, it may be either:

- occupied, where a call transaction is in progress on the channel; or
- reserved, where a "channel reservation" signal is present on the channel.

When a DM channel is occupied, it is in active use for a call transaction in a group or individual call. A master DM-MS transmits signalling in Direct Mode Synchronization Bursts (DSBs) in frames 6, 12 and 18, and transmits traffic in Direct Mode Normal Bursts (DNBs) in frames 1 to 17.

When a DM channel is reserved, it has been in use for a call transaction in a group or individual call. The master DM-MS for that call transaction transmits DSBs in frames 6, 12 and 18 with parameters indicating the fact that the channel is reserved, for which group or individual it is being reserved, and for how long the channel may continue to be reserved. A DM channel may become reserved after the conclusion of each call transaction, in which case it normally stays reserved until either a changeover of the master role has been successfully achieved or until the channel reservation timer of the master DM-MS has expired.

In TETRA DMO, the absence of a base station requires that special procedures have to be followed in order to achieve synchronization between DM-MSs participating in a call. The procedures vary depending on the state of the channel.

## 4.3 DM call procedures

The procedures and sequences given in the following clauses are intended to illustrate possible scenarios and the mechanisms which the protocol may take in those circumstances for direct MS-MS operation. The procedures presented here are not exhaustive and are not intended to show every possible scenario.

The frame and slot timing diagrams which follow assume only single occupancy of a DM RF carrier (i.e. normal mode), except for the scenario shown in clause 4.3.2.1.2.

Abbreviations are used in the diagrams to represent Protocol Data Units (PDUs) sent within the protocol. The actual message types are as follows:

- cn ≡ DM-CONNECT;
- cnk ≡ DM-CONNECT ACK;
- occ ≡ DM-OCCUPIED;
- pa ≡ DM-PRE ACCEPT (sent in DSB);
- par ≡ DM-PRE ACCEPT + DM-RELEASE (sent in DNB);
- prq ≡ DM-PREEMPT;
- rsv ≡ DM-RESERVED;
- sdk ≡ DM-SDS ACK (or first fragment if fragmented);
- sdo ≡ DM-SDS OCCUPIED;

sds ≡ DM-SDS DATA (or first fragment if fragmented);  
 sdu ≡ DM-SDS UDATA (or first fragment if fragmented);  
 su ≡ DM-SETUP;  
 sup ≡ DM-SETUP PRES;  
 txa ≡ DM-TX ACCEPT;  
 txc ≡ DM-TX CEASED;  
 txr ≡ DM-TX REQUEST.

Other abbreviations used are:

tc, representing traffic transmission;  
 lch, representing slots available for linearization;  
 p?, representing slots available for pre-emption requests;  
 sd, representing continuation fragments of DM-SDS UDATA or DM-SDS DATA; and  
 sda, representing continuation fragment of DM-SDS ACK.

### 4.3.1 Constraints on the frame structure

In DMO the entire protocol procedure is based on a fixed frame structure and a knowledge of the current position (in time) within this structure. As shown in EN 300 396-2 [2], clause 4.5.1, the essential building blocks of the DMO structure are the frame which comprises four timeslots, and the multiframe which comprises 18 frames. The duration of one timeslot is 14,167 ms.

In order to facilitate the DMO protocol, a number of constraints are placed on this structure, in terms of what can be transmitted in any particular slot during a call:

- frame 18 is always used for synchronization purposes, and usually carries a DSB in both slots 1 and 3;
- frames 6 and 12 carry occupation information in a DSB in slot 3, and may carry traffic in a DNB in slot 1;
- frames 6 and 12 carry reservation information in a DSB in slots 1 and 3;
- pre-emption signalling is permitted, during occupation, in slot 3 of frames 2, 5, 8, 11, 14 and 17;
- linearization, which is carried out in a Direct Mode Linearization Burst (DLB), may be permitted in slot 3 of frame 3 during a call;
- during occupation, frames 1 to 17 usually carry traffic in slot 1 (in a DNB).

### 4.3.2 Setting up a call

In direct MS-MS operation there are two options for call set-up:

- a set-up without presence checking whereby transmission commences without explicit knowledge of the presence of any receiving MS(s); and
- set-up with presence checking whereby a specific acknowledgement is sought before transmission commences.

### 4.3.2.1 Call set-up without presence check

#### 4.3.2.1.1 Basic procedure

For group (point-to-multipoint) and individual (point-to-point) calls, a set-up without presence check is the most basic mode of setting up a call in a DM channel. Figure 1 illustrates this procedure.

Frame #	17				18				1				2				3				4			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Channel	su	su	tc				tc		p?		tc		lch		tc									
Frame #	5				6				7				8				9				10			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Channel	tc		p?		tc		occ		tc				tc		p?		tc				tc			

**Figure 1: Call sequence for set-up without presence check**

After following the procedures given in clause 8.4.2 to ascertain the state of the channel, provided the channel is found to be in the state "free", the calling DM-MS may linearize its transmitter. It then establishes the channel synchronization and simultaneously its role as "master" by transmitting a sequence of call set-up signalling in synchronization bursts ("su" in figure 1, with 8 being sent in this example) using the DSB structure as given in EN 300 396-2 [2], clause 9.4.3. These synchronization bursts contain frame count information which, in the example, defines their position in the timing structure in frames 17 and 18 of the 18-frame cyclic multiframe structure. The master DM-MS then immediately transmits traffic ("tc" in figure 1) using the DNB structure as given in EN 300 396-2 [2], clause 9.4.3 in the next available frame which, in this example, is frame number 1.

Figure 1 also illustrates the position of slots which are allocated to allow pre-emption requests to be made ("p?" in figure 1), the slot available for linearization ("lch" in figure 1), and the synchronization bursts indicating occupation of the channel ("occ" in figure 1) which occur in slot 3 of frames 6, 12 and 18 following the call set-up signalling.

**NOTE:** The occupation signalling contains similar information to the call set-up signalling. They indicate to idle DM-MSs that the channel is in use. They also enable late entry to the call by DM-MSs that did not receive the initial set-up signalling.

#### 4.3.2.1.2 Procedure in frequency efficient mode

For frequency efficient mode, in the case where DM channel A is already occupied and so the calling DM-MS uses channel B, call set-up messages can only be transmitted in alternate slots on channel B i.e. in the slots not used by channel A. Figure 1A illustrates this procedure.

At the start of the channel B call, the channel B master DM-MS uses a timing synchronization such that the slot and frame numbering on channel B lags one timeslot behind the slot and frame numbering on channel A. Then, during the call, the channel B master DM-MS periodically monitors the channel A transmissions in order to maintain the timing synchronization.

**NOTE:** If the channel A call finishes but the channel B call is still continuing then the channel B master no longer has a signal with which to align its timing and therefore uses its own internal time base to maintain the timing. If a new call starts up on the RF carrier while channel B is still present then the new call is set up as the channel A call, taking its initial timing from the existing channel B master (and with the call set-up messages transmitted only in alternate slots on channel A). Following this initial synchronization, the channel A master no longer monitors channel B and it is then the responsibility of the channel B master to track the timing of the new channel A master.

Frame #	17				18				1				2				3				4															
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4								
Channel A	su	tc				tc		p?		tc		lch		tc																						
Frame #	16				17				18				1				2				3				4											
Slot #	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	1	2	3			
Channel B																																				

Frame #	5				6				7				8				9				10												
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	
Channel A	tc		p?		tc		occ		tc				tc		p?		tc				tc				tc								
Frame #	4				5				6				7				8				9				10								
Slot #	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	1	2	3
Channel B		su				su				su			tc				tc		p?		tc								tc				

Frame #	11				12				13				14				15				16												
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	
Channel A	tc		p?		tc		occ		tc				tc		p?		tc				tc				tc								
Frame #	10				11				12				13				14				15				16								
Slot #	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	4	1	2	3	4	1	2	3
Channel B		tc		p?		tc		occ		tc				tc		p?		tc				tc				tc				tc			

Figure 1A: Call sequence for set-up without presence check - frequency efficient mode

#### 4.3.2.2 Call set-up with presence check

For individual (point-to-point) calls, but not for group calls, it is also possible to set up a call using a presence check in order to ascertain the availability of the destination DM-MS. Figure 2 illustrates this procedure.

Frame #	16				17				18				1				2				3											
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Master	sup																	cnk		cnk												
Slave													lch		cn																	

Frame #	4				5				6				7				8				9											
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Master	tc				tc		p?		tc		occ		tc				tc				tc		p?		tc							
Slave																																

Figure 2: Call sequence for set-up with presence check

The procedure starts in a similar manner to the set-up without presence check, but the set-up message in the synchronization burst ("sup" in figure 2, with 11 being sent in this example) now requests a response indicating the presence of the DM-MS which has been addressed as the recipient in the set-up attempt. This DM-MS, which is defined as a "slave" for the transaction, responds with a connect message ("cn" in figure 2) indicating its wish to receive the call; the slave sends this message several times. On receipt of a connect message the master responds with a connection acknowledgement message ("cnk" in figure 2). This is sent in a number of frames indicated by the frame countdown element, after which the master commences to transmit traffic. Note that, compared to call set-up without a presence check, the start of transmission of traffic is delayed by a number of frames.

#### 4.3.3 Changeover in a call

In a DM call, each call transaction constitutes a separate transmission, with a designated master and slave(s) for each call transaction. The procedure for terminating one call transaction and starting another during a call is termed changeover and is illustrated in figure 3.

Frame #	11				12				13				14				15				16			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Master	tc		p?		txc		txc		txc		txc				p?		txa		txa		txa		txa	
Slave															txr									

Frame #	17				18				1				2				3				4			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Slave (see note)																								
Master (see note)	su	tc				tc		p?		tc		lch		tc										

NOTE: Roles changed around after "txa" messages.

**Figure 3: Call sequence for changeover with no collisions**

In order to change over the talker (or sender) in a call, the master DM-MS first indicates that its call transaction has come to an end, using a transmit ceased message ("txc" in figure 3). This message is sent at least twice in slot 1 in consecutive frames and using the same burst format (i.e. DNB) as for normal traffic. Recipients of the call are therefore aware of the termination of that call transaction and of the fact that the master DM-MS is reserving the DM channel for this call for a period of time. During the reservation period, one of the slave DM-MSs in the call may apply to the master to continue the call with a new call transaction using a changeover request message ("txr" in figure 3) which is sent in an appropriate slot 3. In the example, the timing of this message coincides with a slot allocated for pre-emption requests, which is permitted by the protocol. Collisions between changeover request messages and pre-emption requests may occasionally occur, but the protocol is designed to control such contention with a random retry mechanism.

On receipt of a valid changeover request, the master then surrenders the channel to the successful applicant using a series of changeover acknowledgement messages ("txa" in figure 3). On transmission of the changeover acknowledgement messages, the master then becomes a slave and has no further responsibility for the channel. On receipt of the changeover acknowledgement, the requester transmits a sequence of set-up messages in synchronization bursts ("su" in figure 3) the action of which effects the call changeover with the requester becoming the new master for the next call transaction.

NOTE: The example shown assumes only single occupancy of the DM RF carrier i.e. normal mode. For frequency efficient mode, the new master does not send set-up messages in slots 2 and 4 in case there may be a call on the other DM channel.

Figure 3 applies to both group and individual calls but, in group calls, there may be additional potential for contention between DM-MSs wishing to talk next and transmitting simultaneous changeover requests on the channel. In such instances a contention control random retry procedure is adopted as illustrated in figure 4.

Frame #	12				13				14				15				16				17			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Master	tc		occ		txc		txc		txc		txc													p?
Slave 1															txr									
Slave 2															txr									

Frame #	18				1				2				3				4				5			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Master	rsv		rsv						txa		txa		txa		lch									
Slave 1							txr										su							
Slave 2																								

**Figure 4: Call sequence for changeover with one collision**

In this example two slave DM-MSs transmit a changeover request at the same time. These requests may interfere at the master and produce an unintelligible result. The master thus receives no clear request and maintains the channel in reservation mode, transmitting reservation signalling ("rsv" in figure 4) when appropriate, until such time as another changeover request is successfully received or the reservation timer times out and the channel is released totally. In the example, slave 1 is shown to transmit a second changeover request, which in this case is shown to be successful. Slave 1 then becomes the master and goes to traffic in the normal way. The contention control/retry mechanism is detailed in clause 8.5.7.

### 4.3.4 Pre-emption of a DM call

During a DM call, a DM-MS, who may or may not be involved in the current call, may wish to access the DM channel for a priority reason such as an emergency. In this case a mechanism for pre-empting the already occupied channel exists. This is illustrated in figure 5.

Frame #	9				10				11				12				13				14			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Master	tc				tc				tc		p?		par		pa		par		pa					
Pre-emptor											prq												su	su
Frame #	15				16				17				18				1				2			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Pre-emptor	su	su	su	su	tc				tc		p?		occ		occ		tc				tc		p?	

**Figure 5: Call sequence for pre-emption of a DM call**

The first master sequence shows normal progress of a call, with traffic bursts in slot 1. A DM-MS wishing to use the channel would, if not participating in the call, have had to first determine the state of the channel and in this illustration would have discovered the ongoing call. It would then have synchronized to the master DM-MS and in the process determined the timing state of the channel, including the frame and slot numbers.

To effect the pre-emption, the DM-MS transmits a pre-emption request message ("prq" in figure 5) in one of the slots allocated for this purpose; during occupation, pre-emption is allowed in slot 3 of frames 2, 5, 8, 11, 14 and 17. When the master successfully decodes this pre-emption request, provided it is a valid request, the master announces that the channel has been pre-empted to both the pre-empting DM-MS and the other DM-MSs which were involved in the ongoing call. This announcement is by means of the pre-emption acknowledgement message ("par" and "pa" in figure 5). Having issued the pre-emption acknowledgement messages the master ceases its role and relinquishes the channel.

The successful pre-emptor now transmits set-up messages for the new call, with a new group or individual addressee, and becomes master for the initial transaction of this new call.

NOTE 1: In this example, the pre-empting DM-MS has not included a timing adjustment indication within the pre-emption request and so, in the new call set-up, it adopts the timing reference and frame numbering used by the old master DM-MS.

NOTE 2: The example shown assumes only single occupancy of the DM RF carrier i.e. normal mode. For frequency efficient mode, the new master DM-MS does not send set-up messages in slots 2 and 4 in case there may be a call on the other DM channel.

### 4.3.5 Terminating a call

At the end of a call transaction, the master DM-MS sends transmit ceased messages (as usual) and then provides reservation DSBs in frames 6, 12 and 18. If the channel reservation timer expires without either a changeover of the master role having occurred or the master DM-MS resuming traffic transmission then the master DM-MS stops sending reservation DSBs and the call ends.

Alternatively, there is an option for the master DM-MS to terminate the call prematurely by sending channel release messages (DM-RELEASE PDU).

### 4.3.6 DM short data call

DM short data messages may be sent using either an unacknowledged or acknowledged protocol.

### 4.3.6.1 Unacknowledged short data message

A DM-MS wishing to send an unacknowledged short data message follows the procedures to ascertain the state of the channel. Provided that the channel is found to be in the state "free", the DM-MS may linearize its transmitter. It then establishes the channel synchronization and simultaneously its role as "master" by transmitting a sequence of DM-SDS UDATA message headers using the DSB structure ("sdu" in figure 6, with 8 being sent in this example). The DM-SDS UDATA message headers contain frame count information which, in the example, defines their position in the timing structure in frames 17 and 18 of the 18-frame cyclic multiframe structure. The master DM-MS then transmits the remaining parts of the short data message ("sd" in figure 6), without repetition and using the DNB structure, in slot 1 of the following frames. In this example the remaining parts of the message occupy three slots and are sent in frames 1 to 3.

For reliability, the master DM-MS may repeat the complete message transmission immediately (without re-checking that the channel is free), and starting again with DSBs. In this example there is one complete message repetition, with the DSBs sent in frames 4 and 5, and the three DNBs sent in frames 6 to 8.

NOTE: The example shown assumes only single occupancy of the DM RF carrier i.e. normal mode. For frequency efficient mode, DSBs are not sent in timeslots 2 and 4 for the message repetition.

Figure 6 also illustrates where pre-emption signalling is permitted during an SDS transmission. Short data occupation DSBs are sent in slot 3 of frames 6, 12 and 18 during the transmission of the DNBs.

Frame #	17				18				1				2				3				4			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Channel	sdu	sd				sd		p?		sd		lch		sdu	sdu	sdu	sdu							
Frame #	5				6				7				8				9				10			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Channel	sdu	sdu	sdu	sdu	sd		sdo		sd				sd		p?									

Figure 6: Call sequence for SDS - for unacknowledged data

### 4.3.6.2 Acknowledged short data message

When sending short data to an individual DM-MS, the calling DM-MS may request an acknowledgement from the called DM-MS. Figure 7 illustrates this procedure.

If the channel is found to be in the state "free", the calling DM-MS may linearize its transmitter. It then establishes the channel synchronization and simultaneously its role as "master" by transmitting a sequence of DM-SDS DATA message headers using the DSB structure ("sds" in figure 7, with 8 being sent in this example, in frames 17 and 18). The master DM-MS then transmits the remaining parts of the short data message ("sd" in figure 7), without repetition and using the DNB structure, in slot 1 of the following frames. In this example the remaining parts of the message occupy four slots and are sent in frames 1 to 4.

The receiving slave DM-MS sends an acknowledgement to the master DM-MS following the receipt of the last burst containing data. In this example data is included in the acknowledgement; the slave DM-MS sends SDS acknowledgement DSBs ("sdk") in slots 1 and 3 of frames 5 and 6, indicating that the message is fragmented and is continued in the next frame, frame 7 ("sda").

NOTE 1: In this example, the receiving slave DM-MS may linearize its transmitter in slot 3 of frame 3. It therefore does not need to use slot 1 of frame 5 for linearization, so sends the first transmission of its acknowledgement DSB in that slot.

NOTE 2: The short data occupation signalling DSBs which usually occur in slot 3 of frames 6, 12 and 18 following the initial synchronization are only sent during data message transmission and not during the acknowledgement period.

Frame #	17				18				1				2				3				4			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Master	sds	sd				sd		p?		sd		lch		sd										
Slave																								
Frame #	5				6				7				8				9				10			
Slot #	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Master																								
Slave	sdk		sdk		sdk		sdk		sda															

Figure 7: Call sequence for SDS - for acknowledgement with data

## 4.4 DM protocol layering

As outlined in EN 300 396-1 [1], the protocol architecture of DM layering follows the generic OSI layering structure. The DM layering for direct MS-MS operation is shown in figure 8.

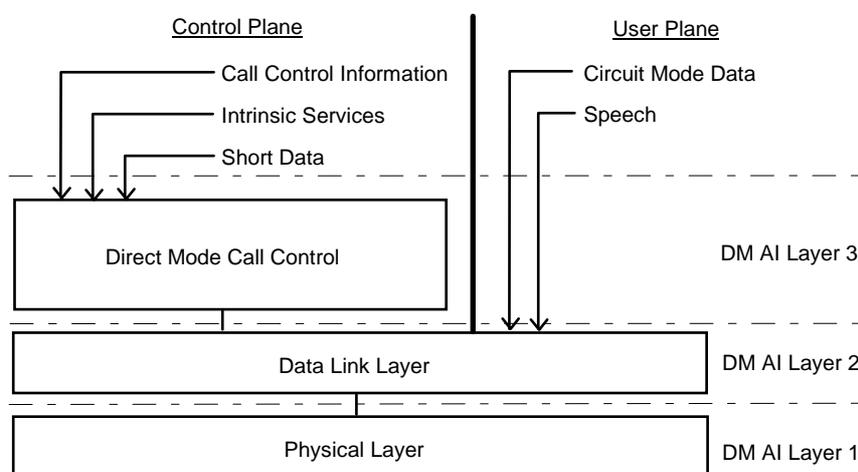


Figure 8: Protocol stack for MS functionality

Layer 2 (the Data Link Layer (DLL)) handles the problem of sharing the medium by a number of users. At the DLL, the protocol stack is divided vertically into two parts:

- the User plane (U-plane) for transporting voice or circuit mode data information without addressing capability; and
- the Control plane (C-plane) for signalling with addressing capability.

Layer 3 (the Direct Mode Call Control (DMCC) entity) lies in the C-plane and is responsible for control of the call, provides the intrinsic services supported in DM and supports the carriage of short data messages. U-plane access at layer 2 (the DLL) supports the speech teleservice and the circuit mode data bearer services which are available in TETRA DMO.

## 5 Layer 3 service description

### 5.1 Introduction

The following clauses describe the services that may be offered by the Direct Mode Call Control (DMCC) entity to the user application. The service description is described in terms of primitives and their parameters.

The definition of the DMCC-SAP does not imply any specific implementation, but is rather used for the description of the protocol model. In the following clauses the word "shall" is used to describe the DMCC-SAP and the service primitives and parameters for traceability reasons in the protocol model, but they are not testable. The following description also does not imply any specific implementation.

NOTE: In an implementation, additional parameters may be included in the primitives in order to exchange additional information between the user application and the DMCC.

## 5.2 Services offered

The DM Call Control services shall be provided with a DMCC entity at the Service Access Point DMCC-SAP. The DMCC-SAP may provide the following calling user application and called user application services:

- individual/group circuit mode call transmission and reception in simplex mode (see note);
- call set-up with and without presence check;
- clear and encrypted circuit mode operation;
- pre-emption capability;
- user defined short data message transmission and reception;
- pre-defined short data message transmission and reception.

NOTE: Only simplex mode is supported in the present document. Also, only single-slot calls are supported in the present document i.e. multi-slot circuit mode data is not supported.

The flow of DMCC primitives is as given in figure 9.

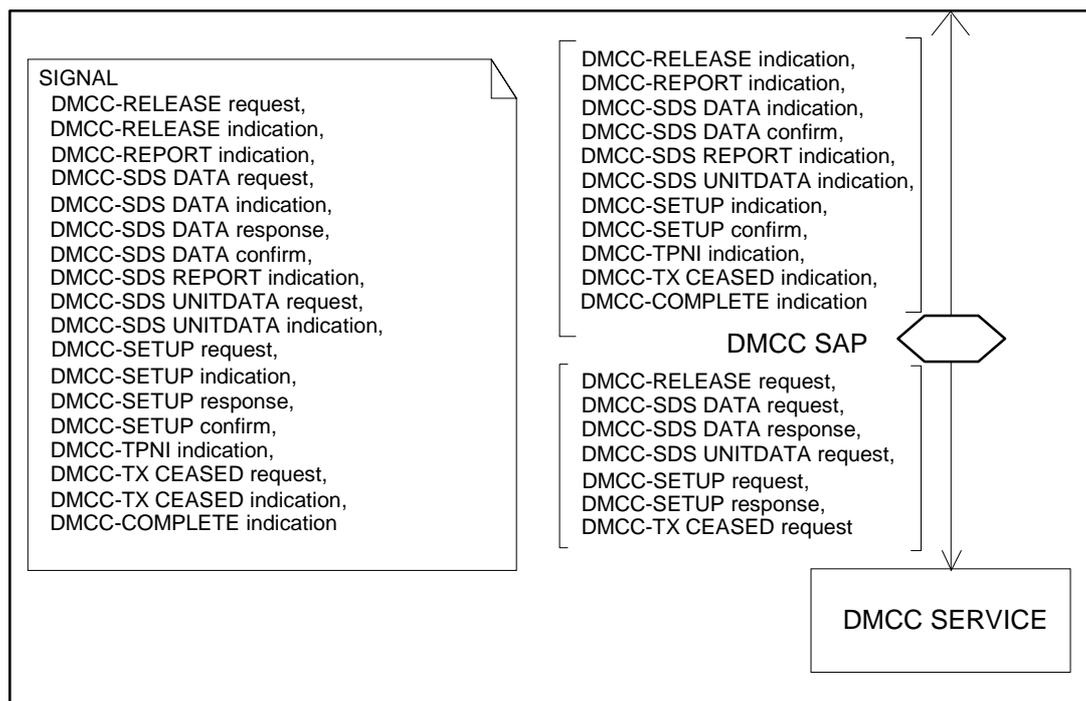


Figure 9: DMCC services provided at DMCC-SAP

## 5.3 Primitive description

The information contained in the primitive description tables which follow corresponds to the following key:

KEY:

M: Mandatory;

C: Conditional;

O: Optional;

-: Not used.

### 5.3.1 DMCC-COMplete primitive

DMCC-COMplete indication shall be used to indicate to the called user application that the call set-up phase of a circuit mode call with presence check has been successfully completed.

The parameters shall be as defined in table 1.

**Table 1: Parameters for the DMCC-COMplete primitive**

Parameter	Indication
Basic service information	M

### 5.3.2 DMCC-RELEASE primitive

DMCC-RELEASE request shall be used by the called user application to reject or leave a circuit mode call, or by the calling user application to terminate the call.

DMCC-RELEASE indication shall be used as an indicator to the user application that the circuit mode connection has ended.

The parameters shall be as defined in table 2.

**Table 2: Parameters for the DMCC-RELEASE primitive**

Parameter	Request	Indication
Release cause	M	M

### 5.3.3 DMCC-REPORT primitive

DMCC-REPORT indication shall be used to indicate the failure of a DMCC-SETUP request in the case of a changeover request or pre-emption request in an ongoing call. It shall also be used for the DMCC to report a state change from CALL ACTIVE Tx to CALL ACTIVE Rx.

The parameters shall be as defined in table 3.

**Table 3: Parameters for the DMCC-REPORT primitive**

Parameter	Indication
Report	M

### 5.3.4 DMCC-SDS DATA primitive

DMCC-SDS DATA request shall be used by the calling user application to send a pre-defined or user defined short data message to another user given in the address parameter, using the acknowledged service.

DMCC-SDS DATA indication shall be used as an indication to the called user application that a pre-defined or user defined short data message from another user has been received over the DM air interface.

DMCC-SDS DATA response shall be used by the called user application if it wishes to respond to the previous DMCC-SDS DATA indication. The response data will be sent without an explicit acknowledgement from the peer entity.

DMCC-SDS DATA confirm shall be used as confirmation to the calling user application of the successful transmission of a pre-defined or user defined short data message. The confirm may carry a response message from the peer entity.

The parameters shall be as defined in table 4.

NOTE: For a user defined short data message, the content of the message is only known to the user. A pre-defined short data message is selected among a set of pre-defined messages and it is only the status number which is given as a parameter.

**Table 4: Parameters for the DMCC-SDS DATA primitive**

Parameter	Request	Indication	Response	Confirm
Short data type identifier	M	M	M	C (note 1)
User defined data 1	C (note 2)	C (note 2)	C (note 2)	C (note 2)
User defined data 2	C (note 2)	C (note 2)	C (note 2)	C (note 2)
User defined data 3	C (note 2)	C (note 2)	C (note 2)	C (note 2)
User defined data 4	C (note 2)	C (note 2)	C (note 2)	C (note 2)
Status number	C (note 2)	C (note 2)	C (note 2)	C (note 2)
Called party TSI	O (note 3)	M	-	-
Calling party TSI	-	M	-	-
Priority level	M	M	-	-
Extended error protection	M	-	M	-
Communication type (note 4)	M	M	-	-
NOTE 1: Included if the DM-SDS ACK PDU carried a short data message.				
NOTE 2: Depending on the value of short data type identifier.				
NOTE 3: Need not be supplied for a short data message sent as a transaction within an ongoing call.				
NOTE 4: Value "direct MS-MS operation" indicates part 3 operation.				

### 5.3.5 DMCC-SDS REPORT primitive

DMCC-SDS REPORT indication shall be used to indicate to the calling user application the failure of transmission of a short data message (either pre-defined or user-defined) or the completed transfer of an unacknowledged short data message.

The parameters shall be as defined in table 5.

**Table 5: Parameters for the DMCC-SDS REPORT primitive**

Parameter	Indication
SDS transfer result	M

### 5.3.6 DMCC-SDS UNITDATA primitive

DMCC-SDS UNITDATA request shall be used by the calling user application to send a pre-defined or user defined short data message to another user or users given in the address parameter, using the unacknowledged service.

DMCC-SDS UNITDATA indication shall be used as an indication to the called user application that a pre-defined or user defined message from another user has been received over the air interface. The message may either be an individual message or a group message.

The parameters shall be as defined in table 6.

NOTE: For a user defined short data message, the content of the message is only known to the user. A pre-defined short data message is selected among a set of pre-defined messages and it is only the status number which is given as a parameter.

**Table 6: Parameters for the DMCC-SDS UNITDATA primitive**

Parameter	Request	Indication
Short data type identifier	M	M
User defined data 1	C (note 1)	C (note 1)
User defined data 2	C (note 1)	C (note 1)
User defined data 3	C (note 1)	C (note 1)
User defined data 4	C (note 1)	C (note 1)
Status number	C (note 1)	C (note 1)
Called party TSI	O (note 2)	M
Calling party TSI	-	M
Priority level	M	M
Extended error protection	M	-
Importance factor	O	-
Communication type (note 3)	M	M
NOTE 1: Depending on the value of short data type identifier.		
NOTE 2: Need not be supplied for a short data message sent as a transaction within an ongoing call.		
NOTE 3: Value "direct MS-MS operation" indicates part 3 operation.		

### 5.3.7 DMCC-SETUP primitive

DMCC-SETUP request shall be used by a calling user application to initiate or continue a voice or data circuit mode call.

DMCC-SETUP indication shall be used to indicate to a called user application an incoming voice or data circuit mode call.

DMCC-SETUP response shall be used by a called user application to accept a call set-up request.

DMCC-SETUP confirm shall be used as a confirmation to the calling user that a voice or data circuit mode call has been successfully set up.

The parameters shall be as defined in table 7.

**Table 7: Parameters for the DMCC-SETUP primitive**

Parameter	Request	Indication	Response	Confirm
Basic service information	M	M	O	M
Called party TSI	O (note 1)	M	-	-
Calling party TSI	-	C (note 2)	-	-
Presence check	M	M	-	-
Priority level	M	M	-	-
Late entry information	-	M	-	-
Minimum interleaving depth	C (note 3)	-	-	-
TPNI requirement	M	-	-	-
Lower layer quality information	-	O (note 4)	-	-
Communication type (note 5)	M	M	-	-
NOTE 1: Need not be supplied for a call continuation.				
NOTE 2: Included if provided in the set-up PDU.				
NOTE 3: Included for a protected circuit mode data call. This parameter indicates the minimum acceptable interleaving depth. It allows the calling DMCC to decide whether to proceed with the call if the called party offers a lower interleaving depth than that requested in the "basic service information" parameter.				
NOTE 4: Inclusion allows the called user application to use information about lower layer parameter(s) relating to the expected reception quality of an incoming call when deciding whether to accept that call. For example, information about the received signal strength could enable a function equivalent to the squelch control in some analogue radio units.				
NOTE 5: Value "direct MS-MS operation" indicates part 3 operation.				

NOTE: It is intended that the emergency pre-emptive priority, once invoked, may apply also for the remainder of that call, optionally being used also in subsequent DMCC-SETUP request primitives by other participants throughout the call. However, it is intended that pre-emptive priority applies only to a particular call transaction and is not generally used by other participants for subsequent call transactions in the call.

### 5.3.8 DMCC-TPNI primitive

DMCC-TPNI indication shall be used to indicate the transmitting party's address to the called user application if it was not provided in the DMCC-SETUP indication.

The parameters shall be as defined in table 8.

**Table 8: Parameters for the DMCC-TPNI primitive**

Parameter	Indication
Calling party TSI	M

### 5.3.9 DMCC-TX CEASED primitive

DMCC-TX CEASED request shall be used as a request from the calling user application to cease transmission of circuit mode voice or data.

DMCC-TX CEASED indication shall be used as an indication to either the calling or called user application that the transmitting MS in a call has ceased transmission.

The parameters shall be as defined in table 9.

**Table 9: Parameters for the DMCC-TX CEASED primitive**

Parameter	Request	Indication
Cease cause	-	M
Recent user priority	M	-
Priority level (note 1)	O	O
Reservation time (note 2)	O	-
NOTE 1: Included only if different from DMCC-SETUP.		
NOTE 2: Included if the user application wishes to specify the required channel reservation time following the circuit mode transmission. If not included then the lower layers use a pre-set value.		

NOTE: It is recommended that the same value of "Recent user priority" is used by the user applications within one group in order to harmonize operation for a group call (i.e. the "Recent user priority" value should be an attribute for a group). For an individual call the "Recent user priority" should be set to "invoked".

## 5.4 Parameter description

Parameters shall be part of the primitives described in clause 5.3 and, if applied, the parameters shall contain the values specified in this clause.

**1) Basic service information (a set of parameters) =**

- circuit mode service; and
- call type; and
- data service or speech service (conditional on the circuit mode service parameter); and
- end-to-end encryption flag.

**a) circuit mode service =**

- data service;
- speech service.

**b) call type =**

- point-to-point;
- point-to-multipoint.

**c) data service =**

- unprotected: 7,2 kbit/s no interleaving;
- low protection: 4,8 kbit/s short interleaving depth = 1;
- low protection: 4,8 kbit/s medium interleaving depth = 4;
- low protection: 4,8 kbit/s long interleaving depth = 8;
- high protection: 2,4 kbit/s short interleaving depth = 1;
- high protection: 2,4 kbit/s medium interleaving depth = 4;
- high protection: 2,4 kbit/s long interleaving depth = 8.

NOTE 1: The increase in interleaving depth gives a better error protection, but also generates a longer transmission delay.

**d) speech service =**

- TETRA encoded speech;
- proprietary encoded speech.

**e) end-to-end encryption flag =**

- clear end-to-end transmission;
- encrypted end-to-end transmission.

**2) Called party TSI =**

- Individual TETRA Subscriber Identity (ITSI);
- Group TETRA Subscriber Identity (GTSI).

**3) Calling party TSI =**

- Individual TETRA Subscriber Identity (ITSI).

**4) Minimum interleaving depth =**

- interleaving with  $N = 1$  (i.e. short interleaving);
- interleaving with  $N = 4$  (i.e. medium interleaving);
- interleaving with  $N = 8$  (i.e. long interleaving).

**5) Priority level =**

- normal priority call;
- high priority call;
- pre-emptive priority call;
- emergency pre-emptive priority call.

**6) Presence check =**

- presence check requested;
- presence check not requested.

**7) Recent user priority =**

- invoked;
- not invoked.

**8) Reservation time =**

- required length of reservation period.

**9) Cease cause =**

- cause not defined or unknown;
- normal end of transmission;
- pre-emptive use of resource;
- transmission time limit reached;
- channel now in reservation.

**10) Release cause =**

- cause not defined or unknown (request and indication);
- pre-emptive use of resource (indication only);
- user initiated release (request and indication);
- called party offered unacceptable service (indication only);
- called party is not reachable (indication only);
- called party rejected call (request and indication);
- called party rejected call because lower layer quality not sufficient (request and indication);
- called party does not support end-to-end encryption (request and indication);
- called party requires end-to-end encryption (request and indication);
- called party does not support requested service (request and indication);
- static cipher key number failure (request and indication);
- security parameter mismatch (request and indication);
- pre-emption by late entering gateway (indication only);
- channel reservation timer expired (indication only);
- channel is busy (indication only);
- channel has become occupied by other users (indication only);
- call has been lost (indication only);
- pre-emption failure (indication only);
- pre-emption rejected (indication only).

NOTE 2: The DMCC informs the user application of call failures. The user application may then inform the human radio user. In the case of failure of an emergency call (e.g. if the channel is busy and cannot be pre-empted, or after pre-emption failure or rejection, or if the called party does not accept the call), it is recommended that the human radio user is made aware that his/her emergency call attempt has failed.

**11) Late entry information =**

- Yes;
- No.

**12) TPNI requirement =**

- TPNI required;
- TPNI shall be suppressed;
- TPNI may be provided.

**13) Report =**

- changeover or pre-emption failure;
- changeover or pre-emption rejected;
- state change, CALL ACTIVE Tx to CALL ACTIVE Rx.

NOTE 3: In the case of failure or rejection of an emergency transmission request, it is recommended that the human radio user is made aware that his/her emergency transmission attempt has failed.

**14) Lower layer quality information =**

- lower layer information relating to the expected reception quality of an incoming call.

NOTE 4: The lower layer quality information may comprise a parameter (or set of parameters) relating to an incoming circuit mode call. The parameter(s) may be used by the called user application when deciding whether to accept the call. For example, the lower layer quality information may include information about the received signal strength.

**15) Short data type identifier =**

- user defined data 1;
- user defined data 2;
- user defined data 3;
- user defined data 4;
- status number.

**16) User defined data 1 =**

- 16-bit user defined data.

**17) User defined data 2 =**

- 32-bit user defined data.

**18) User defined data 3 =**

- 64-bit user defined data.

**19) User defined data 4 =**

- protocol identifier (see EN 300 392-2 [3]); and
- user defined data bits, maximum length 2 039 bits.

**20) Status number =**

- 0 emergency;
- 1 to 32 767 see EN 300 392-2 [3] for the status number definitions;
- 32 768 to 65 535 available for TETRA network and user specific definitions.

**21) Extended error protection =**

- requested;
- not requested.

**22) Importance factor =**

- information about number of transmissions requested for unacknowledged short data.

**23) SDS transfer result =**

- short data transfer completed (unacknowledged service only);
- short data transferred but acknowledgement data failed (acknowledged service only);
- called mobile rejected short data (acknowledged service only);
- called mobile does not support short data (acknowledged service only);
- failed short data transfer - outcome unknown;
- failed short data transfer - message cannot have been received;
- channel is busy;
- changeover or pre-emption failure;
- changeover or pre-emption rejected;
- response too late.

NOTE 5: The DMCC informs the user application of short data completions and failures. The user application may then inform the human radio user. In the case of failure of an emergency short data message (e.g. if the channel is busy and cannot be pre-empted, or after changeover or pre-emption failure or rejection, or if the transfer failed), it is recommended that the human radio user is made aware that his/her emergency short data attempt has failed.

**24) Communication type =**

- direct MS-MS operation;
- operation with a DM-REP;
- operation with a DM-GATE;
- operation with a DM-REP/GATE.

## 5.5 States for DMCC-SAP

Circuit mode calls and short data are parallel services and thus separate SAP state transition diagrams are defined for them as shown in figures 10 and 11.

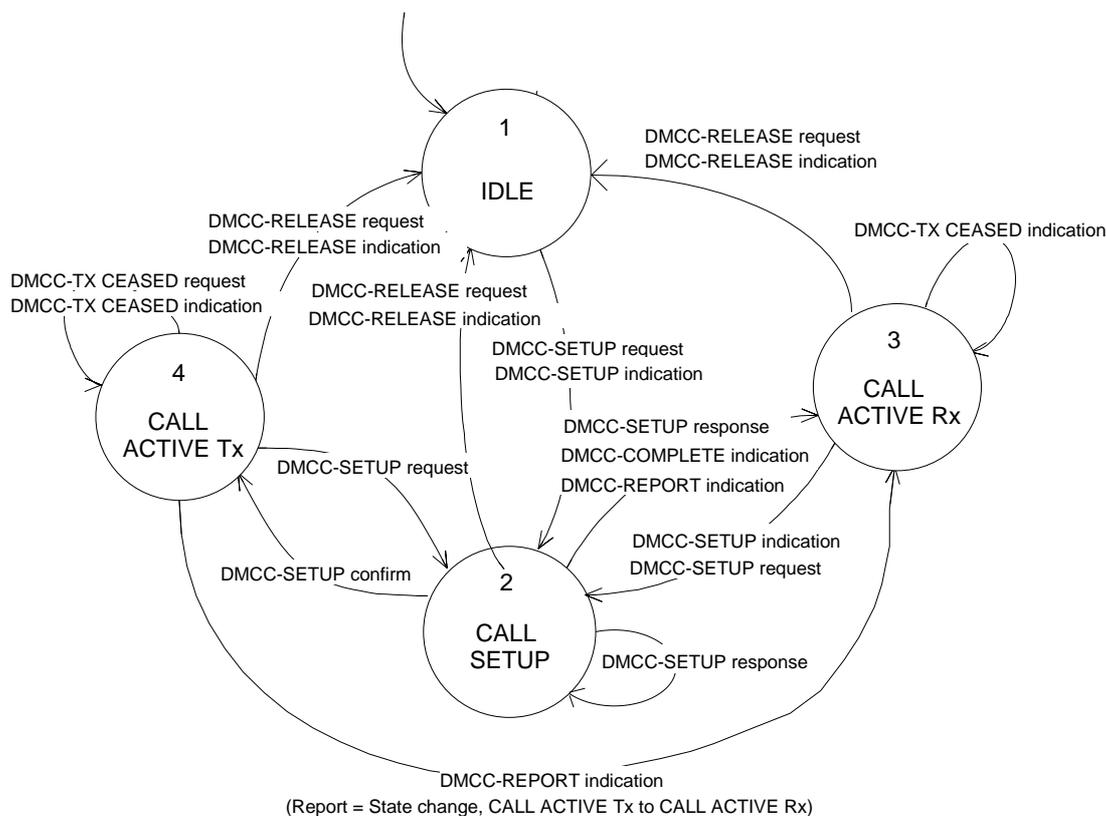


Figure 10: State transition diagram for circuit mode calls at the DMCC-SAP

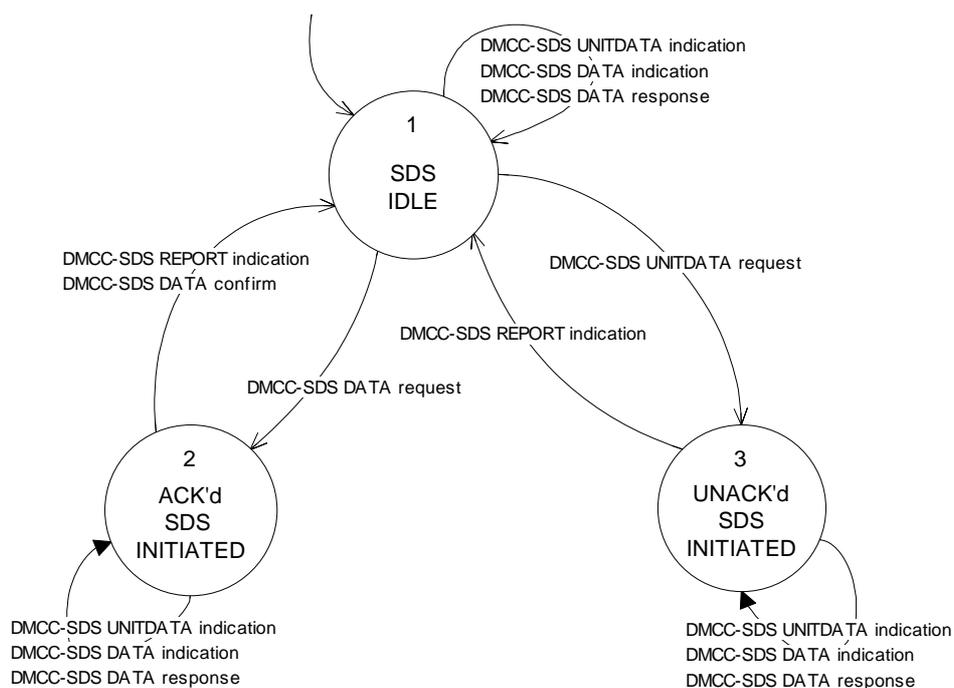


Figure 11: State transition diagram for short data at the DMCC-SAP

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## 6 Layer 3 protocol

### 6.1 Introduction

The following clauses describe the layer 3 protocol. In the direct MS-MS protocol, the layer 3 protocol is performed by the Direct Mode Call Control (DMCC) entity. The services provided at the DMCC-SAP to the user application are described in clause 5.

The DMCC performs the layer 3 functions for both circuit mode calls and short data messages (user-defined short messages and pre-coded status). The procedures are defined in clauses 6.2 and 6.3 respectively.

**NOTE:** For the normal mode of operation, only one DM call can take place on one RF carrier. For the frequency efficient mode of operation, two independent DM calls may take place on one RF carrier. The DMCC procedures described throughout clause 6 relate to a single circuit mode call or short data message. They therefore relate only to signalling messages sent or received on the DM channel used for that call (either channel A or channel B).

#### 6.1.1 DMCC protocol states

In this clause there is given only the main description of the states. The actual state transitions are described in the DMCC procedures.

##### 6.1.1.1 IDLE

This is the normal state when no calls exist and indicates that the DMCC entity is available to handle a circuit mode call or short data. This is the state that the DMCC shall enter after initial start-up.

##### 6.1.1.2 CALL SETUP NORMAL ORIGINATING

This state exists when a DM-MS is the originating station for a call set-up which has been initiated without presence check and the call has not yet been established.

##### 6.1.1.3 CALL SETUP NORMAL TERMINATING

This state exists when a DM-MS is the terminating station for a call set-up which has been initiated without presence check and the call has not yet been established.

##### 6.1.1.4 CALL SETUP PRES\_CHECK ORIGINATING

This state exists when a DM-MS is the originating station for a call set-up which has been initiated with presence check and the call has not yet been established.

##### 6.1.1.5 CALL SETUP PRES\_CHECK TERMINATING

This state exists when a DM-MS is the terminating station for a call set-up which has been initiated with presence check and the call has not yet been established.

##### 6.1.1.6 PRE-EMPTION

This state exists when a DM-MS has originated a pre-emption procedure.

##### 6.1.1.7 CALL ACTIVE TX OCCUPATION

This state exists when a call has been established and the DM-MS is transmitting circuit mode traffic.

### 6.1.1.8 CALL ACTIVE TX RESERVATION

This state exists when a call has been established and the DM-MS has ceased traffic transmission but the channel reservation time has not expired.

### 6.1.1.9 CALL ACTIVE RX OCCUPATION

This state exists when a call has been established and the DM-MS is receiving circuit mode traffic.

### 6.1.1.10 CALL ACTIVE RX RESERVATION

This state exists when a call has been established and the other previously transmitting DM-MS has ceased its traffic transmission but the channel reservation time has not expired.

### 6.1.1.11 WAIT RSP OCCUPATION

This state exists when a call has been established and the DM-MS has initiated pre-emption (for call continuation) while the DM-MS is receiving traffic.

### 6.1.1.12 WAIT RSP RESERVATION

This state exists when a call has been established and the DM-MS has initiated a changeover during the channel reservation period.

### 6.1.1.13 ACK'D SHORT DATA INITIATED

This state exists when an acknowledged short data transaction is in progress.

### 6.1.1.14 UNACK'D SHORT DATA INITIATED

This state exists when an unacknowledged short data transaction is in progress.

## 6.2 Circuit mode calls

This clause defines the DM procedures for speech and data circuit mode calls.

A circuit mode call may be addressed to an individual (point-to-point call) or to a group (point-to-multipoint call). For individual calls, the signalling procedures support two types of call set-up, i.e. call set-up with or without presence check. For group calls, the signalling procedures support only one type of call set-up, i.e. call set-up without presence check.

In call set-up without presence check, the call set-up is signalled by the DM-SETUP PDU. Then, if the called user application can support the call, the called DM-MS is placed immediately into the call. The call priority may affect whether the user application accepts the call or not.

In call set-up with presence check, the call set-up is signalled by the DM-SETUP PRES PDU. The called DM-MS immediately sends a response indicating acceptance or rejection of the call (DM-CONNECT or DM-DISCONNECT PDU). For an acceptance, the calling DM-MS then sends the DM-CONNECT ACK PDU and starts traffic transmission; whereas, for a rejection, the calling DM-MS sends the DM-RELEASE PDU to release the channel.

**NOTE:** For both types of set-up, immediate action is taken by the called user application to decide whether to accept or reject the call. The behaviour of the user application between the reception of the incoming set-up signalling and the acceptance/rejection of the call is outside the scope of the present document. For call set-up without presence check, the called DM-MS does not signal that acceptance or rejection to the calling DM-MS. DM does not support an equivalent procedure to the TMO on/off hook signalling.

When a calling DM-MS sends call set-up signalling, it becomes the master of the channel during its traffic transmission (occupation period) and the subsequent reservation period, until another DM-MS wishes to transmit or the reservation time expires. (The reservation period is the time during which the channel is reserved for further transmissions in the same call.) The called DM-MS(s) act as slaves throughout both the occupation and reservation periods.

During both the occupation and reservation periods, any other DM-MS that wishes to transmit traffic must first request and be granted permission by the current master. Having received permission, the DM-MS then performs a set-up procedure similar to that for initial call set-up and becomes master of the channel itself.

The pre-emption procedure applies:

- if a DM-MS not in the ongoing call wishes to take the channel, during either occupation or reservation, in order to set up a new call; or
- if a DM-MS receiving in the ongoing call wishes to take the channel, during either occupation or reservation, in order to set up a new call; or
- if a DM-MS receiving in the ongoing call wishes to interrupt the master DM-MS's traffic transmission in order to transmit in the ongoing call.

The changeover procedure applies if a DM-MS in the ongoing call sends a request during the reservation period, asking for permission to transmit next in the call.

## 6.2.1 Procedures for call set-up without presence check

Group circuit mode calls shall be set up using this procedure. Individual circuit mode calls may be set up using this procedure. The procedure is illustrated in figure 12.

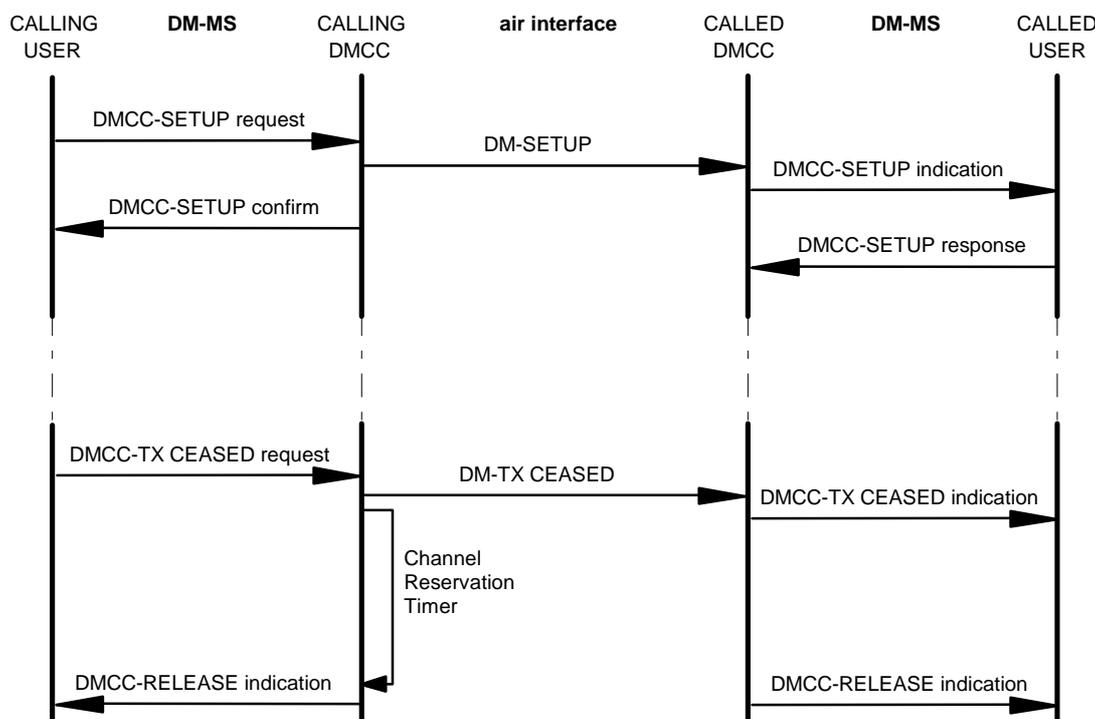


Figure 12: Call set-up without presence check

### 6.2.1.1 Outgoing call

A user application initiates call establishment or continuation of an ongoing call by transferring a DMCC-SETUP request primitive across the DMCC-SAP to the DMCC entity. The following procedure applies if the DMCC-SETUP request indicates that a presence check is not required. The DMCC-SETUP request includes parameters indicating the required service, which is not negotiable in this case. It also indicates the priority of the call.

The DMCC shall then use the appropriate procedure as follows:

- If the request relates to continuation of an ongoing call then the DMCC shall use the procedures in clauses 6.2.4 or 6.2.5 to decide how to proceed.

- Otherwise (i.e. if the request relates to a new call) then:
  - if the DM channel is currently busy i.e. occupied or reserved (or in the case of frequency efficient mode both channel A and channel B are busy), the DMCC shall use the procedures in clause 6.2.6 to decide whether pre-emption is valid; or
  - if a DM channel is currently free, the DMCC shall immediately perform the following call set-up procedure; or
  - if the channel is in state unknown, the DMCC shall either immediately perform the following call set-up procedure or issue a DMCC-RELEASE indication to the user application.

NOTE 1: The channel may be in state unknown either because the DM-MS has not been performing the fast call set-up surveillance procedures (see clause 8.4.2.2.2) or because the DM-MS temporarily does not know the state of the channel. In the former case, when the user wishes to make a call, the DMCC should perform the following call set-up procedure, sending a DM-SETUP PDU - so that layer 2 will perform the procedure for initial determination of the DM channel state and send the message if the surveillance indicates that the DM channel is free (see clause 8.4.2.2.3). In the latter case it is an MS designer choice whether the DMCC performs the following call set-up procedure or issues a DMCC-RELEASE indication to the user application.

The DMCC shall convert the DMCC-SETUP request into a corresponding DM-SETUP PDU and send it, and shall enter state CALL SETUP NORMAL ORIGINATING. After sending the DM-SETUP PDU, the DMCC shall await a DMA-REPORT indication from layer 2, reporting on the progress of the transmission.

NOTE 2: The DMCC sends a single DM-SETUP PDU, which is given to layer 2 in a DMA-UNITDATA request primitive. Layer 2 then transmits the PDU the appropriate number of times using the appropriate transmission method; refer to clause 8. The same principle applies whenever the DMCC sends a PDU (see clause 6.4).

If the DMCC receives a DMA-REPORT indication reporting failure to transmit the DM-SETUP PDU because the channel has become busy (or the channel state remains unknown) then it shall either:

- a) inform the user application with a DMCC-RELEASE indication and return to state IDLE; or
- b) for a sufficiently high priority request, invoke the pre-emption procedure; see clauses 6.2.6 or 6.2.4.

Otherwise, if the DMCC receives a DMA-REPORT indication reporting that the DM-SETUP PDU has been transmitted then the DMCC shall enter state CALL ACTIVE TX OCCUPATION (following the procedures for a master DM-MS during occupation), inform the user application with a DMCC-SETUP confirm, issue a DMC-CONFIGURE request for lower layer traffic configuration and start timer DT311.

NOTE 3: Referring to the first two paragraphs of this clause: in the protocol model, it is the responsibility of the DMCC to determine whether the DMCC-SETUP request primitive relates to a new call or to continuation of an ongoing call. A DMCC-SETUP request primitive relates to continuation of an ongoing call if the DM-MS is participating in the call (as master or slave) and either the request primitive does not contain a "called party TSI" parameter or:

- for an ongoing group call, the request primitive indicates that group address as the "called party TSI"; or
- for an ongoing individual call, the request primitive indicates the other participating party as the "called party TSI".

NOTE 4: A special case may arise if there is an ongoing call and the DM-MS chose not to participate in that call even though it was addressed by the call, and the user application then requests to make the equivalent call. This applies particularly for group calls i.e. if the DM-MS does not accept a group call and then wishes to make a call to that group. It is also nominally possible if the DM-MS does not accept an individual call without presence check and then wishes to make an individual call to the current master.

The DM-MS may treat the DMCC-SETUP request primitive as follows:

- If the DM channel is in occupation, the DM-MS may late enter the ongoing call. The DM-MS is permitted to use the information from either the last received DM-SETUP or DM-OCCUPIED PDU or the next received DM-OCCUPIED PDU in order to enter the call. The DM-MS may then regard the request as relating to continuation of the ongoing call, following the procedures for a slave DM-MS during occupation (see clause 6.2.4.2) to decide how to proceed e.g. sending a DM-PREEMPT PDU (if valid) or holding the request until the end of the current transmission and then sending a DM-TX REQUEST PDU.
- If the DM channel is in reservation, the DM-MS is permitted to use the information from the last received DM-SETUP/DM-OCCUPIED PDU, behaving as if it had previously entered the call during occupation. The DM-MS may then regard the request as relating to continuation of the ongoing call, following the procedures for a slave DM-MS during reservation (see clause 6.2.5.2) and sending a DM-TX REQUEST PDU to the master.

Alternatively the DM-MS may treat the DMCC-SETUP request primitive as relating to a new call. However, for frequency efficient mode, it is recommended that the DM-MS does not use the other DM channel for the call; this applies even if the other DM channel is free. Thus the DM-MS should either attempt to pre-empt the ongoing call (if valid) or wait until the end of the ongoing call or discard the call request.

NOTE 5: Another special case may arise if there is an ongoing individual call not involving the DM-MS and the user application then requests a call to one of those individuals. For frequency efficient mode, it is recommended that the DM-MS does not use the other DM channel for the call; this applies even if the other DM channel is free. Thus the DM-MS should either attempt to pre-empt the ongoing call (if valid) or wait until the end of the ongoing call or discard the call request.

### 6.2.1.2 Incoming call

Notification of the arrival of an incoming call to the DMCC entity shall be made by the reception of a DM-SETUP PDU (delivered by layer 2 in a DMA-UNITDATA indication primitive).

If the "call type flag" in the DM-SETUP PDU is not appropriate to the destination address (i.e. if the DM-MS received the DM-SETUP PDU on its individual address but with the "call type flag" set to "group call", or on one of its group addresses but with the "call type flag" set to "individual call") then the DMCC shall discard the DM-SETUP PDU and shall remain in state IDLE. Otherwise the DMCC shall deliver the information in the DM-SETUP PDU to the user application in a DMCC-SETUP indication via the DMCC-SAP and shall enter state CALL SETUP NORMAL TERMINATING.

If the user application is unable to accept the incoming call (for example, if circuit mode data is requested but the terminal cannot support data) then the call shall be rejected locally by issuing a DMCC-RELEASE request to the DMCC via the DMCC-SAP. The DMCC shall return to state IDLE. No negotiation with the calling DM-MS is possible.

Otherwise, if the user application can support the call and wishes to accept it then it shall immediately return a DMCC-SETUP response. On reception of the DMCC-SETUP response, the DMCC shall enter state CALL ACTIVE RX OCCUPATION (following the procedures for a slave DM-MS during occupation) and shall issue a DMC-CONFIGURE request for lower layer traffic configuration.

NOTE 1: The criteria for the user application to decide whether to accept a call are outside the scope of the present document. The criteria may include the use of the "lower layer quality information" parameter if it is provided in the DMCC-SETUP indication. For example, this parameter could give information about the received signal strength, enabling a function equivalent to the squelch control in some analogue radio units.

NOTE 2: If the DM-SETUP PDU relates to a continuation of a call in which the DM-MS is already participating, then the DMCC delivers the information to the user application in a DMCC-SETUP indication. It is an MS designer choice whether the user application then returns a DMCC-SETUP response or DMCC-RELEASE request (as above), or whether the DMCC itself may decide to accept the call continuation. (This choice may depend on whether the MS uses lower layer quality information to decide whether to accept a call transaction.)

NOTE 3: A DM-MS is permitted to receive an incoming direct MS-MS call even after receiving a presence signal from the usable gateway or repeater.

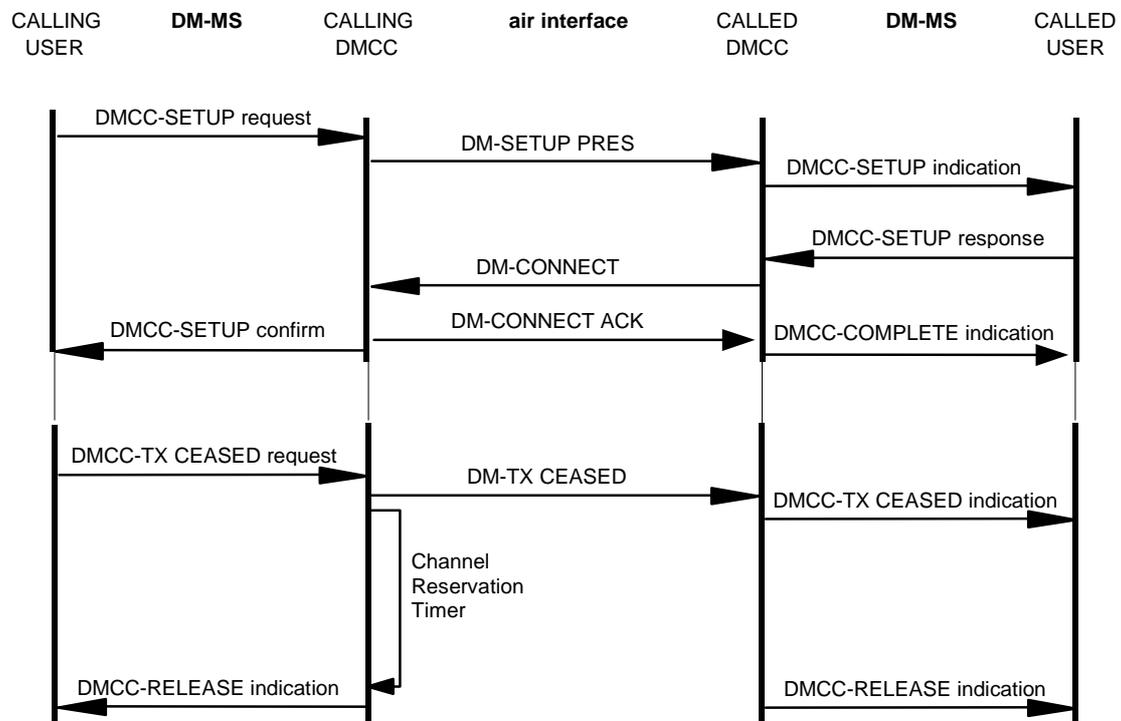
### 6.2.1.3 Temporary group address

If authorized by its configuration, a DM-MS may make a group call to a group to which it does not belong. The DM-MS shall implicitly assume temporary membership of the called group address for the duration of the call i.e. during all the subsequent occupation and reservation periods until the end of the call. When the DMCC sends the DM-SETUP PDU, it shall issue a DMC-CONFIGURE request primitive to the lower layers including the group address as one of its valid addresses. At the end of the call (i.e. when a DMCC-RELEASE primitive is transferred to or from the user application), the DMCC shall issue another DMC-CONFIGURE request primitive informing the lower layers that the temporary group address is no longer valid.

**NOTE:** The above procedure is only available for a DM-MS that has been specifically authorized, during its configuration, to use this facility. The temporary group membership enables the DM-MS to receive traffic transmissions sent in reply.

### 6.2.2 Procedures for call set-up with presence check

Individual circuit mode calls may be set up using this procedure. Group circuit mode calls shall not be set up using this procedure. The procedure is illustrated in figure 13.



**Figure 13: Call set-up with presence check**

#### 6.2.2.1 Outgoing call

A user application initiates call establishment or continuation of an ongoing call by transferring a DMCC-SETUP request primitive across the DMCC-SAP to the DMCC entity. The following procedure applies if the DMCC-SETUP request indicates that a presence check is required. In this case, the DMCC-SETUP request includes parameters indicating both the target grade of service and the lowest acceptable grade of service. This allows the called user application to accept a lower interleaving depth than that requested.

The DMCC shall then use the appropriate procedure as follows:

- If the request relates to continuation of an ongoing call then the DMCC shall use the procedures in clauses 6.2.4 or 6.2.5 to decide how to proceed.

- Otherwise (i.e. if the request relates to a new call) then:
  - if the DM channel is currently busy (or in the case of frequency efficient mode both channel A and channel B are busy), the DMCC shall use the procedures in clause 6.2.6 to decide whether pre-emption is valid; or
  - if a DM channel is currently free, the DMCC shall immediately perform the following call set-up procedure; or
  - if the channel is in state unknown the DMCC shall either immediately perform the following call set-up procedure or issue a DMCC-RELEASE indication to the user application.

NOTE: A special case may arise if there is an ongoing individual call not involving the DM-MS and the user application then requests a call to one of those individuals. For frequency efficient mode, it is recommended that the DM-MS does not use the other DM channel for the call; this applies even if the other DM channel is free. Thus the DM-MS should either attempt to pre-empt the ongoing call (if valid) or wait until the end of the ongoing call or discard the call request.

The DMCC shall convert the DMCC-SETUP request into a corresponding DM-SETUP PRES PDU and send it, and shall enter state CALL SETUP PRES\_CHECK ORIGINATING. After sending the DM-SETUP PRES PDU, the DMCC shall await a DMA-REPORT indication from layer 2, reporting on the progress of the transmission.

If the DMCC receives a DMA-REPORT indication reporting failure to transmit the DM-SETUP PRES PDU because the channel has become busy (or the channel state remains unknown) then it shall either:

- a) inform the user application with a DMCC-RELEASE indication and return to state IDLE; or
- b) for a sufficiently high priority request, invoke the pre-emption procedure (see clauses 6.2.6 or 6.2.4).

Otherwise, if the DMCC receives a DMA-REPORT indication reporting that the DM-SETUP PRES PDU has been transmitted the appropriate number of times then the DMCC shall start timer DT303 and shall await a response:

- If it receives a DM-CONNECT PDU either accepting the requested service or offering an acceptable reduced service, the DMCC shall send a DM-CONNECT ACK PDU, enter state CALL ACTIVE TX OCCUPATION (following the procedures for a master DM-MS during occupation), inform the user application with a DMCC-SETUP confirm, issue a DMC-CONFIGURE request for lower layer traffic configuration, stop timer DT303 and start timer DT311.
- If it receives a DM-CONNECT PDU offering a reduced service that is not acceptable, the DMCC shall send the DM-RELEASE PDU, issue a DMCC-RELEASE indication to the user application, stop timer DT303 and return to state IDLE.
- If it receives a DM-DISCONNECT PDU, the DMCC shall send the DM-RELEASE PDU, issue a DMCC-RELEASE indication to the user application, stop timer DT303 and return to state IDLE.
- If timer DT303 expires, the DMCC shall send the DM-RELEASE PDU. It shall then either send the DM-SETUP PRES PDU again or otherwise issue a DMCC-RELEASE indication to the user application and return to state IDLE, see figure 14. The DMCC shall attempt the call set-up for up to a maximum of DN303 times or until successful.

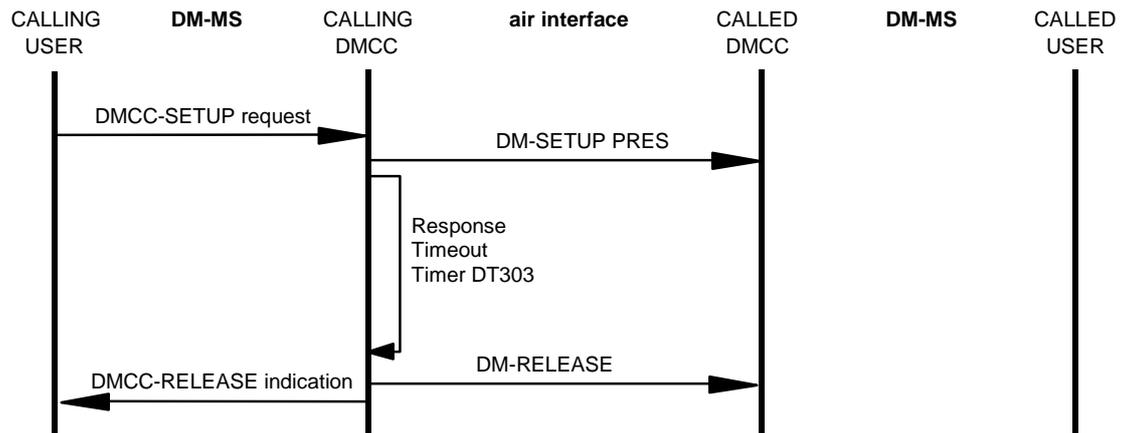


Figure 14: Call set-up failure

### 6.2.2.2 Incoming call

Notification of the arrival of an incoming call to the DMCC entity shall be made by the reception of a DM-SETUP PRES PDU.

If the destination address on which the DM-MS received the DM-SETUP PRES PDU was one of its group addresses then the DMCC shall discard the DM-SETUP PRES PDU and shall remain in state IDLE. Otherwise the DMCC shall deliver the information in the DM-SETUP PRES PDU to the user application in a DMCC-SETUP indication via the DMCC-SAP and shall enter state CALL SETUP PRES\_CHECK TERMINATING.

If the user application is unable to accept the incoming call, it shall immediately return a DMCC-RELEASE request. The DMCC shall then send the DM-DISCONNECT PDU indicating the disconnection cause and shall return to state IDLE (see figure 15).

Otherwise, if the user application wishes to accept the call, either with the requested service or with a reduced interleaving depth for protected data, it shall immediately return a DMCC-SETUP response. The DMCC shall then send a DM-CONNECT PDU containing the offered service information to the calling DM-MS. When the DMCC receives a DMA-REPORT indication from layer 2 reporting that the DM-CONNECT PDU has been transmitted the appropriate number of times, it shall start timer DT307 and await a response from the calling DM-MS:

- If the DMCC receives a DM-CONNECT ACK PDU from the calling DM-MS then it shall issue a DMCC-COMplete indication to the user application, enter state CALL ACTIVE RX OCCUPATION (following the procedures for a slave DM-MS during occupation), stop timer DT307 and issue a DMC-CONFIGURE request for lower layer traffic configuration.
- If the DMCC receives a DM-RELEASE PDU from the calling DM-MS then it shall issue a DMCC-RELEASE indication to the user application, stop timer DT307 and return to state IDLE.
- If the DMCC receives a repetition of the same DM-SETUP PRES PDU then it shall send the DM-CONNECT PDU again, start timer DT307 again using the initial value and await a response.
- If timer DT307 expires then the DMCC shall issue a DMCC-RELEASE indication to the user application, issue a DMC-CONFIGURE request to layer 2 indicating "call release" and return to state IDLE.

NOTE 1: In DMO, the only service negotiation currently supported is reduction of interleaving depth. So, if interleaving depth  $N = 8$  was requested then  $N = 8$  or  $N = 4$  or  $N = 1$  may be offered; if  $N = 4$  was requested then  $N = 4$  or  $N = 1$  may be offered.

NOTE 2: When the text above refers to the DMCC receiving a PDU "from the calling DM-MS", it is intended that the DMCC should check that the source address in the PDU is correct i.e. equal to the source address from the DM-SETUP PRES PDU.

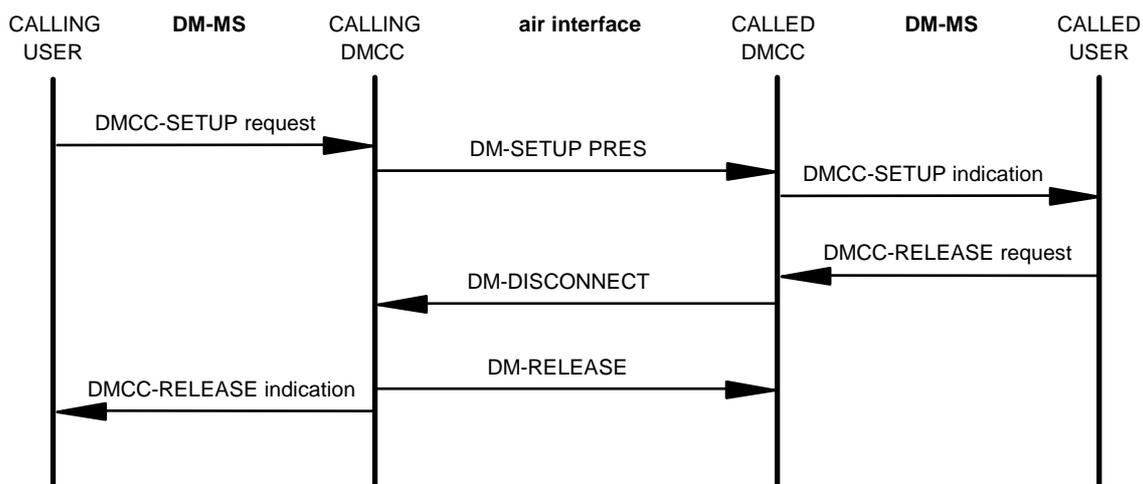


Figure 15: Call rejection

## 6.2.3 Usage of DM-OCCUPIED PDU

### 6.2.3.1 Sending of DM-OCCUPIED PDU by master DM-MS

At the start of circuit mode traffic transmission, the master DMCC (i.e. the calling DMCC) shall issue a DMA-UNITDATA request to layer 2 containing a DM-OCCUPIED PDU. While it is transmitting circuit mode traffic, layer 2 sends the DM-OCCUPIED PDU at intervals (see clause 8). This PDU is similar to the DM-SETUP PDU and enables late entry by DM-MSs that did not receive the initial set-up signalling.

### 6.2.3.2 Late entry by slave DM-MS

If a DMCC that is not already participating in the related call receives a DM-OCCUPIED PDU that has not been received already, it shall inform the user application of the incoming call in a DMCC-SETUP indication (indicating that this is late entry information). The procedure shall then be the same as for an incoming call without presence check, as defined in clause 6.2.1.2.

## 6.2.4 Procedures during occupation

### 6.2.4.1 Master DM-MS

A master DM-MS sending circuit mode traffic shall obey the following procedures:

- a) During the traffic transmission, the DMCC may receive a DM-PREEMPT PDU requesting pre-emptive use of the channel. It shall check that the request priority is valid i.e. that the priority is pre-emptive priority or emergency pre-emptive priority and is higher than the ongoing call. The DMCC may perform additional checks on the validity of the pre-emption request based on security criteria; see EN 300 396-6 [6]. For a pre-emptive priority (non-emergency) request, the DMCC may also perform further additional checks on the validity of the pre-emption request.

If the pre-emption request is valid then the DMCC shall immediately:

- send a DM-PRE ACCEPT PDU addressed to the pre-emptor; and
- stop timer DT311; and
  - if the DM-PREEMPT is for continuation of the ongoing call: send a DM-TX CEASED PDU addressed to the called DM-MS(s) in the ongoing call indicating that the transmission has been pre-empted, issue a DMCC-TX CEASED indication and DMCC-REPORT indication to the user application and enter state CALL ACTIVE RX RESERVATION as a slave DM-MS during reservation; or

- if the DM-PREEMPT relates to a new call: send a DM-RELEASE PDU addressed to the called DM-MS(s) in the ongoing call indicating that the call has been pre-empted, inform the user application with a DMCC-RELEASE indication and return to state IDLE.

NOTE 1: The DM-PRE ACCEPT and DM-TX CEASED / DM-RELEASE PDUs should be given to layer 2 at the same time. Layer 2 will place the two PDUs in the two halves of the same slots for transmission over the air, sending them at the first opportunity.

Otherwise, if the pre-emption request is not valid, the DMCC may send a DM-REJECT PDU addressed to the pre-emptor (and shall remain in state CALL ACTIVE TX OCCUPATION).

- b) At the end of a transmission, the user application normally transfers a DMCC-TX CEASED request across the DMCC-SAP to the DMCC, indicating whether "recent user priority" is invoked or not. The DMCC shall send this information in a DM-TX CEASED PDU addressed to the called DM-MS(s) and shall stop timer DT311. It shall enter state CALL ACTIVE TX RESERVATION as master during the following reservation period. For a normal end of transmission, the master DM-MS should set the reservation time to a value greater than zero, allowing for changeover requests.
- c) If the user application wishes to terminate the call then it shall transfer a DMCC-RELEASE request to the DMCC. The DMCC shall send a DM-RELEASE PDU to the called DM-MS(s), stop timer DT311 and return to state IDLE.
- d) On expiry of timer DT311 (the call transaction timer), the DMCC shall issue a DMCC-TX CEASED indication to the user application and shall send a DM-TX CEASED PDU to the called DM-MS(s). It shall enter state CALL ACTIVE TX RESERVATION as master during the following reservation period.

NOTE 2: After expiry of timer DT311 in a speech call, the DM-MS should not re-start transmission unless there has been an appropriate action by the human user.

After procedures b) and d), and after procedure a) in the case of acceptance of a pre-emption request for continuation of the ongoing call, the DMCC shall set its internal parameter "recent user flag" to value 1.

NOTE 3: A master DM-MS sending circuit mode traffic may also obey procedures e), f) and/or g) of clause 6.2.5.1 (stopping timer DT311 if it gives up its own call).

#### 6.2.4.2 Slave DM-MS

A slave DM-MS receiving circuit mode traffic shall obey the following procedures:

- a) If the DMCC receives a DM-TX CEASED PDU from the master then it shall inform the user application with a DMCC-TX CEASED indication. It shall enter state CALL ACTIVE RX RESERVATION, following the procedures for a slave DM-MS during reservation; see clause 6.2.5.2. If the DMCC was holding a request until the end of the current transmission (see procedure h2), it shall immediately send a changeover request.

NOTE 1: Throughout clause 6, when the text refers to the DMCC receiving a PDU "from the master", it is intended that the DMCC should check that the source address in the PDU is correct i.e. equal to the source address from the DM-SETUP, DM-CONNECT ACK or DM-OCCUPIED PDU (or from the short data message header).

- b) If the DMCC receives a DM-RELEASE PDU from the master then it shall inform the user application with a DMCC-RELEASE indication and shall return to state IDLE.

NOTE 2: If the DMCC was holding a request until the end of the current transmission (see procedure h2), it may either discard the request or otherwise obey the appropriate procedures for outgoing call set-up as defined in clauses 6.2.1.1 or 6.2.2.1.

- c) If the DMCC receives a DM-SDS UDATA PDU from the master then it may process that PDU as defined in clause 6.3.2.1 (and shall remain in the same circuit mode state).
- d) If the user application wishes to leave the call then it shall transfer a DMCC-RELEASE request to the DMCC. The DMCC shall issue a DMC-CONFIGURE request to layer 2 indicating "call release" and shall return to state IDLE.

NOTE 3: In this case the slave DM-MS leaves the call without signalling. It is recommended that this procedure is not used during an individual call other than for emergency reasons.

- e) If layer 2 reports that the channel is now in reservation for the call (DMC-REPORT indication), then the DMCC shall inform the user application with a DMCC-TX CEASED indication. It shall enter state CALL ACTIVE RX RESERVATION, following the procedures for a slave DM-MS during reservation; see clause 6.2.5.2. If the DMCC was holding a request until the end of the current transmission (see procedure h2), it shall immediately send a changeover request.
- f) If layer 2 reports that the call has been lost or that the channel has become occupied by other users (DMC-REPORT indication) then the DMCC shall inform the user application with a DMCC-RELEASE indication and shall return to state IDLE.

NOTE 4: If the DMCC was holding a request until the end of the current transmission (see procedure h2), it may either discard the request or otherwise obey the appropriate procedures for outgoing call set-up as defined in clauses 6.2.1.1 or 6.2.2.1.

NOTE 5: It is optional for the DM-MS to leave the call if it receives signalling messages from other users - see clause 8.4.2.4.

- g) If the DMCC receives a DM-SETUP or DM-SETUP PRES PDU related to the ongoing call (or a DM-OCCUPIED PDU related to the ongoing call but with a different master) then it shall inform the user application with a DMCC-TX CEASED indication and shall obey the appropriate procedures for an incoming call set-up.

NOTE 6: Cases e), f) and g) are exception conditions which may occur if propagation problems cause messages to be missed.

NOTE 7: If the DMCC receives a DM-SETUP or DM-SETUP PRES PDU (or DM-OCCUPIED) not related to the ongoing call then it may issue a DMCC-RELEASE indication to the user application and obey the appropriate procedures for an incoming call set-up. Otherwise it ignores the PDU and remains in the current state.

- h) If the user application issues a DMCC-SETUP request for continuation of the ongoing call then the DMCC shall check whether pre-emption is valid i.e. whether the request priority is pre-emptive or emergency pre-emptive and is higher than the priority of the current transmission:
  - 1) If pre-emption is valid then the DMCC may send a DM-PREEMPT PDU addressed to the master DM-MS and shall enter state WAIT RSP OCCUPATION. It shall then wait for a response from the master:
    - If it receives a DM-PRE ACCEPT PDU from the master, it shall then obey the appropriate procedures for outgoing call set-up, as defined in clauses 6.2.1.1 or 6.2.2.1. It shall use the procedure for set-up without presence check (clause 6.2.1.1) unless this is an individual call and there is a change of service type in which case it may use the procedure for set-up either with or without presence check.
    - If it receives a DM-REJECT PDU from the master then it shall inform the user application with a DMCC-REPORT indication and shall return to the state appropriate to the ongoing call.
    - If it receives a DMA-REPORT indication reporting a change of master, and if the pre-emption is still valid, then the DMCC may re-send the DM-PREEMPT addressed to the new master. Or, if it receives a DMA-REPORT indicating that the channel is now free (or in unknown state) then the DMCC may obey the appropriate procedures for outgoing call set-up, as defined in clauses 6.2.1.1 or 6.2.2.1. For other DMA-REPORTs indicating random access failure, the DMCC shall inform the user application of the failure with a DMCC-REPORT indication and shall return to the state appropriate to the ongoing call.
  - 2) If pre-emption is not valid then the DMCC may either discard the request (informing the user application with a DMCC-REPORT indication) or may hold the request until the end of the current transmission (see procedures a) and e)) and then immediately send a changeover request, as defined in clause 6.2.5.2, indicating that the changeover request has been held during occupation when it issues the DMA-UNITDATA request (see clause 6.4 j). If the "recent user flag" is set to value 1 then the DMCC shall also indicate in the primitive that this is a recent user changeover request.

NOTE 8: Procedure h) applies if the user application issues a DMCC-SETUP request primitive requesting to transmit in the ongoing call. If the user application issues a DMCC-SETUP request primitive relating to a new call, the DMCC should behave as if the user application had issued a DMCC-RELEASE request primitive before issuing the DMCC-SETUP request primitive.

After procedures a), b), d), e), f), g) and h), the DMCC shall set its internal parameter "recent user flag" to value 0.

### 6.2.4.3 Transmitting Party Number Identification (TPNI)

For an intra-MNI call, and if the master DM-MS used its true Individual Short Subscriber Identity (ISSI) as the layer 2 source address when sending the DM-SETUP or DM-SETUP PRES or DM-OCCUPIED PDU, the called DMCC(s) shall provide TPNI to the user application as the "calling party TSI" parameter in the DMCC-SETUP indication primitive.

For an inter-MNI call or for an intra-MNI call if the master DM-MS did not use its true ISSI as the layer 2 source address, and if the DMCC-SETUP request primitive required TPNI to be provided, then during occupation the master DMCC shall send the DM-INFO PDU containing its ITSI.

NOTE: In this case, the master DM-MS may choose to send the DM-INFO PDU intermittently throughout the occupation period. This should be done for a call set-up without presence check, in order to provide TPNI information to late entrants.

If a slave DM-MS receiving circuit mode traffic receives a DM-INFO PDU containing TPNI information, and if the information has not been received already, then the DMCC shall deliver the information to the user application in a DMCC-TPNI indication primitive.

## 6.2.5 Procedures during reservation

### 6.2.5.1 Master DM-MS

During the reservation period, the master DM-MS shall obey the following procedures:

- a) If the DMCC receives a DM-PREEMPT PDU requesting pre-emptive use of the channel, it shall check that the request priority is valid i.e. that the priority is pre-emptive priority or emergency pre-emptive priority and is higher than the ongoing call. The DMCC may perform additional checks on the validity of the pre-emption request based on security criteria; see EN 300 396-6 [6]. For a pre-emptive priority (non-emergency) request, the DMCC may also perform further additional checks on the validity of the pre-emption request.

If the pre-emption request is valid then the DMCC shall send a DM-PRE ACCEPT PDU addressed to the pre-emptor. Also, if the DM-PREEMPT is for continuation of the ongoing call, the DMCC shall issue a DMCC-REPORT indication to the user application and enter state CALL ACTIVE RX RESERVATION as a slave DM-MS during reservation; or, if the DM-PREEMPT relates to a new call, the DMCC shall inform the user application with a DMCC-RELEASE indication and shall return to state IDLE.

Otherwise, if the pre-emption request is not valid, the DMCC may send a DM-REJECT PDU addressed to the pre-emptor (and shall remain in the same state).

NOTE 1: If the DMCC accepts a pre-emption request during reservation then it sends only DM-PRE ACCEPT, even for a pre-emption for a new call. The DM-PRE ACCEPT includes a message-dependent element indicating whether it is also an implicit call release message. This will be received by the layer 2 in slave DM-MSs in the ongoing call.

- b) If the DMCC receives a DM-TX REQUEST PDU, it may perform validity checks on the request. If the changeover request is accepted then the DMCC shall send a DM-TX ACCEPT PDU addressed to the requesting DM-MS, issue a DMCC-REPORT indication to the user application and enter state CALL ACTIVE RX RESERVATION as a slave DM-MS during reservation. If the changeover request is not accepted the DMCC may send a DM-REJECT PDU (and shall remain in the same state).
- c) If the user application issues a DMCC-SETUP request primitive requesting continuation of traffic transmission then the DMCC shall obey the procedures for an outgoing call set-up, defined in clauses 6.2.1.1 or 6.2.2.1.
- d) If the user application issues a DMCC-RELEASE request primitive then the DMCC shall send a DM-RELEASE PDU and shall return to state IDLE.

- e) If the DMCC receives a DM-SETUP or DM-SETUP PRES PDU (or DM-OCCUPIED), it shall decide whether to leave its own call.

If the DMCC leaves its own call then it:

- may send a DM-RELEASE PDU to the called DM-MS(s) in its own call; and
- shall issue a DMCC-RELEASE indication to the user application and obey the appropriate procedures for an incoming call set-up, defined in clauses 6.2.1.2 or 6.2.2.2.

Otherwise the DMCC shall ignore the DM-SETUP or DM-SETUP PRES PDU (or DM-OCCUPIED).

NOTE 2: For example, the DM-MS could use the priorities of the two calls to decide whether to leave its own call e.g. keeping its own call unless the other call is an emergency call and its own call is a non-emergency call.

- f) If the DMCC receives a DM-SDS UDATA or DM-SDS DATA PDU, it shall decide whether to leave its own call.

If the DMCC leaves its own call then it:

- may send a DM-RELEASE PDU to the called DM-MS(s) in its own call; and
- shall issue a DMCC-RELEASE indication to the user application, obey the procedures for incoming short data as defined in clause 6.3.2 and return to state IDLE.

Otherwise the DMCC shall ignore the DM-SDS UDATA or DM-SDS DATA PDU.

NOTE 3: Alternatively, if capable, the DMCC may obey the procedures for incoming short data as defined in clause 6.3.2 and return to state CALL ACTIVE TX RESERVATION.

- g) If layer 2 reports that the channel has become occupied by other users (DMC-REPORT indication) then the DMCC:

- should send a DM-RELEASE PDU to the called DM-MS(s) in its own call; and
- shall inform the user application with a DMCC-RELEASE indication and return to state IDLE.

NOTE 4: It is a DM-MS choice whether to give up its own call if it receives signalling messages from other users - see clause 8.4.2.3.

NOTE 5: In most cases, if the DM-MS gives up its call because the channel has become occupied by other users, it is recommended that the DM-MS should send the DM-RELEASE PDU to inform the called DM-MS(s) in its own call. An exception to this recommendation may be if the other call is an emergency call.

- h) If the reservation period expires without any of the above occurring then the DMCC shall issue a DMCC-RELEASE indication to the user application and return to state IDLE.

NOTE 6: During (and at the end of) the reservation period, the layer 2 in the master DM-MS sends the DM-RESERVED PDU as a channel maintenance message; refer to clause 8. Layer 3 is not responsible for the transmission of this message.

Layer 2 reports to layer 3 when the reservation period has expired using a DMC-REPORT indication primitive.

### 6.2.5.2 Slave DM-MS

During the reservation period, a slave DM-MS in the ongoing call shall obey the following procedures:

- a) If the user application issues a DMCC-SETUP request primitive requesting to transmit in the ongoing call then the DMCC shall send a DM-TX REQUEST PDU addressed to the master DM-MS and shall enter state WAIT RSP RESERVATION. It shall then wait for a response from the master:
  - If it receives a DM-TX ACCEPT PDU from the master, it shall then obey the appropriate procedures for outgoing call set-up, as defined in clauses 6.2.1.1 or 6.2.2.1. It shall use the procedure for set-up without presence check (clause 6.2.1.1) unless this is an individual call and there is a change of service type in which case it may use the procedure for set-up either with or without presence check. Figure 16 illustrates a successful changeover procedure.
  - If it receives a DM-REJECT PDU from the master then it shall inform the user application with a DMCC-REPORT indication and shall return to state CALL ACTIVE RX RESERVATION.
  - If it receives a DMA-REPORT indication reporting that the channel is now free (or in unknown state) then the DMCC may obey the appropriate procedures for outgoing call set-up, as defined in clauses 6.2.1.1 or 6.2.2.1. Or, if it receives a DMA-REPORT indication reporting a change of master, and if pre-emption is valid, then the DMCC may send a DM-PREEMPT PDU addressed to the new master. For other DMA-REPORTs indicating random access failure, the DMCC shall inform the user application of the failure with a DMCC-REPORT indication and shall return to state CALL ACTIVE RX RESERVATION.

If, while waiting for a response, condition b), c1), d), e1), f) or h) applies then the DMCC shall abandon its request procedure (reporting the failure to the user application, unless it is sending DM-PREEMPT to a new master) and shall obey that other procedure. It shall also obey procedures g) and j) unless it chooses to attempt outgoing call set-up on the free channel.

NOTE 1: Procedure a) applies if the user application issues a DMCC-SETUP request primitive requesting to transmit in the ongoing call. If the user application issues a DMCC-SETUP request primitive relating to a new call, the DMCC should behave as if the user application had issued a DMCC-RELEASE request primitive before issuing the DMCC-SETUP request primitive.

- b) If the DMCC receives a DM-SETUP or DM-SETUP PRES PDU (or DM-OCCUPIED) related to the ongoing call then it shall obey the appropriate procedures for an incoming call set-up.
- c) If the DMCC receives a DM-SETUP or DM-SETUP PRES PDU (or DM-OCCUPIED) not related to the ongoing call then it shall either:
  - 1) issue a DMCC-RELEASE indication to the user application and obey the appropriate procedures for an incoming call set-up; or
  - 2) ignore the PDU and remain in the current state.

NOTE 2: The DM-MS uses the addresses from the PDU to deduce whether the PDU relates to the ongoing call.

NOTE 3: When the DM-MS receives a DM-SETUP or DM-SETUP PRES PDU (or DM-OCCUPIED) related to a different call, it may not know whether the ongoing call is still present or whether the ongoing call has actually finished but it did not receive the DM-RELEASE or DM-PRE ACCEPT message. In many cases it may be preferable for the DM-MS to ignore signalling for a different call. An exception may be if the ongoing call is a non-emergency call and the new signalling is for an emergency call.

- d) If the DMCC receives a DM-SDS UDATA or DM-SDS DATA PDU related to the ongoing call then it shall obey the procedure for incoming short data, defined in clause 6.3.2. After obeying the short data procedure, the DMCC shall continue in state CALL ACTIVE RX RESERVATION as a slave DM-MS during reservation.
- e) If the DMCC receives a DM-SDS UDATA or DM-SDS DATA PDU not related to the ongoing call then it shall either:
  - 1) issue a DMCC-RELEASE indication to the user application, obey the procedure for incoming short data defined in clause 6.3.2 and return to state IDLE; or
  - 2) ignore the PDU and remain in the current state.

NOTE 4: The DM-MS uses the addresses and SDS transaction type from the PDU to deduce whether the PDU relates to the ongoing call.

- f) If the user application issues a DMCC-RELEASE request primitive then the DMCC shall issue a DMCC-CONFIGURE request to layer 2 indicating "call release" and shall return to state IDLE.
- g) If the DMCC receives a DM-RELEASE PDU from the master then it shall issue a DMCC-RELEASE indication to the user application and shall return to state IDLE.
- h) If layer 2 reports that the channel has been pre-empted for a new call or become occupied by other users or that the call has been lost (DMC-REPORT indication) then the DMCC shall inform the user application with a DMCC-RELEASE indication and shall return to state IDLE.

NOTE 5: For example, this procedure may be used in order to report that the channel has been pre-empted for a new call not involving this DM-MS. The master does not send DM-RELEASE if pre-empted during reservation. It is therefore the responsibility of layer 2 in slave DM-MSs to detect and report the loss of the ongoing call. It can detect the loss by inspecting the message-dependent element "new call pre-emption" in the DM-PRE ACCEPT message sent to the pre-emptor.

NOTE 6: It is optional for the DM-MS to leave the call if it receives signalling messages from other users - see clause 8.4.2.4.

- j) If the reservation period expires without any of the above occurring then the DMCC shall issue a DMCC-RELEASE indication to the user application and shall return to state IDLE. The expiry of the reservation period is reported by layer 2 in a DMC-REPORT indication primitive.

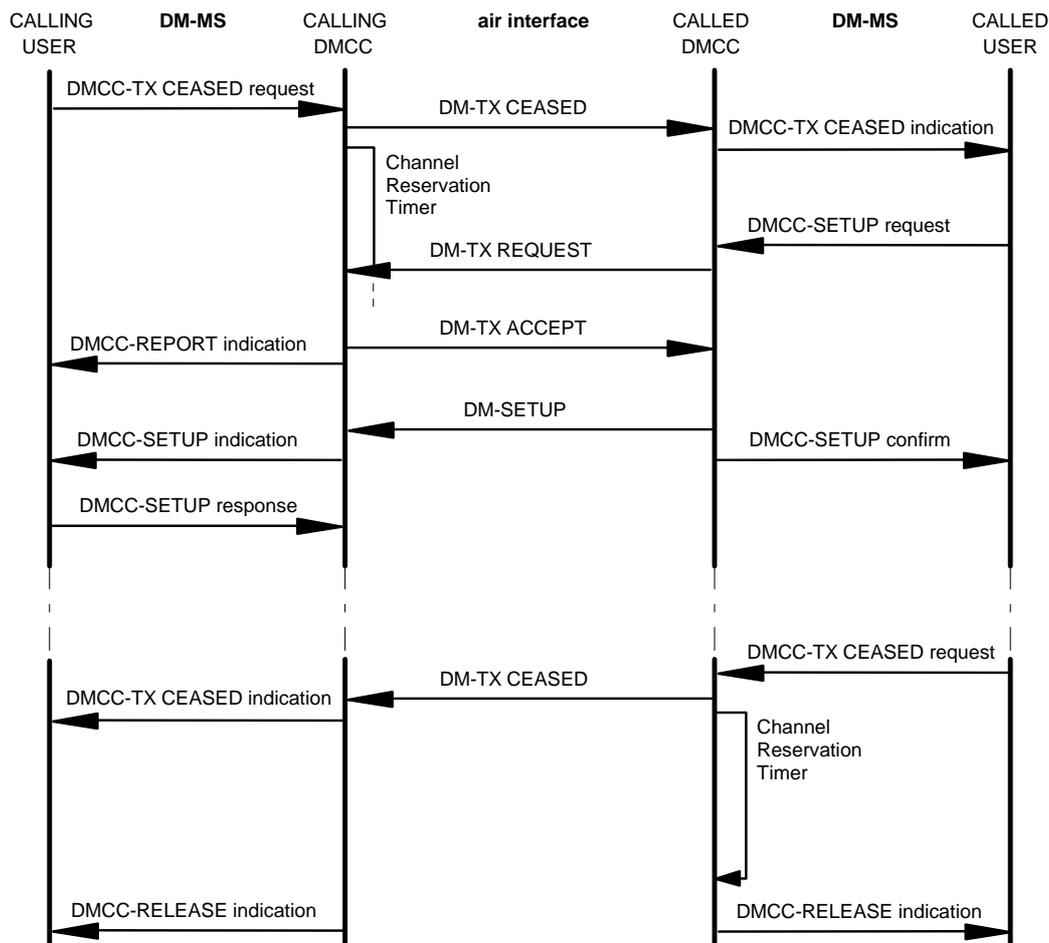


Figure 16: Call changeover

### 6.2.5.3 Pre-emption of short data sent as a transaction within a circuit mode call

If the user application issues a DMCC-SETUP request for continuation of an ongoing circuit mode call during a short data transaction being sent as a transaction within that call then the DMCC shall check whether pre-emption is valid i.e. whether the request priority is pre-emptive or emergency pre-emptive and is higher than the priority of the short data transmission:

- If pre-emption is valid then the DMCC may attempt pre-emption. It shall use the procedure defined in clause 6.2.4.2 h).
- Otherwise the DMCC may either discard the request (informing the user application with a DMCC-REPORT indication) or may hold the request until the end of the short data transmission and then send a changeover request, as defined in clause 6.2.5.2 a).

### 6.2.6 Procedures to set up a new call by pre-emption

If the user application initiates a new call establishment and the DM channel is currently busy (or in the case of frequency efficient mode both channel A and channel B are busy) then the DMCC shall check whether the use of pre-emption is valid:

- If the priority level in the DMCC-SETUP request is not set to one of the pre-emptive priority levels, or if the ongoing call(s) are of the same or higher priority or of unknown priority, then the DMCC shall issue a DMCC-RELEASE indication to the user application and shall discard the call request.
- Otherwise (i.e. if pre-emption is valid), the DMCC may send a DM-PREEMPT PDU addressed to the master of the circuit mode call or short data transmission that is to be interrupted (see note 1), and shall enter state PRE-EMPTION. It shall then wait for a response from the master:
  - If it receives a DM-PRE ACCEPT PDU from the master, it shall then obey the appropriate procedures for outgoing call set-up, as defined in clauses 6.2.1.1 or 6.2.2.1. Figure 17 illustrates a successful pre-emption procedure.
  - If it receives a DM-REJECT PDU from the master then it shall inform the user application with a DMCC-RELEASE indication and shall return to state IDLE.
  - If it receives a DMA-REPORT indication reporting a change of master, and if the pre-emption is still valid, then the DMCC may re-send the DM-PREEMPT addressed to the new master. Or, if it receives a DMA-REPORT indicating that the channel is now free (or in unknown state) then the DMCC may obey the appropriate procedures for outgoing call set-up, as defined in clauses 6.2.1.1 or 6.2.2.1. For other DMA-REPORTs indicating random access failure, the DMCC shall inform the user application of the failure with a DMCC-RELEASE indication and shall return to state IDLE.
- Otherwise (i.e. if pre-emption is valid but the DMCC chooses not to attempt pre-emption), the DMCC may discard the request, informing the user application with a DMCC-RELEASE indication; or, if the channel is in occupation, it may hold the request until the end of the current transmission and then send the DM-PREEMPT during reservation; or it may hold the request until the end of the ongoing call and then attempt outgoing call set-up on the free channel.

NOTE 1: In the case of frequency efficient mode, if pre-emption is valid on both channel A and channel B, the MS may choose which call it will attempt to interrupt.

NOTE 2: In the case of frequency efficient mode, new call pre-emption is generally permitted only if both channel A and channel B are busy, as specified above. Exceptions apply in the following cases:

- a) if there is an ongoing call and the DM-MS chose not to participate in that call even though it was addressed by the call, and the user application then requests to make the equivalent call (see note 4 in clause 6.2.1.1);
- b) if there is an ongoing individual call not involving the DM-MS and the user application then requests a call to one of those individuals (see note 5 in clause 6.2.1.1 and note in clause 6.2.2.1).

In both of these cases, DM-MS should not use the other DM channel for the call, even if the other DM channel is free. The DM-MS may attempt to pre-empt the ongoing call (if pre-emption is valid).

NOTE 3: Another permitted exception for frequency efficient mode is if the DM-MS is a slave receiving in a call and the user application issues a DMCC-SETUP request primitive relating to a new call. Then the DM-MS is permitted to attempt to pre-empt the ongoing call (if pre-emption is valid) even if it does not know whether the other DM channel is free.

Thus, in this case, it is optional whether the DM-MS attempts to pre-empt the ongoing call or whether it waits to perform channel surveillance on the other DM channel. In some cases, the first method may provide faster access. However it should be noted that there is a possibility that the required called party in the new call is actually currently in a call on the other DM channel.

As indicated in clause 8.4.2.4, a DM-MS receiving in a call in frequency efficient mode may choose to perform idle mode channel surveillance on the other DM channel so that it knows the state of the other DM channel and the occupants.

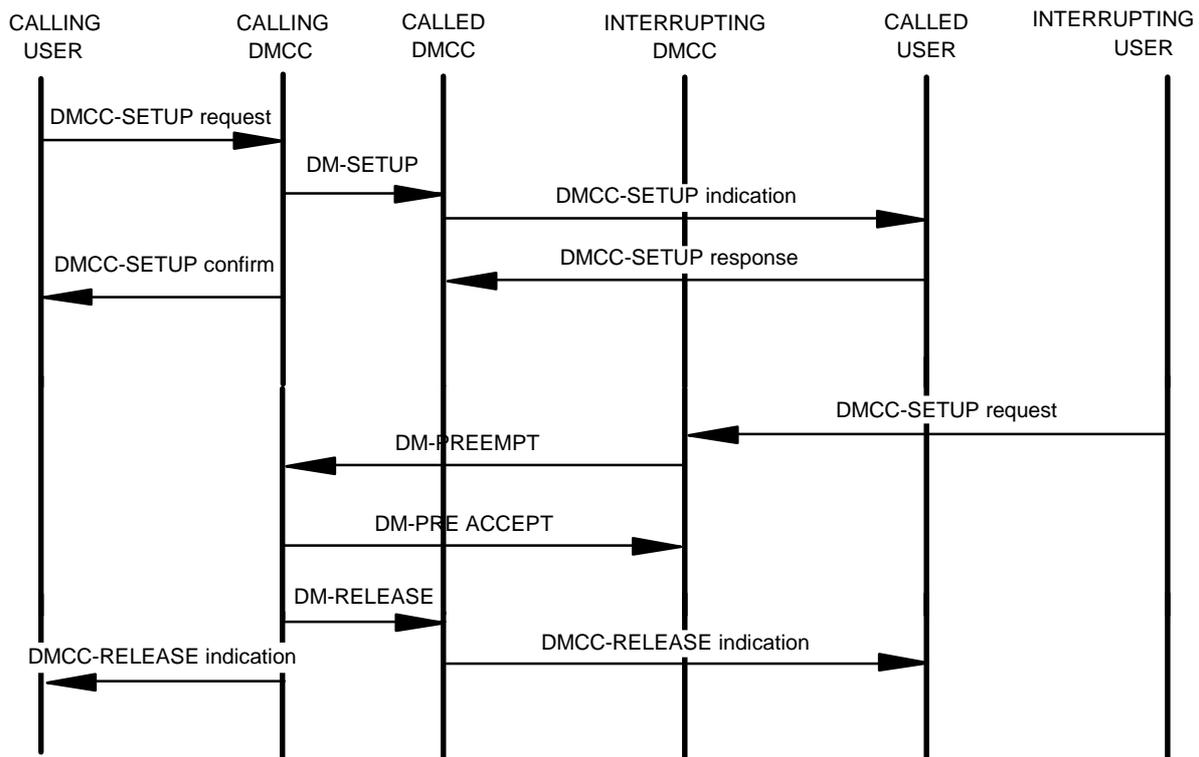


Figure 17: Call pre-emption (successful)

## 6.3 Short Data Service (SDS) procedures

This clause defines the DM procedures for the Short Data Service (SDS). The SDS provides transmission and reception of both user-defined short messages (up to 2 039 user-defined data bits) and predefined 16-bit messages (i.e. status messages).

Three types of service are available:

- 1) an unacknowledged service, which shall be used for sending short data to a group and may be used for sending short data to an individual DM-MS;
- 2) an acknowledged service, which may be used for sending short data to an individual DM-MS;
- 3) an acknowledged service where the called DM-MS chooses to include limited data within the acknowledgement. The data in the acknowledgement is not itself acknowledged (though the calling DM-MS may retransmit its own message if it does not receive the acknowledgement).

The primitives used shall be DMCC-SDS UNITDATA for the unacknowledged service and DMCC-SDS DATA for the acknowledged service.

For the unacknowledged SDS, when the calling DMCC sends the DM-SDS UDATA PDU, it may instruct layer 2 to transmit the complete message several times (up to a maximum of DN314 times). Whereas, for the acknowledged services, the calling DMCC is responsible for requesting a retransmission if a response is not received from the called party.

NOTE: For the unacknowledged SDS, the number of transmissions may be based on the "importance factor" parameter if supplied in the DM-SDS UNITDATA request primitive.

Short data messages may be sent in one of four modes:

- a) as a stand-alone transaction on a free channel;
- b) as a stand-alone transaction, after pre-empting an ongoing call;
- c) by a master DM-MS transmitting traffic in a circuit mode call, with the short data message sent by stealing from the traffic capacity (unacknowledged short data service only);
- d) as a transaction within an ongoing circuit mode call (using the pre-emption or changeover procedure to become master of the channel).

Both user-defined and predefined messages shall be carried in the same PDUs:

- DM-SDS UDATA for sending unacknowledged short data;
- DM-SDS DATA for sending acknowledged data;
- DM-SDS ACK for acknowledging short data (optionally also including limited data).

The DM-SDS ACK may include a predefined message, or up to 229 bits of user-defined data if using a Frame Check Sequence (FCS), or up to 261 bits of user-defined data if not using an FCS.

When a DM-MS sends a DM-SDS UDATA or DM-SDS DATA PDU, it becomes master of the channel. If another DM-MS wishes to take the channel to send either circuit mode traffic or short data, it must first either wait for the possibility of a changeover or send a pre-emption request and be granted permission by the current master.

A DM-MS sending a DM-SDS ACK PDU continues to be a slave (even if the PDU contains data).

## 6.3.1 Sending short data

### 6.3.1.1 Sending short data on a free channel

#### 6.3.1.1.1 Sending unacknowledged short data on a free channel

A user application initiates unacknowledged short data message transfer by transferring a DMCC-SDS UNITDATA request primitive across the DMCC-SAP to the DMCC entity.

If the DM channel is currently busy then the DMCC shall use the procedures in clauses 6.3.1.2, 6.3.1.3 and 6.3.1.4 to decide whether pre-emption, stealing or changeover are valid. If the channel is free then the DMCC shall perform the following procedure. If the channel is in state unknown then the DMCC shall either perform the following procedure or issue a DMCC-SDS REPORT with parameter "channel is busy" to the user application.

The DMCC shall convert the request primitive into a corresponding DM-SDS UDATA PDU (including an FCS if requested) and shall send it. It shall then enter state UNACK'D SHORT DATA INITIATED. After sending the PDU, the DMCC shall await DMA-REPORT indication(s) from layer 2, reporting on the progress of the transmission. While waiting, the DMCC shall not accept further short data request primitives from the user application.

- If the DMCC receives a DMA-REPORT indication reporting failure to transmit the DM-SDS UDATA PDU because the channel has become busy (or the channel state remains unknown), it shall either:
  - a) inform the user application using a DMCC-SDS REPORT indication with parameter "channel is busy" and return to state IDLE; or
  - b) for a sufficiently high priority request, invoke the pre-emption procedure.

- If the DMCC receives a DM-PREEMPT PDU requesting pre-emptive use of the channel, it shall check that the request priority is valid i.e. that the priority is pre-emptive priority or emergency pre-emptive priority and is higher than the ongoing short data. The DMCC may perform additional checks on the validity of the pre-emption request based on security criteria; see EN 300 396-6 [6]. For a pre-emptive priority (non-emergency) request, the DMCC may also perform further additional checks on the validity of the pre-emption request.

If the pre-emption request is valid then the DMCC shall immediately send a DM-PRE ACCEPT PDU addressed to the pre-emptor. It shall then continue to wait. If, within a time DT314, it does not receive a DMA-REPORT indication reporting that its DM-SDS UDATA PDU has been transmitted the required number of times then the DMCC shall issue a DMCC-SDS REPORT indication to the user application with parameter "failed transfer" and shall return to state IDLE.

Otherwise, if the pre-emption request is not valid, the DMCC shall ignore the request and shall remain in state UNACK'D SHORT DATA INITIATED.

- If the DMCC receives a DMA-REPORT indication reporting that the DM-SDS UDATA PDU has been transmitted the required number of times, it shall either:
  - inform the user application using a DMCC-SDS REPORT indication with parameter "short data transfer completed" and return to state IDLE (illustrated in figure 18); or
  - send the DM-SDS UDATA PDU again (if using method 2 in the next paragraph).

If the DMCC wishes the unacknowledged short data message to be transmitted multiple times, it may use either of the following two methods:

- 1) The DMCC may issue a single DMA-UNITDATA request instructing layer 2 to transmit the complete message several times (up to a maximum of DN314 times).
- 2) Alternatively, the DMCC may choose to subdivide the number of transmissions, issuing a DMA-UNITDATA request instructing layer 2 to transmit the complete message once (or more than once) and then, on receiving a DMA-REPORT indication reporting completion of that transaction, issuing another DMA-UNITDATA request instructing layer 2 to transmit the complete message again (either once or more than once). This process may continue until layer 2 has transmitted the complete message up to a maximum of DN314 times.

NOTE 1: Method 2 does not apply for short data sent as a transaction within a circuit mode call.

NOTE 2: If using method 2, the DMCC may choose to delay re-issuing of the DMA-UNITDATA request in case there may be temporary propagation problems.

NOTE 3: Method 2 may give some advantage in the case of temporary propagation problems.

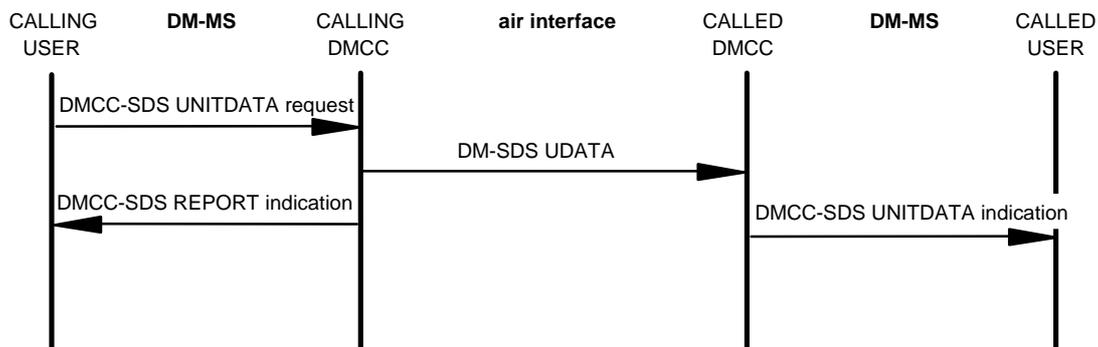


Figure 18: Unacknowledged SDS message

### 6.3.1.1.2 Sending acknowledged short data on a free channel

A user application initiates acknowledged short data message transfer by transferring a DMCC-SDS DATA request primitive across the DMCC-SAP to the DMCC entity.

If the DM channel is currently busy then the DMCC shall use the procedures in clauses 6.3.1.2, 6.3.1.3 and 6.3.1.4 to decide whether pre-emption or changeover are valid. If the channel is free then the DMCC shall perform the following procedure. If the channel is in state unknown then the DMCC shall either perform the following procedure or issue a DMCC-SDS REPORT with parameter "channel is busy" to the user application.

The DMCC shall convert the request primitive into a corresponding DM-SDS DATA PDU (including an FCS if requested) and shall send it. It shall then enter state ACK'D SHORT DATA INITIATED. After sending the PDU, the DMCC shall await DMA-REPORT indication(s) from layer 2, reporting on the progress of the transmission. While waiting, the DMCC shall not accept further short data request primitives from the user application.

- If the DMCC receives a DMA-REPORT indication reporting failure to transmit the DM-SDS DATA PDU because the channel has become busy (or the channel state remains unknown), it shall either:
  - a) inform the user application using a DMCC-SDS REPORT indication with parameter "channel is busy" and return to state IDLE; or
  - b) for a sufficiently high priority request, invoke the pre-emption procedure.
- If the DMCC receives a DM-PREEMPT PDU requesting pre-emptive use of the channel, it shall check that the request priority is valid i.e. that the priority is pre-emptive priority or emergency pre-emptive priority and is higher than the ongoing short data. The DMCC may perform additional checks on the validity of the pre-emption request based on security criteria; see EN 300 396-6 [6]. For a pre-emptive priority (non-emergency) request, the DMCC may also perform further additional checks on the validity of the pre-emption request.

If the pre-emption request is valid then the DMCC shall immediately send a DM-PRE ACCEPT PDU addressed to the pre-emptor. It shall then continue to wait. If, within a time DT314, it does not receive a DM-SDS ACK PDU indicating that its DM-SDS DATA PDU has been fully received by the peer entity, or a DM-REJECT PDU rejecting its DM-SDS DATA PDU, then the DMCC shall issue a DMCC-SDS REPORT indication to the user application with parameter "failed transfer" and shall return to state IDLE.

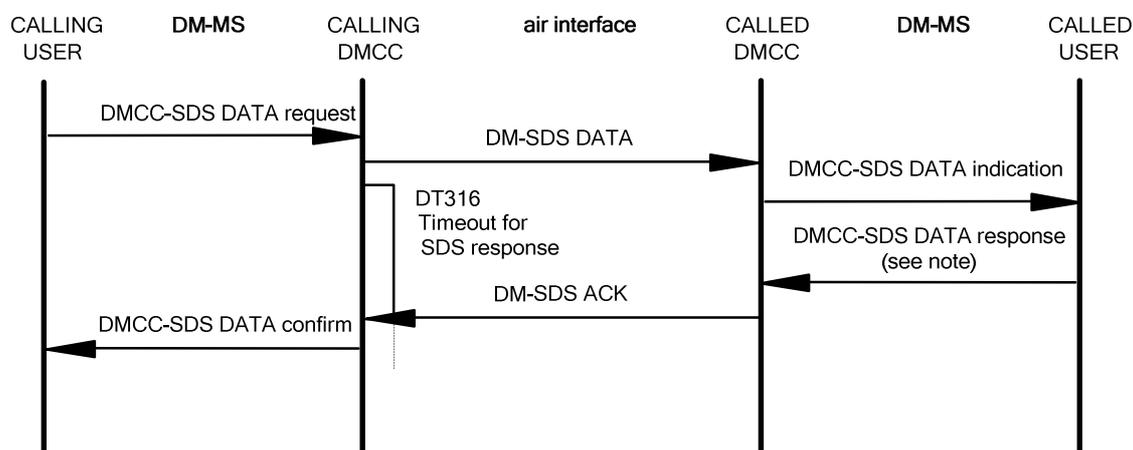
Otherwise, if the pre-emption request is not valid, the DMCC shall ignore the request and shall remain in state ACK'D SHORT DATA INITIATED.

- If the DMCC receives a DMA-REPORT indication reporting that the DM-SDS DATA PDU has been transmitted, the DMCC shall start timer DT316 and waits for a response:
  - If it receives a DM-SDS ACK indicating that the message was fully received then the DMCC shall confirm the success of the transmission to the user application by a DMCC-SDS DATA confirm primitive, delivering the contained user-defined or predefined data (if any). It shall then stop timer DT316 and return to state IDLE (illustrated in figure 19).
  - If it receives a DM-SDS ACK indicating that the message was received but the FCS failed, or that the message was not fully received, then the DMCC shall stop timer DT316. It shall then either send the DM-SDS DATA PDU again (indicating "immediate retransmission" in the DMA-UNITDATA request), or issue a DMCC-SDS REPORT indication to the user application with parameter "failed transfer" and return to state IDLE. The DMCC shall attempt the short data transmission until successful or up to a maximum of DN315 times if a negative acknowledgement has been received (thereby indicating that the called DM-MS is present and within range).
  - If it receives an incomplete DM-SDS ACK, or a DM-SDS ACK with incorrect FCS, then the DMCC shall stop timer DT316. It shall then either send the DM-SDS DATA PDU again (indicating "immediate retransmission" in the DMA-UNITDATA request), or issue a DMCC-SDS REPORT indication to the user application with parameter "short data transferred but acknowledgement data failed" and return to state IDLE. The DMCC shall attempt the short data transmission until successfully acknowledged or up to a maximum of DN315 times.

- If it receives a DM-REJECT PDU then the DMCC shall issue a DMCC-SDS REPORT indication to the user application with parameter "called mobile rejected short data" or "called mobile does not support short data", stop timer DT316 and return to state IDLE (illustrated in figure 20).
- If timer DT316 expires then the DMCC shall either send the DM-SDS DATA PDU again (without indicating "immediate retransmission" in the DMA-UNITDATA request), or issue a DMCC-SDS REPORT indication to the user application with parameter "failed transfer" and return to state IDLE. The DMCC shall attempt the short data transmission up to a maximum of DN316 times if no acknowledgement has been received. This procedure is illustrated in figure 21.

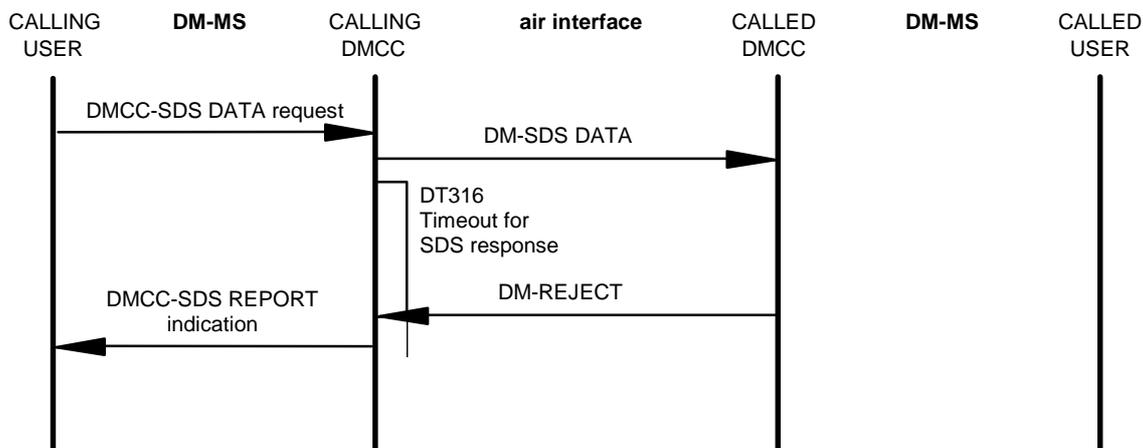
NOTE 1: The DMCC may choose to delay re-sending the DM-SDS DATA PDU after timer DT316 expires in case there may be a temporary propagation problem - except in the case of short data sent as a transaction within a circuit mode call.

NOTE 2: When the DMCC issues a DMCC-SDS REPORT indication to the user application with parameter "failed transfer", the DMCC may indicate whether the message has been completely sent at least once and the called DM-MS(s) may have received the data (i.e. outcome unknown) or whether it is known that the called DM-MS(s) cannot have received the data (e.g. if the message was not completely sent or was always negatively acknowledged).



NOTE: DMCC-SDS DATA response only issued if return data is sent.

**Figure 19: Acknowledged SDS message (successful)**



**Figure 20: Acknowledged SDS message (rejected)**

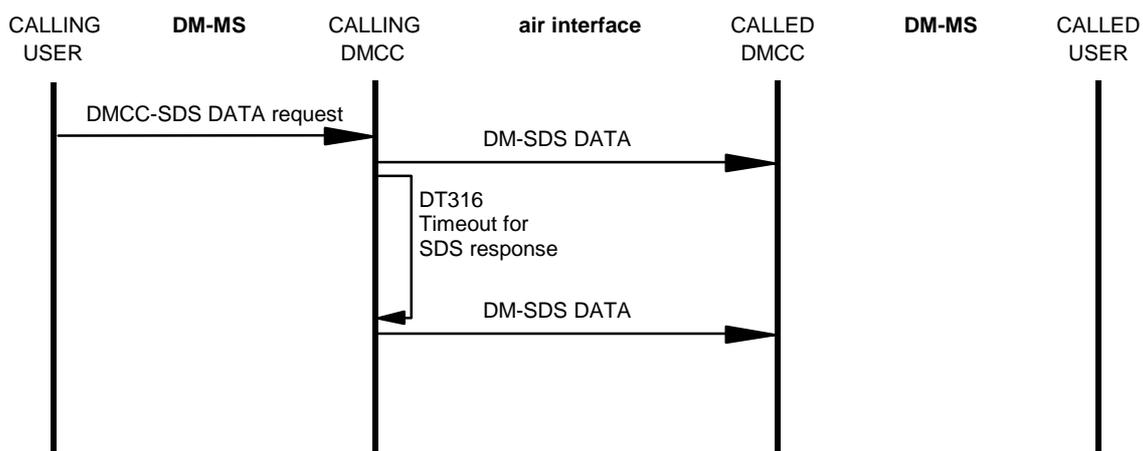


Figure 21: Acknowledged SDS message (time-out and retry)

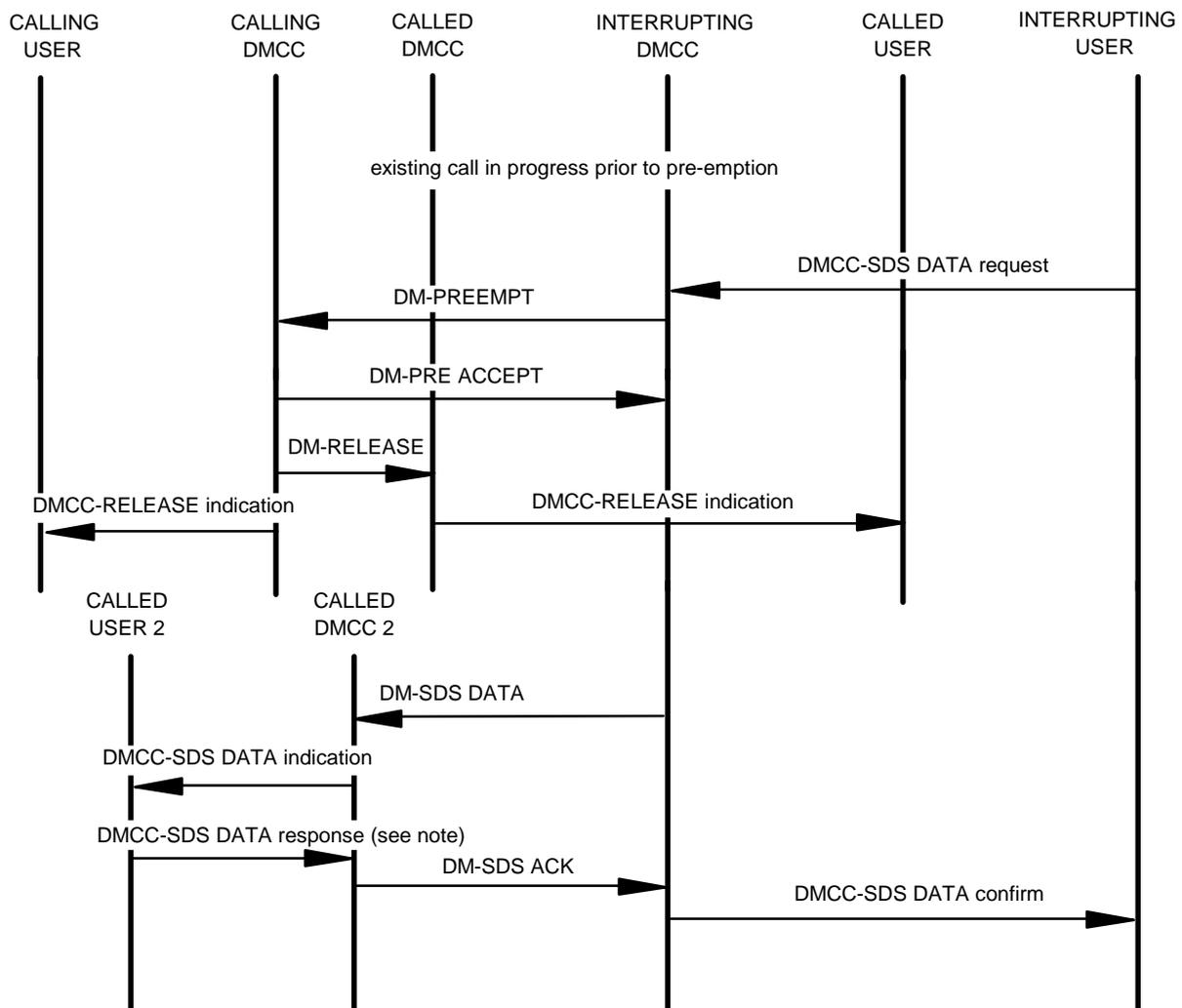
### 6.3.1.2 Sending short data by pre-emption

If the user application initiates a short data message transfer not related to an ongoing circuit mode call and the DM channel is currently busy (or in the case of frequency efficient mode both channel A and channel B are busy) then the DMCC shall check whether the use of pre-emption is valid:

- If the priority level in the DMCC-SDS UNITDATA or DMCC-SDS DATA request is not set to one of the pre-emptive priority levels, or if the ongoing call(s) are of the same or higher priority or of unknown priority, then the DMCC shall issue a DMCC-SDS REPORT indication to the user application with parameter "channel is busy" and shall discard the request.
- Otherwise (i.e. if pre-emption is valid), the DMCC may send a DM-PREEMPT PDU addressed to the master of the circuit mode call or short data transmission that is to be interrupted (see note), and shall enter state PRE-EMPTION. It shall then wait for a response from the master:
  - If it receives a DM-PRE ACCEPT PDU from the master, it shall then obey the procedures for sending short data on a free channel, as defined in clause 6.3.1.1. Figure 22 illustrates a successful pre-emption procedure.
  - If it receives a DM-REJECT PDU from the master then it shall inform the user application using a DMCC-SDS REPORT indication with parameter "pre-emption rejected" and shall return to state IDLE.
  - If it receives a DMA-REPORT indication reporting a change of master, and if the pre-emption is still valid, then the DMCC may re-send the DM-PREEMPT addressed to the new master. Or, if it receives a DMA-REPORT indicating that the channel is now free (or in unknown state) then the DMCC may obey the procedures for sending short data on a free channel. For other DMA-REPORTs indicating random access failure, the DMCC shall inform the user application of the failure with a DMCC-SDS REPORT indication with parameter "pre-emption failure" and shall return to state IDLE.

NOTE: In the case of frequency efficient mode, if pre-emption is valid on both channel A and channel B, the MS may choose which call it will attempt to interrupt.

- Otherwise (i.e. if pre-emption is valid but the DMCC chooses not to attempt pre-emption), the DMCC may discard the request, informing the user application with a DMCC-SDS REPORT indication; or, if the channel is in occupation, it may hold the request until the end of the current transmission and then send the DM-PREEMPT during reservation; or it may hold the request until the end of the ongoing call and then obey the procedures for sending short data on a free channel.



NOTE: DMCC-SDS DATA response only issued if return data is sent.

**Figure 22: Sending short data by pre-emption of a circuit mode call (successful)**

### 6.3.1.3 Sending short data during circuit mode transmission

If the user application initiates unacknowledged short data message transfer while the DM-MS is transmitting circuit mode traffic, and if the message can be transmitted within one stolen timeslot, then the DMCC may send the DM-SDS UDATA PDU (setting the "stealing priority" parameter in the DMA-UNITDATA request appropriately and indicating the required number of repetitions). The progress of the transmission of the DM-SDS UDATA PDU shall be given locally to the DMCC in DMA-REPORT indication primitives: an interim report issued after the first transmission and a final report after the PDU has been transmitted the required number of times.

If the DMCC receives a final DMA-REPORT indication, the DMCC shall inform the user application using a DMCC-SDS REPORT indication with parameter "short data transfer completed".

If the DM-MS stops transmitting circuit mode traffic before layer 2 has issued the final DMA-REPORT indication, the DMCC may either inform the user application using a DMCC-SDS REPORT indication (with parameter "failed transfer") or may retain the request for sending during or after the reservation period.

NOTE 1: For short data sent by stealing, and if neither layer 3 source addressing nor FCS are needed, the maximum size of user defined message is 121 bits of user-defined data if a layer 2 source address is used. If layer 3 addressing and/or FCS are required then the maximum payload is reduced accordingly.

NOTE 2: If the user application initiates acknowledged short data transfer (or unacknowledged short data message transfer where the message cannot be transmitted within one stolen timeslot) while the DM-MS is transmitting circuit mode traffic then:

- the DMCC may discard the request (informing the user application with a DMCC-SDS REPORT indication); or
- for a short data request relating to the ongoing circuit mode call, the DMCC may hold the request until the reservation period at the end of the current traffic transmission and then send the short data as a transaction within the circuit mode call (as described in clause 6.3.1.4); or
- for a pre-emptive or emergency pre-emptive short data request relating to the ongoing circuit mode call, the DMCC may terminate its traffic transmission prematurely, sending a DM-TX CEASED PDU to the called DM-MS(s) and issuing a DMCC-TX CEASED indication to the user application, and then sending the short data as a transaction within the circuit mode call (as described in clause 6.3.1.4); or
- for a pre-emptive or emergency pre-emptive short data request not relating to the ongoing circuit mode call, the DMCC may terminate its circuit mode call prematurely, sending a DM-RELEASE PDU to the called DM-MS(s) and issuing a DMCC-RELEASE indication to the user application, and then sending the short data using the procedures described in clause 6.3.1.1.

#### 6.3.1.4 Sending short data as a transaction within a circuit mode call

If the user application initiates short data message transfer relating to an ongoing circuit mode call, and if the DM-MS is currently master of the circuit mode call, then the DMCC may send the short data during the reservation period. Refer to clause 6.3.1.4.3.

If the user application initiates short data message transfer relating to an ongoing circuit mode call, and if the DM-MS is currently a slave in the circuit mode call, then the DMCC may use the pre-emption procedure during occupation, or changeover procedure during reservation, to request to send the short data. Refer to clauses 6.3.1.4.1 or 6.3.1.4.2.

NOTE: If the DM-MS achieves successful pre-emption or changeover, the DMCC sends the short data (as described in clause 6.3.1.4.3). After sending the short data, the DM-MS continues to be the master of the channel, defining a reservation period in which it may receive changeover requests either for further circuit mode call transactions or for short data transfer.

This procedure allows DM circuit mode calls in which some of the "call transactions" are actually short data messages rather than circuit mode traffic.

A short data request primitive (DMCC-SDS UNITDATA or DMCC-SDS DATA request) may be regarded as relating to an ongoing circuit mode call if the DM-MS is participating in the call (as master or slave) and either the short data request primitive does not contain a "called party TSI" parameter or:

- for a circuit mode group call: the short data request primitive indicates that group address as the "called party TSI"; or
- for a circuit mode individual call: the short data request primitive indicates the other participating party as the "called party TSI".

##### 6.3.1.4.1 Pre-emption to send short data as a transaction within a circuit mode call

If the user application initiates short data message transfer relating to an ongoing circuit mode call during an occupation period then a slave DMCC shall check whether pre-emption is valid as defined in clause 6.3.1.2.

If pre-emption is valid then the DMCC may follow the pre-emption procedure defined in clause 6.3.1.2 except that:

- a) if the DMCC receives a DM-PRE ACCEPT PDU from the master, it shall then send the short data using the procedure defined in clause 6.3.1.4.3;
- b) if the pre-emption attempt fails, the DMCC shall return to the state appropriate to the ongoing call.

If pre-emption is not valid then the DMCC may either discard the request (informing the user application with a DMCC-SDS REPORT indication) or may hold the request until the end of the current transmission and then send a changeover request, as defined in clause 6.3.1.4.2.

#### 6.3.1.4.2 Changeover to send short data as a transaction within a circuit mode call

If the user application issues a DMCC-SDS UNITDATA or DMCC-SDS DATA request primitive during a reservation period, requesting to transmit short data relating to the ongoing call, then a slave DMCC shall send a DM-TX REQUEST PDU addressed to the master. It shall then wait for a response from the master:

- If it receives a DM-TX ACCEPT PDU from the master, it shall then send the short data using the procedure defined in clause 6.3.1.4.3.
- If it receives a DM-REJECT PDU from the master then it shall inform the user application with a DMCC-SDS REPORT indication with parameter "changeover rejected".
- If it receives a DMA-REPORT indication reporting that the channel is now free (or in unknown state) then the DMCC may obey the procedures for sending short data on a free channel. Or, if it receives a DMA-REPORT indication reporting a change of master, and if pre-emption is valid, then the DMCC may send a DM-PREEMPT PDU addressed to the new master. For other DMA-REPORTs indicating random access failure, the DMCC shall inform the user application of the failure with a DMCC-SDS REPORT indication with parameter "changeover failure".

If, while waiting for a response, condition b), c1), d), e1), f) or h) of clause 6.2.5.2 applies then the DMCC shall abandon its request procedure (reporting the failure to the user application, unless it is sending DM-PREEMPT to a new master) and shall obey that other procedure. It shall also obey procedures g) and j) except that it may attempt to send its short data on the free channel.

#### 6.3.1.4.3 Sending the short data as master of the circuit mode call

When the DM-MS has used the pre-emption or changeover procedure described in clauses 6.3.1.4.1 or 6.3.1.4.2 to become the master of the channel in order to send short data during a circuit mode call, or if it is already the master during reservation, the DMCC shall send the short data using the procedure for a free channel (as defined in clause 6.3.1.1) except that:

- a) the DM-SDS UDATA or DM-SDS DATA PDU shall indicate that this is a transaction within a circuit mode call;
- b) for all retransmissions of a DM-SDS DATA PDU, the DMCC shall indicate "immediate retransmission" in the DMA-UNITDATA request primitive;
- c) if the DMCC accepts a DM-PREEMPT PDU, it shall either enter state CALL ACTIVE RX RESERVATION as a slave DM-MS during reservation or return to state IDLE (depending on whether or not the DM-PREEMPT refers to continuation of the ongoing circuit mode call); it shall issue either a DMCC-REPORT indication or DMCC-RELEASE indication respectively to the user application;
- d) after completion of the short data transfer (or a failure other than pre-emption) then, instead of returning to state IDLE, the DMCC shall enter state CALL ACTIVE TX RESERVATION as a master DM-MS during reservation and shall follow the procedures defined in clause 6.2.5.1.

### 6.3.2 Receiving short data

#### 6.3.2.1 Receiving unacknowledged short data

On reception of a DM-SDS UDATA PDU:

- if the PDU contains an FCS and the FCS is correct, or if the PDU does not contain an FCS, the DMCC shall deliver the information to the user application using a DMCC-SDS UNITDATA indication primitive;
- if the PDU contains an FCS and the FCS is not correct, the DMCC shall discard the data message;
- if the DM-MS does not have a short data capability, the DMCC shall ignore the PDU.

### 6.3.2.2 Receiving acknowledged short data

On reception of a DM-SDS DATA PDU marked as fully received by layer 2:

- if the PDU contains an FCS and the FCS is correct, or if the PDU does not contain an FCS, the DMCC shall deliver the information to the user application using a DMCC-SDS DATA indication primitive. It shall then wait for a DMCC-SDS DATA response primitive from the user application (containing return data to be sent as a reply) or for a DMC-REPORT indication from layer 2:
  - on reception of a DMCC-SDS DATA response primitive, the DMCC shall send a DM-SDS ACK PDU indicating that the sender's data message was fully received and containing the appropriate data;
  - if no response primitive has been received from the user application, and the DMCC receives a DMC-REPORT indication from layer 2 indicating that the acknowledgement must now be sent, then the DMCC shall send a DM-SDS ACK PDU indicating that the sender's data message was fully received and containing no response data;
- if the PDU contains an FCS and the FCS is not correct, the DMCC shall discard the data and shall send a DM-SDS ACK PDU indicating that the message was received but the FCS failed.

On reception of a DM-SDS DATA PDU marked as not fully received by layer 2, the DMCC shall discard any data and shall send a DM-SDS ACK PDU indicating that the message was not fully received.

On reception of a DM-SDS DATA PDU, and if the called DM-MS does not have a short data capability, the DMCC may send a DM-REJECT PDU and discard the DM-SDS DATA PDU; or, otherwise, it may discard the DM-SDS DATA PDU without sending any response.

The DMCC shall not include an FCS within a DM-SDS ACK PDU if it is not sending response data in the PDU.

NOTE 1: The user application is not precluded from returning a pre-coded status message in response to a user-defined data message or a user-defined data message in response to a pre-coded status message.

NOTE 2: If the DMCC receives a DMCC-SDS DATA response primitive at a time when it is not waiting to send a short data acknowledgement then it should report the failure to the user application using SDS transfer result "response too late" so that it can decide how to send the user data.

### 6.3.3 Additional addressing

For an intra-MNI short data message, and if the master DM-MS is using its true ISSI as its layer 2 source address, then no additional addressing is needed and the called DMCC(s) shall use the addressing information provided in the DMA-UNITDATA indication to generate the "calling party TSI" parameter in the DMCC-SDS UNITDATA or DMCC-SDS DATA indication primitive.

For an inter-MNI short data message, or for an intra-MNI short data message if the master DM-MS is not using its true ISSI as the layer 2 source address, the master DM-MS shall provide its address within the layer 3 PDU. The called DMCC(s) shall use that addressing information to generate the "calling party TSI" parameter in the DMCC-SDS UNITDATA or DMCC-SDS DATA indication primitive.

### 6.3.4 Extended error protection

An extended error detection (Frame Check Sequence FCS) shall be offered as a selectable part of the short data service, to minimize the number of undetected erroneous messages. When selected, the sending DMCC shall calculate the FCS over the other elements of the layer 3 PDU (i.e. the DM-SDU elements) and shall append the FCS to the PDU.

If an FCS is included within the PDU, the receiving DMCC shall test the received PDU against the FCS to detect whether errors have been introduced into the PDU during transmission. If the receiving DMCC detects errors, it shall not pass the erroneous data to the user application, but instead shall discard the data and enforce a retransmission if appropriate.

The FCS is defined in annex B.

### 6.3.5 SDS-TL service in DMO

In order to ensure inter-operability of different applications using SDS service, an additional service and protocol layer is defined in clause 29 of EN 300 392-2 [3] called Short Data Service Transport Layer (SDS-TL) data transfer service. The service defined in clause 29 of EN 300 392-2 [3] is used also for DMO, with some clarifications and restrictions regarding functionality imposed by the DMO standard. This allows re-use of EN 300 392-2 [3], clause 29, and only the restrictions and changes are specified in this clause and annex E.

Similar to the TMO protocol architecture, as shown in clause 29.1.1 of EN 300 392-2 [3], there is a SDS-TL entity. This adds a layer of protocol functionality to the SDS user-defined type 4 message protocol which is accessed using DMCC-SDS UNITDATA/DATA request / indication primitives as defined in clause 5 through the DMCC-SAP.

For DMO the services provided by SDS-TL to user applications are accessed via the DMTL-SDS-SAP defined in clause 6.3.5.1 rather than the SDS-TL-SAP.

NOTE: In an implementation, additional parameters may be included in the primitives in order to exchange additional information between the user application and the SDS-TL entity.

#### 6.3.5.1 Service primitives at the DMTL-SDS-SAP

**DMTL-SDS-TRANSFER request:** this primitive shall be used to request the SDS-TL entity to send data to a peer entity. Parameters indicate whether reporting is requested and whether the acknowledged or unacknowledged service should be used.

**DMTL-SDS-TRANSFER indication:** this primitive shall be used by the SDS-TL entity to report data which has been received from a peer entity.

**DMTL-SDS-TRANSFER confirm:** this primitive shall be used by the SDS-TL entity to confirm that the SDS data has been acknowledged by the DM entity that was the immediate destination of the DMTL-SDS-TRANSFER request and no additional response from the peer entity was included.

NOTE 1: A DMTL-CCSDS-REPORT indication is used to convey local DMCC generated reports about the PDU transmission.

Table 9A gives parameters for the DMTL-SDS-TRANSFER primitives.

**Table 9A: Parameters for the DMTL-SDS-TRANSFER primitive**

Parameter	Request	Indication	Confirm
Called party TSI	O (notes 1 and 2)	M (note 3)	-
Calling party TSI	- (note 4)	M (note 9)	-
Priority level	M	M	-
Extended error protection	M	-	-
Communication type (note 5)	M	M	-
DM SDS Service	M (note 11)	M (note 12)	-
Protocol identifier	M	M	-
Delivery report request	M	M	-
Short form report	M	M	-
Storage	O (note 6)	O (note 6)	-
Validity period	C (note 7)	O	-
Message reference handle	M	-	M
Message reference	-	M	M
Forward address (note 13)	C (note 8)	C (note 10)	-
User data	O	O	-
<p>NOTE 1: If not using store and forwarding addressing this parameter shall indicate the destination entity address; otherwise it shall indicate the store and forward entity address to which the message is going for delivery to the destination.</p> <p>NOTE 2: Need not be supplied for a short data message sent as a transaction within an ongoing call.</p> <p>NOTE 3: This identity shall indicate the destination. The application may use this parameter to determine received address type.</p> <p>NOTE 4: Lower protocol layers will add the calling party identity.</p> <p>NOTE 5: Value "direct MS-MS operation" indicates part 3 operation.</p> <p>NOTE 6: This parameter is mandatory and shall indicate "storage allowed" if using store and forwarding addressing; otherwise it is optional.</p> <p>NOTE 7: Shall be present when "storage" parameter indicates "storage allowed".</p> <p>NOTE 8: This parameter shall only be present if using store and forwarding addressing and if so shall indicate the final destination entity address.</p> <p>NOTE 9: If not using store and forwarding addressing this parameter shall indicate the source entity address; otherwise it shall indicate the store and forward entity address which sent the message on behalf of the original source.</p> <p>NOTE 10: This parameter shall only be present if using store and forwarding addressing and if so shall indicate the original source entity address.</p> <p>NOTE 11: Values permitted are "acknowledged SDS service only" or "unacknowledged SDS service".</p> <p>NOTE 12: Possible values in Indication are "acknowledged SDS service only" or "unacknowledged SDS service".</p> <p>NOTE 13: This parameter contains Forward address SSI and Forward address extension.</p>			

**DMTL-SDS-REPORT request:** this primitive shall be used to request the SDS-TL entity to send a report to a peer entity. Parameters indicate whether reporting is requested (acknowledgement required) and the type of DM SDS service that should be used. If the DMTL-SDS-TRANSFER indication that this is responding to used the acknowledged service, the application does not request "acknowledged SDS service only", and the application responds quickly enough to meet the timing requirements of layer 2, see clause 6.3.2.2, then the report may be included in the DM-SDS ACK PDU; otherwise it has to be sent in a new DM-SDS DATA/UDATA PDU.

**DMTL-SDS-REPORT indication:** this primitive shall be used by the SDS-TL entity to pass a report which has been received from a peer entity or a service centre.

**DMTL-SDS-REPORT confirm:** this primitive shall be used by the SDS-TL entity to confirm that the SDS report has been acknowledged by the DM entity that was the immediate destination of the DMTL-SDS-REPORT request and no additional acknowledgement from the peer entity was included.

NOTE 2: A DMTL-CCSDS-REPORT indication is used to convey local DMCC generated reports about the PDU transmission.

Table 9B gives parameters for the DMTL-SDS-REPORT primitives.

**Table 9B: Parameters for the DMTL-SDS-REPORT primitive**

Parameter	Request	Indication	Confirm
Called party TSI	O (notes 1 and 2)	M (note 3)	-
Calling party TSI	- (note 4)	M (note 12)	-
Priority level	M	M	-
Extended error protection (note 6)	M	-	-
Communication type (note 5)	M	M	-
DM SDS Service	M	M (note 15)	-
Protocol identifier (note 6)	O	O	-
Acknowledgement required (note 7)	M	M	-
Delivery status (note 7)	M	M	-
Storage	O (note 8)	O (note 8)	-
Message reference handle	-	O (note 11)	-
Message reference	M	M	M
Validity period	C (note 9)	O	-
Forward address (notes 6 and 16)	C (note 10)	C (note 13)	-
User data (notes 6 and 14)	O	O	-
<p>NOTE 1: If not using store and forwarding addressing this parameter shall indicate the destination entity address; otherwise it shall indicate the store and forward entity address which sent the reported message on behalf of the original source.</p> <p>NOTE 2: Need not be supplied for a short data message sent as a transaction within an ongoing call or as an immediate acknowledgement to a request using the acknowledged service.</p> <p>NOTE 3: This identity shall indicate the destination.</p> <p>NOTE 4: Lower protocol layers will add the calling party identity.</p> <p>NOTE 5: Value "direct MS-MS operation" indicates part 3 operation.</p> <p>NOTE 6: Not applicable for short reports.</p> <p>NOTE 7: For short reports these parameters are set to default values locally or may have a limited range of values.</p> <p>NOTE 8: This parameter is mandatory and shall indicate "storage allowed" if using store and forwarding addressing; otherwise it is optional.</p> <p>NOTE 9: Shall be present when "storage" parameter indicates "storage allowed".</p> <p>NOTE 10: This parameter shall only be present if using store and forwarding addressing and if so shall indicate the final destination entity address.</p> <p>NOTE 11: This parameter shall be used in the first DMTL-SDS-REPORT indication to a DMTL-SDS-TRANSFER request, unless already reported in a DMTL-SDS-TRANSFER confirm.</p> <p>NOTE 12: If not using store and forwarding addressing this parameter shall indicate the source entity address; otherwise it shall indicate the store and forward entity address to which the reported message was originally sent.</p> <p>NOTE 13: This parameter shall only be present if using store and forwarding addressing and if so shall indicate the original source entity address.</p> <p>NOTE 14: Restricted to 237 (= 261 - 24) bits maximum; further restricted if forward address used.</p> <p>NOTE 15: Possible values in Indication are "acknowledged SDS service only" or "unacknowledged SDS service".</p> <p>NOTE 16: This parameter contains Forward address SSI and Forward address extension.</p>			

**DMTL-SDS-ACK request:** this primitive shall be used to request the SDS-TL entity to acknowledge a report from a peer entity. The DMTL-SDS-ACK request is used to acknowledge unsolicited reports (consumed message) or reports which may have been stored at a service centre. A parameter indicates the type of DM SDS service that should be used. If the DMTL-SDS-REPORT indication that this is responding to used the acknowledged service, the application does not request "acknowledged SDS service only", and the application responds quickly enough to meet the timing requirements of layer 2, see 6.3.2.2, then the acknowledgement may be included in the DM-SDS ACK PDU; otherwise it has to be sent in a new DM-SDS DATA/UDATA PDU.

**DMTL-SDS-ACK indication:** this primitive shall be used by the SDS-TL entity to report an acknowledgement which has been received from a peer entity or a service centre.

**DMTL-SDS-ACK confirm:** this primitive shall be used by the SDS-TL entity to confirm that an acknowledgement has been acknowledged by the DM entity that was the immediate destination of the DMTL-SDS-ACK.

NOTE 3: A DMTL-CCSDS-REPORT indication is used to convey local DMCC generated reports about the PDU transmission.

Table 9C gives parameters for the DMTL-SDS-ACK primitives.

Table 9C: Parameters for the DMTL-SDS-ACK primitive

Parameter	Request	Indication	Confirm
Called party TSI	O (notes 1 and 2)	M (note 3)	-
Calling party TSI	- (note 4)	M (note 6)	-
Priority level	M	M	-
Extended error protection	M	-	-
Communication type (note 5)	M	M	-
DM SDS Service	M	-	-
Protocol identifier	M	M	-
Delivery status	M	M	-
Message reference	M	M	M
NOTE 1: If not using store and forwarding addressing this parameter shall indicate the destination entity address; otherwise it shall indicate the store and forward entity address from which the acknowledged report message was received.			
NOTE 2: Need not be supplied for a short data message sent as a transaction within an ongoing call or as an immediate acknowledgement to a request using the acknowledged service.			
NOTE 3: This identity shall indicate the destination.			
NOTE 4: Lower protocol layers will add the calling party identity.			
NOTE 5: Value "direct MS-MS operation" indicates part 3 operation.			
NOTE 6: If not using store and forwarding addressing this parameter shall indicate the source entity address; otherwise it shall indicate the store and forward entity address to which the acknowledged report message was originally sent.			

**DMTL-SDS-DATA request:** this primitive shall be used to send user defined data-4 to a peer entity via the acknowledged SDS service, when not using the SDS-TL data transfer services. Refer to clause 5.3.4 for primitive contents. The user defined data-4 parameter shall contain the protocol identifier parameter and the actual user data.

**DMTL-SDS-DATA indication:** this primitive shall be used to receive user defined data-4 from a peer entity via the acknowledged SDS service, when not using the SDS-TL data transfer services. Refer to clause 5.3.4 for primitive contents. The user defined data-4 parameter shall contain the protocol identifier parameter and the actual user data.

**DMTL-SDS-DATA response:** this primitive shall be used to send an immediate acknowledgement to a peer entity via the acknowledged SDS service, when not using the SDS-TL data transfer services. Refer to clause 5.3.4 for primitive contents. If used to send user defined data-4 to the peer entity, the user defined data-4 parameter shall contain the protocol identifier parameter and the actual user data.

**DMTL-SDS-DATA confirm:** this primitive shall be used to receive user defined data-4 from a peer entity via the acknowledged SDS service, when not using the SDS-TL data transfer services. Refer to clause 5.3.4 for primitive contents. If it contains user defined data-4 from the peer entity, the user defined data-4 parameter shall contain the protocol identifier parameter and the actual user data.

**DMTL-SDS-UNITDATA request:** this primitive shall be used to send user defined data-4 to a peer entity via the unacknowledged SDS service, when not using the SDS-TL data transfer services. Refer to clause 5.3.6 for primitive contents. The user defined data-4 parameter shall contain the protocol identifier parameter and the actual user data.

**DMTL-SDS-UNITDATA indication:** this primitive shall be used to receive user defined data-4 from a peer entity via the unacknowledged SDS service, when not using the SDS-TL data transfer services. Refer to clause 5.3.6 for primitive contents. The user defined data-4 parameter shall contain the protocol identifier parameter and the actual user data.

**DMTL-CCSDS-REPORT indication:** this primitive shall be used to indicate whether a DMTL-SDS-ACK request, a DMTL-SDS-TRANSFER request, a DMTL-SDS-REPORT request, a DMTL-SDS-DATA request, a DMTL-SDS-DATA response, or a DMTL-SDS-UNITDATA request has been either transmitted successfully or the transmission failure reason (the result of the DMCC-SDS-REPORT). Refer to clause 5.3.5 for primitive contents.

### 6.3.5.2 DMTL-SDS primitives' parameters

Parameter values shall be as defined in this clause and in clause 5.4 for the basic SDS.

Acknowledgement required =

- no further acknowledgements required for this message; or
- acknowledgement required for this message.

Delivery report request =

no delivery report requested;  
message received report requested;  
message consumed report requested; or  
message received and consumed report requested.

Delivery status =

Refer to clause 29.4.3.2 of EN 300 392-2 [3] for further details.

DM SDS Service =

acknowledged SDS service only;  
acknowledged SDS service or send in DM-SDS ACK; or  
unacknowledged SDS service (option of sending in DM-SDS ACK is assumed).

Forward address =

SSI; or  
SSI and address extension.

Message reference =

0 to 255.

Message reference handle =

0 to 255, a local handle to the actual message reference. The mapping between a message reference and a message reference handle is a local issue and outside the scope of the present document.

Protocol identifier =

Protocol which is invoked by the primitive, refer to clause 29.4.3.9 of EN 300 392-2 [3].

Short form report =

Use of short form report is recommended (during the validity period of the message);  
Only standard report allowed.

Storage =

storage not allowed; or  
storage allowed.

Validity period =

one try, no extended validity period;  
10 s to 2 weeks; or  
network determined.

### 6.3.5.3 DMTL-SDS PDUs

In general, the short data contents in TMO are carried using U/D-SDS-DATA and U/D-STATUS PDUs. In DMO these contents are carried by the DM-SDS UDATA/DATA PDUs, depending on whether the unacknowledged or acknowledged service is used. The contents may be:

- pre-coded Status; or
- one of the User Defined Data Types 1/2/3/4.

In TMO, the SDS-TL PDUs are mainly carried in the User Defined Data-4 part of the U/D-SDS-DATA PDUs (tables 14.7.2.8 and 14.7.1.10 of EN 300 392-2 [3]). One of the SDS-TL PDUs (Short Report) is carried in the Pre-coded Status element of the U/D-STATUS PDU. In DMO, User Defined Data-4 are carried in the DM-SDS DATA/UDATA PDUs or up to 261 bits of User Defined Data-4 may be carried in the DM-SDS ACK PDU. Pre-coded Status are carried in the DM-SDS DATA/UDATA or in DM-SDS ACK PDU.

The SDS-TL PDUs of EN 300 392-2 [3] carried in the User Defined Data-4 elements are:

- SDS-TRANSFER that is used for transferring the message;
- SDS-REPORT that is used to acknowledge receiving of SDS-TRANSFER;
- SDS-ACK that is used to acknowledge receiving of SDS-REPORT.

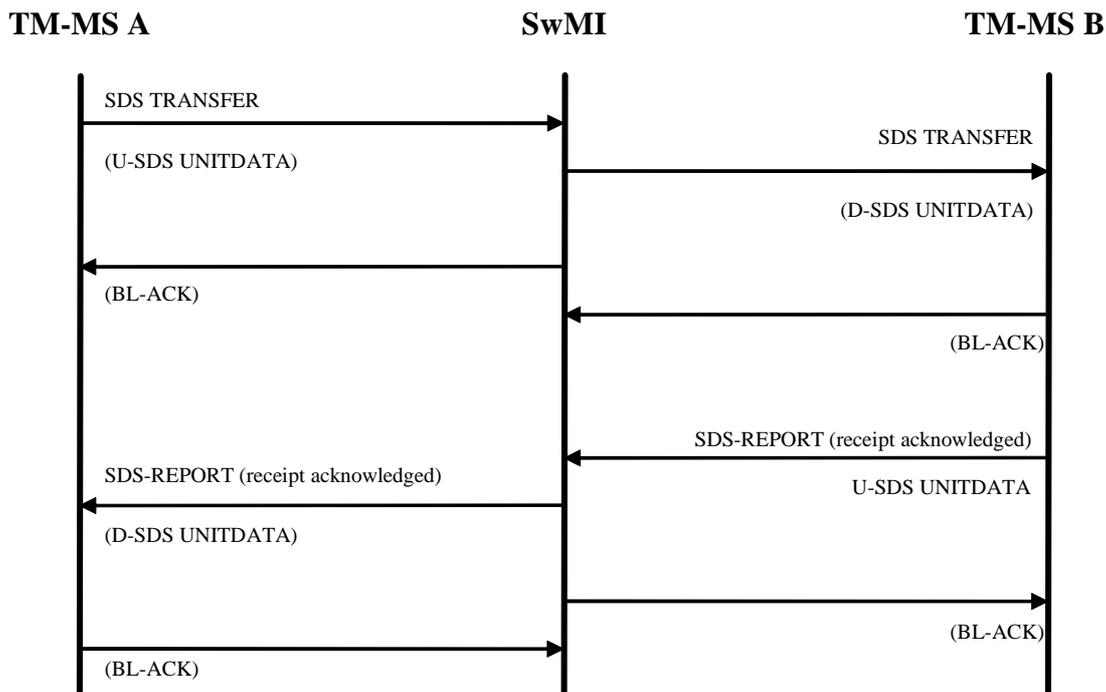
SDS-SHORT REPORT that is carried in the Pre-coded Status element of U/D-STATUS may be used instead of SDS-REPORT. The suggested use of carrying the SDS-TL PDUs in DM-SDS DATA/UDATA PDUs is defined in clause E.1.

The use of the forward address element in the SDS-TL PDUs for DMO is defined in clause E.2.

### 6.3.5.4 DMTL-SDS procedures

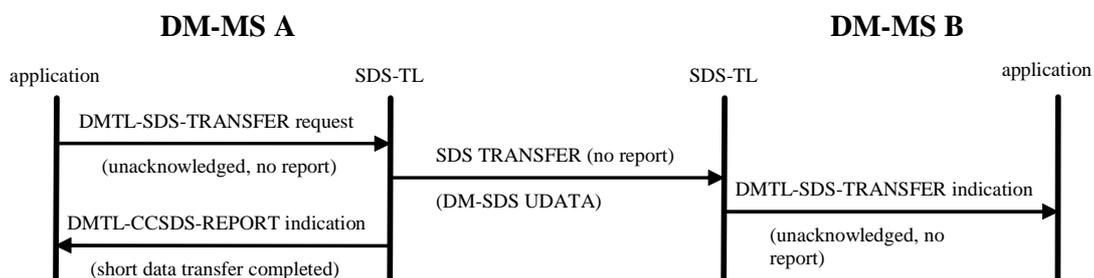
Generally, the TMO procedures to send the SDS-TL messages as defined in clause 29.3 of EN 300 392-2 [3], are also used in DMO. This is not including the layer 2 Ack (BL-ACK) messages and ignoring the SwMI as intermediate element for routing the messages. Also excluded is inclusion of "service selection" in outgoing SDS; instead the sender shall include the "short form report" element that in TMO would be provided by the SwMI.

Messages may still be stored and forwarded by intermediate elements in its route. For example, figure 22A shows the TMO procedure for "Message received" acknowledgement, defined in clause 29.3.2.2 of EN 300 392-2 [3]. This type of acknowledgement may be used for point to point and point to multi-point transfer although care should be used for point to multi point transfer where large group sizes may result in a large amount of air interface traffic for acknowledgements and possible collision of the acknowledgements.

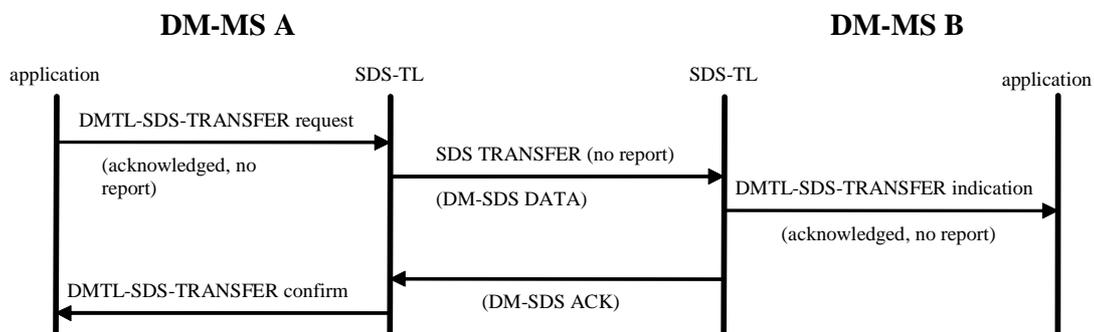


**Figure 22A: "Message received" end-to-end acknowledgement in TMO**

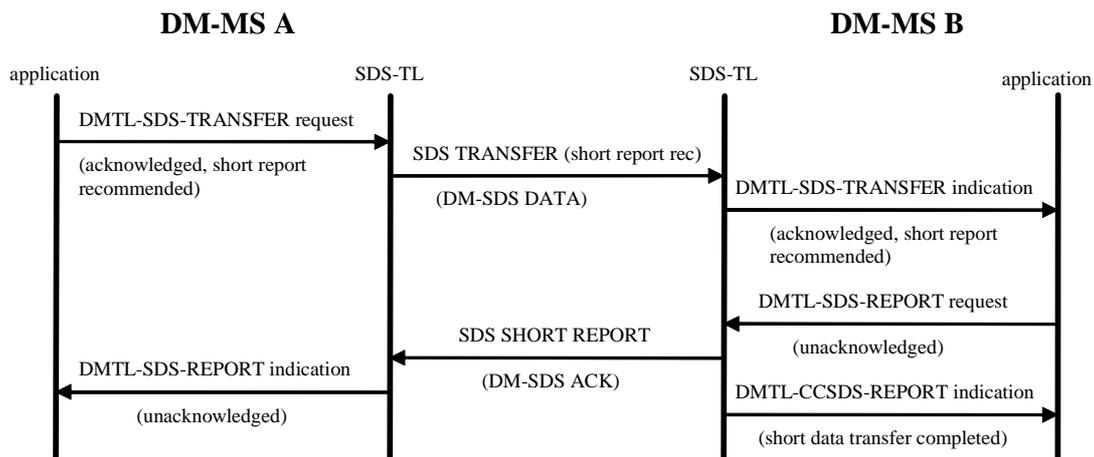
Different DMO procedures for acknowledged or unacknowledged service and with report or without report requested are shown in figures 22B to 22H.



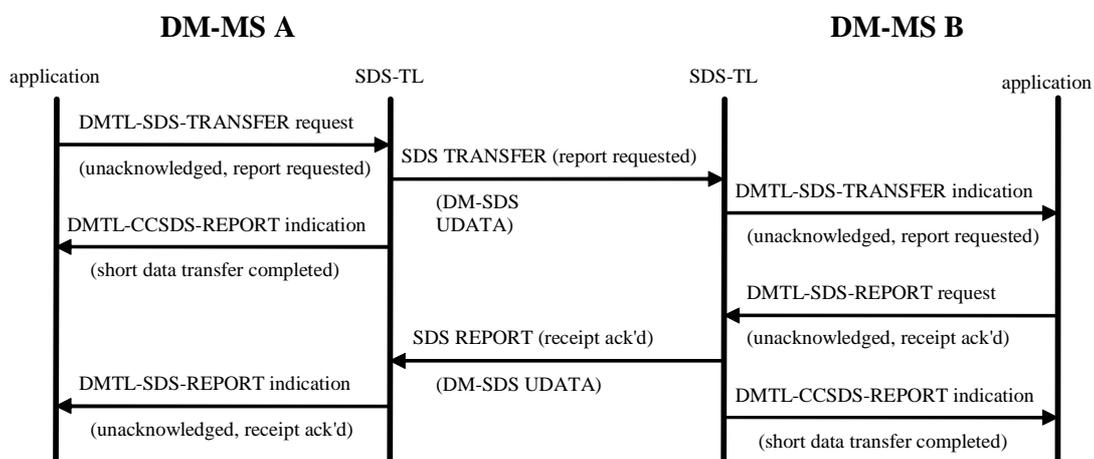
**Figure 22B: SDS unacknowledged transfer and no report requested**



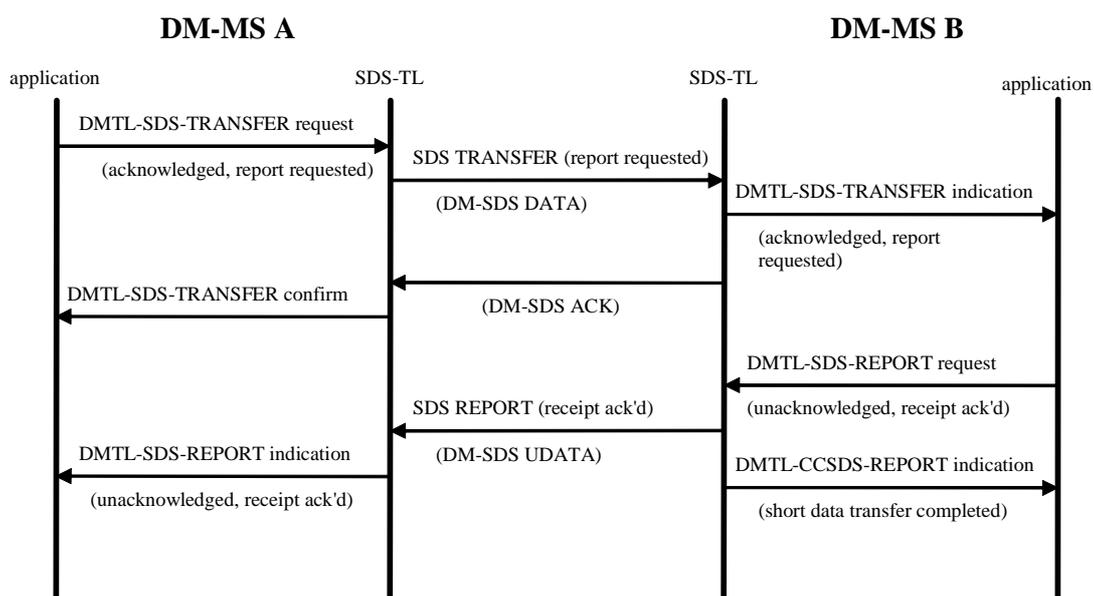
**Figure 22C: SDS acknowledged transfer and no report requested**



**Figure 22D: SDS acknowledged transfer and short report requested in time for DM-SDS-ACK**



**Figure 22E: SDS unacknowledged transfer and report requested using unacknowledged service**



**Figure 22F: SDS acknowledged transfer and report requested late using unacknowledged service**

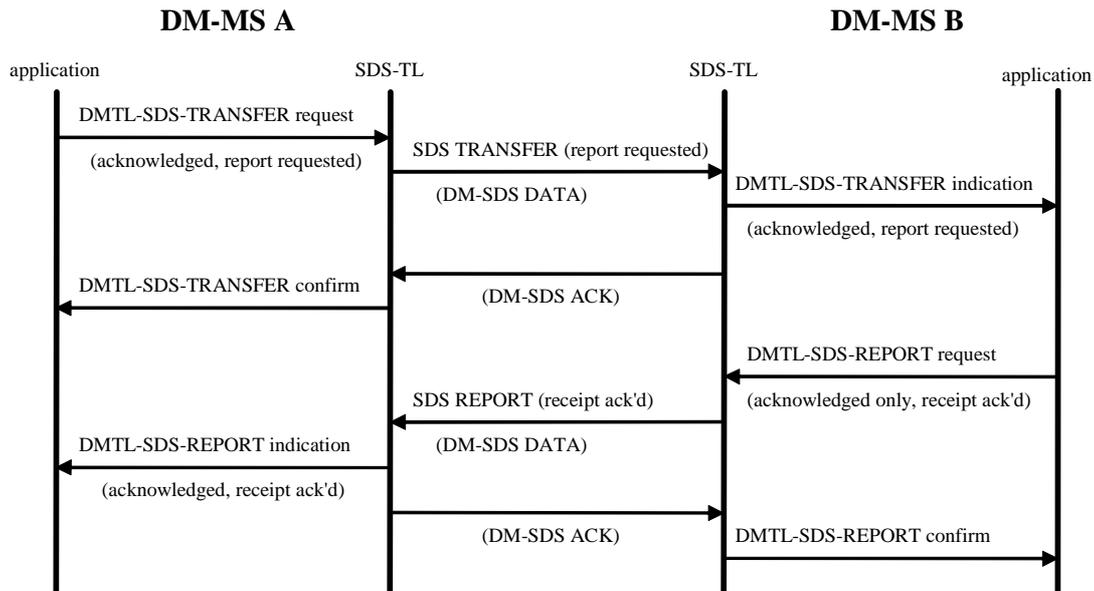


Figure 22G: SDS acknowledged transfer and report requested using acknowledged service only

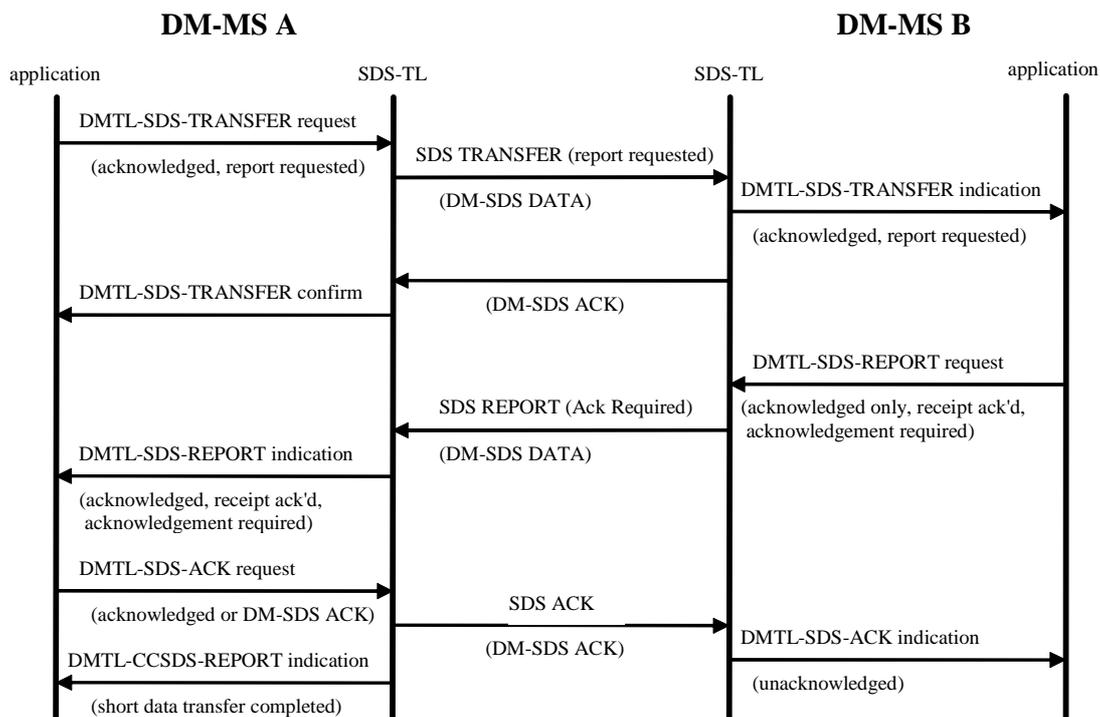


Figure 22H: SDS acknowledged transfer and report requested using acknowledged service, acknowledgement to report required

## 6.4 Usage of DMA-UNITDATA primitive

When clauses 6.2 and 6.3 refer to the DMCC "sending a PDU", the DMCC shall give the PDU to layer 2 in a DMA-UNITDATA request primitive. Layer 2 then transmits the PDU the appropriate number of times using the appropriate transmission method. Similarly, when the DMCC receives a PDU, the message is delivered by layer 2 in a DMA-UNITDATA indication primitive.

When sending a PDU, the DMCC shall construct the DM-SDU (as defined in clause 9) for inclusion in the DMA-UNITDATA request and shall provide the "message type" (e.g. DM-SETUP, DM-RELEASE, DM-SDS UDATA) as a parameter in the primitive. It shall also provide destination addressing information when required. For example, for a DM-SETUP, DM-SETUP PRES, DM-CONNECT ACK, DM-OCCUPIED, DM-SDS UDATA, DM-SDS DATA, DM-TX CEASED, DM-RELEASE or DM-INFO PDU, the destination address is usually the TSI of the called DM-MS(s).

The DMCC shall also include the following parameters in the DMA-UNITDATA request primitive when appropriate:

- a) for a DM-SETUP, DM-SETUP PRES, DM-CONNECT ACK, DM-OCCUPIED, DM-TX CEASED, DM-SDS UDATA, DM-SDS DATA, DM-TX REQUEST or DM-PREEMPT PDU, the DMCC shall include the call priority;
- b) for a DM-SETUP, DM-SETUP PRES, DM-CONNECT, DM-CONNECT ACK or DM-OCCUPIED PDU, the DMCC shall include the circuit mode type;
- c) for a DM-SDS UDATA or DM-SDS DATA PDU, the DMCC shall indicate whether the short data is being sent as part of an ongoing circuit mode call (SDS transaction type);
- d) for a DM-SDS UDATA, DM-SDS DATA, or DM-SDS ACK PDU, the DMCC shall indicate whether an FCS is included within the PDU (FCS flag);
- e) for a DM-TX CEASED PDU, the DMCC shall indicate whether the recent user priority facility is invoked and may indicate the required reservation time following this traffic transmission;
- f) for a DM-PREEMPT or DM-PRE ACCEPT PDU, the DMCC shall indicate whether the pre-emption relates to the ongoing call or to a new call, and shall indicate the type of pre-emption;
- g) for a DM-SETUP, DM-SETUP PRES, DM-SDS UDATA or DM-SDS DATA PDU, the DMCC shall indicate whether the message is being sent after pre-emption / changeover;
- h) for a DM-SDS DATA PDU, the DMCC shall indicate whether the message is to be sent as an immediate retransmission;
- j) for a DM-TX REQUEST PDU, the DMCC shall indicate whether the changeover request has been held during occupation and whether it is a recent user request;
- k) for a DM-SDS UDATA or DM-INFO PDU sent during circuit mode occupation, the DMCC shall indicate the stealing priority;
- l) for a DM-SDS UDATA or DM-INFO PDU, the DMCC shall indicate the number of transmissions required.

Items a) to f) shall be mapped by layer 2 into the MAC PDU header, whereas items g) to l) shall be used locally within layer 2.

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## 7 Layer 2 service description

### 7.1 Introduction

The following clauses describe the services offered by the layer 2 of the TETRA DM air interface. The service description is described in terms of Service Access Points (SAPs), primitives and their parameters.

The internal boundaries between the layers and sub-layers described herein are not testable and do not imply any specific implementation, but are rather used for the description of the protocol model. In the following clauses the word "shall" is used with SAPs, service primitives and parameters for traceability reasons in the protocol model, but again those SAPs and primitives are not testable. The following description also does not imply any specific implementation.

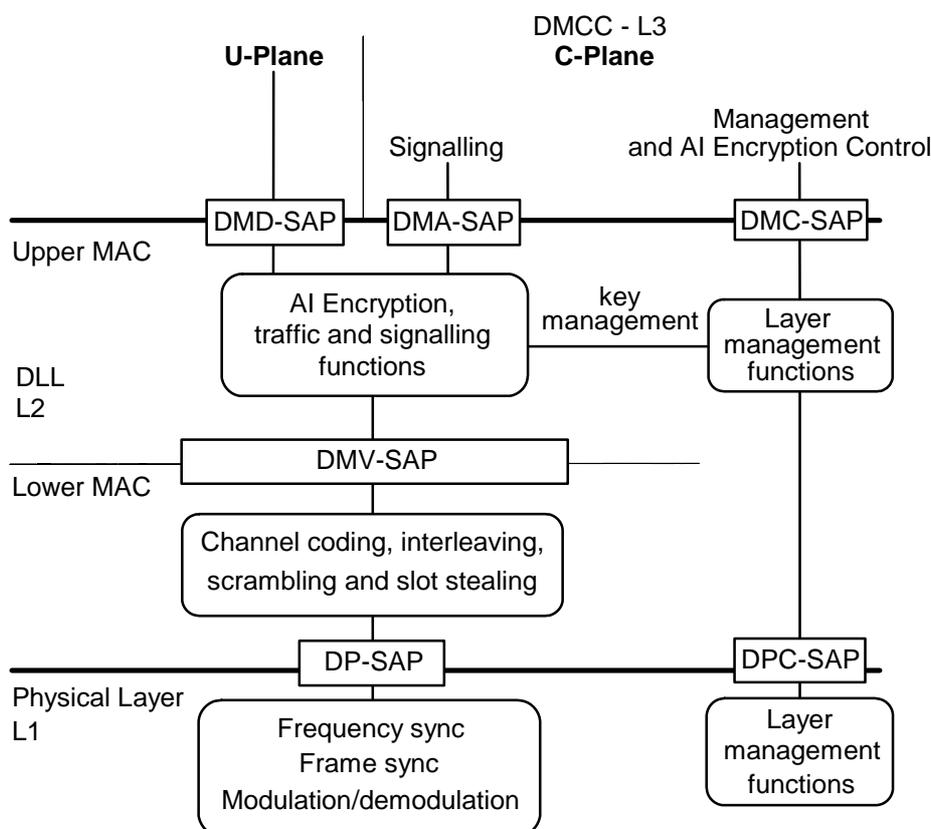
**NOTE:** In an implementation, additional parameters may be included in the primitives in order to exchange additional information between layer 3 and layer 2.

## 7.2 Layer 2 architecture

Layer 2 - the Data Link Layer (DLL) - comprises two sub-layers. These both perform MAC functions and they are referred to in the protocol description as the upper MAC and lower MAC. The lower MAC performs channel coding and interleaving, and the upper MAC performs other layer 2 protocol functions. The basic functionality of the DLL sub-entities is summarized in EN 300 396-1 [1], clause 5. The services offered by layer 2 to layer 3 (the DMCC entity) are described in the following clauses.

NOTE: DM does not offer an equivalent to the TMO advanced link. Some TMO basic link functions that were performed by the Logical Link Control (LLC) entity are performed by the DM layer 3 entities, and there is no LLC specified within the DM layer 2.

Figure 23 shows the model of layer 2 and its internal subdivision. It also shows its interaction with layer 3 (DMCC) and layer 1 (physical layer).



**Figure 23: Layer 2 reference architecture**

In the protocol model, layer 2 shall provide services to the DMCC through SAPs supporting different functions, i.e. DMA-SAP for all C-plane signalling messages and DMC-SAP for layer management, status and configuration.

Layer 2 shall provide service to the U-plane application through the DMD-SAP, which is used to support traffic transmission and reception in circuit mode. In circuit mode, some traffic capacity may be stolen for signalling purposes. This may be either for C-plane signalling (DMA-SAP) or U-plane signalling (DMD-SAP).

A virtual SAP, the DMV-SAP, is defined within layer 2, between the upper MAC and lower MAC, to allow a protocol description using primitives and logical channels. The selection of a specific logical channel triggers specific channel coding at the lower MAC. The primitives at the DMV-SAP are described in clause 8.

The DP-SAP is used for communication between the MAC and the Physical Layer (PL). To exchange information at the DP-SAP, pre-formed subslots and blocks with burst type indication are used.

## 7.2.1 Lower layer management in layer 2

The protocol architecture as shown in figure 23 shows how the lower layer management entity is incorporated into all lower layers and is accessible via DMC-SAP and DPC-SAP. These access points enable access to information such as measured values, status and general information.

## 7.3 Service descriptions

### 7.3.1 Services at the DMA-SAP

#### 7.3.1.1 Services provided to layer 3

The DMA-SAP shall be used for the transfer of signalling information over the air interface. It provides the following services to layer 3:

- data manipulation (PDU composition/decomposition, including fragmentation of long messages);
- transfer of PDUs.

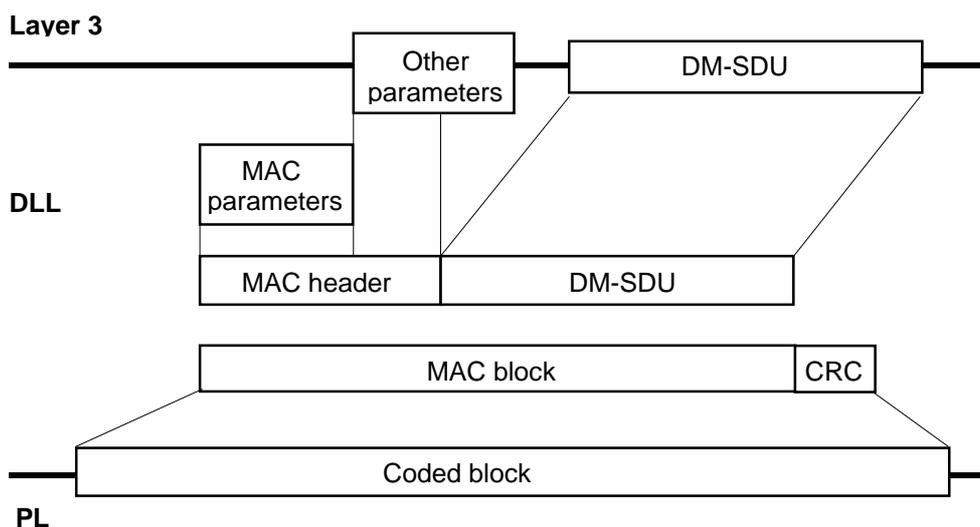
Service data units, DM-SDUs, shall be transferred between layer 2 and layer 3 using the DMA-UNITDATA primitive.

The DMA-UNITDATA request from layer 3 to layer 2 shall be used when layer 3 wishes to send data to the peer entity.

The DMA-UNITDATA indication from layer 2 to layer 3 shall be used to deliver data addressed to that DM-MS. Layer 2 may use some information from messages addressed to other DM-MSs but shall not deliver the message to layer 3.

Progress of a request procedure shall be reported locally to layer 3 using the DMA-REPORT indication primitive.

The DM-SDU is that part of the message which is not visible at layer 2 and which shall not be used by DM-MSs not addressed by the message. The DMA-UNITDATA primitive contains, as parameters, the DM-SDU and message type, and also other layer 3 elements to be included in a transmitted message (or that were included in a received message). This is illustrated in figure 24. In this figure, the "other parameters" from layer 3 may either be mapped into the MAC PDU or be used within layer 2.



**Figure 24: Layer 2 data structure**

The signalling service offered by layer 2 to layer 3 shall be an unacknowledged service except when the random access protocol is used. Layer 2 receives a DMA-UNITDATA request primitive from layer 3, transmits the message (in one or more MAC blocks) sending it the appropriate number of times, and then reports to layer 3 when the message has been sent. Acknowledgements and retransmissions are under the control of layer 3.

If the random access protocol is used however (i.e. for pre-emption and changeover requests), layer 2 is responsible for sending retries until a response is received or the access attempt fails.

### 7.3.1.2 Service primitives at the DMA-SAP

The information contained in the primitive description tables which follow corresponds to the following key:

KEY:

M: Mandatory;

C: Conditional;

O: Optional;

-: Not used.

#### 7.3.1.2.1 DMA-REPORT primitive

The DMA-REPORT indication shall be used by layer 2 to report on the progress or failure of a request procedure.

When layer 2 receives a DMA-UNITDATA request from layer 3, it shall generate a local identifier for the service request - referred to as the "handle to the request" - and shall immediately give that handle to layer 3 using a DMA-REPORT indication. The handle is then used for routing subsequent reports concerning the result of the transfer.

NOTE: For the purposes of the protocol description, the "handle to the request" is generated by layer 2. However, this does not imply any particular implementation. For example, if preferred, the "handle to the request" may be generated by layer 3 and included in the DMA-UNITDATA request.

The parameters shall be as defined in table 10.

**Table 10: Parameters for the DMA-REPORT primitive**

Parameter	Indication (note)
Handle to the request	M
Report	M
NOTE: Not sent over the air interface.	

#### 7.3.1.2.2 DMA-UNITDATA primitive

The DMA-UNITDATA request shall be used to request layer 2 to transmit a message.

The DMA-UNITDATA indication shall be used by layer 2 to deliver a received message.

The parameters shall be as defined in table 11.

Table 11: Parameters for the DMA-UNITDATA primitive

Parameter	Request	Indication
DM-SDU	M	M
DM-SDU length (note)	M	M
Destination address type	M	M
Destination address	M	M
Source address type	O	M
Source address	-	M
Communication type	C	C
Message type	M	M
Air interface encryption state	M	M
Air interface encryption information	C	C
Priority	C	C
Circuit mode type	C	C
SDS transaction type	C	C
FCS flag	C	C
Recent user priority	C	-
Reservation time	O	-
New call pre-emption	C	C
Type of pre-emption	C	C
Stealing priority (note)	C	-
Number of repeats (note)	C	-
Immediate retransmission (note)	C	-
Changeover request held during occupation (note)	C	-
Recent user changeover request (note)	C	-
Call set-up after pre-emption or changeover (note)	C	-
Incomplete DM-SDS DATA / ACK received (note)	-	C
Lower layer quality information (note)	-	O
DM channel (note)	O	O
NOTE: Not sent over the air interface.		

## 7.3.2 Services at the DMC-SAP

### 7.3.2.1 Services provided to layer 3

The DMC-SAP is used for the transfer of local layer management information. It provides no data transfer services over the air interface. It may be used, for example, for layer 3 to instruct layer 2 to reconfigure its parameters. It is also used for layer 2 to issue reports on the perceived state of the channel.

NOTE 1: In the protocol model, layer 2 is responsible for updating and maintaining the DM-MS's perception of the channel state. The perceived channel state is then visible to layer 3 via the DMC-SAP. This is required for correct behaviour of layer 3.

NOTE 2: In an implementation, additional parameters may be included in the DMC-CONFIGURE and DMC-REPORT primitives, in order to exchange additional local layer management information between layer 3 and layer 2.

### 7.3.2.2 Service primitives at the DMC-SAP

The information contained in the primitive description tables which follow corresponds to the following key:

KEY:

M: Mandatory;

C: Conditional;

O: Optional;

-: Not used.

### 7.3.2.2.1 DMC-CONFIGURE primitive

The DMC-CONFIGURE request shall be used to set up and configure the lower layers.

The parameters shall be as defined in table 12.

**Table 12: Parameters for the DMC-CONFIGURE primitive**

Parameter	Request
Circuit mode information	C
Call release	C
DM channel	O
Valid addresses	C
Channel selection information	C
Dual watch information	C

### 7.3.2.2.2 DMC-REPORT primitive

The DMC-REPORT indication shall be used by layer 2 to report on the status of the channel. In the protocol description it is also used for the layer 2 in a slave DM-MS to indicate to layer 3 when a response is due.

The parameters shall be as defined in table 13.

**Table 13: Parameters for the DMC-REPORT primitive**

Parameter	Indication
Report	M
Priority of ongoing call	C
Master of ongoing call	C
Called party in ongoing call	C
DM channel	C

## 7.3.3 Services at the DMD-SAP

### 7.3.3.1 Services provided to the U-plane application

The DMD-SAP shall provide the interface between layer 2 and the circuit mode U-plane application (e.g. the speech CODEC). It shall be used for the transfer of speech frames or circuit mode data. It shall also be used if the U-plane application steals from the traffic capacity to send encryption synchronization information and/or user-to-user signalling messages.

The primitives at the DMD-SAP are the DMD-UNITDATA request/indication and DMD-REPORT indication.

### 7.3.3.2 Service primitives at the DMD-SAP

The information contained in the primitive description tables which follow corresponds to the following key:

KEY:

M: Mandatory;

C: Conditional;

O: Optional;

-: Not used.

### 7.3.3.2.1 DMD-REPORT primitive

The DMD-REPORT indication shall be used by layer 2 to report on the progress of a request procedure. For example, it shall be used by the sending MAC to report to the U-plane application when the MAC has stolen traffic capacity.

The half slot synchronization shall be a parameter (or any local signal) that the MAC shall give internally to the U-plane application to enable a distinction between the first and the second half slot, i.e. a proper use of first half slot and second half slot parameters by the U-plane application. For the purpose of this description, a DMD-REPORT indication shall be sent before any DMD-UNITDATA request as an initial synchronization for the U-plane application.

The parameters shall be as defined in table 14.

**Table 14: Parameters used in the DMD-REPORT primitive**

Parameter	Indication
Half slot synchronization	C
Circuit mode information	C
Report	M
DM channel	O

### 7.3.3.2.2 DMD-UNITDATA primitive

The DMD-UNITDATA request shall be used to request the MAC to transmit one half slot.

The DMD-UNITDATA indication shall be used by the MAC to deliver one half slot.

The parameters shall be as defined in table 15.

**Table 15: Parameters used in the DMD-UNITDATA primitive**

Parameter	Request	Indication
Half slot content	M	M
Half slot position (see note)	C	C
Half slot importance (see note)	M	-
Stolen indication	M	M
Half slot condition (see note)	-	M
DM channel (see note)	O	O
NOTE: Not sent over the air interface.		

NOTE: The half slot position may be implicit after the first synchronization phase.

## 7.4 Parameter listing

### 7.4.1 Air interface encryption information

This parameter shall contain details relating to air interface encryption information which is to be contained in the DMAC-SYNC PDU or which was received in a DMAC-SYNC PDU.

### 7.4.2 Air interface encryption state

This parameter shall define whether the signalling message shall be encrypted by layer 2 before its transmission over the air interface. At the receiving side, it shall define whether the message has been encrypted for transmission over the air interface.

### 7.4.2A Called party in ongoing call

This parameter may be used by layer 2 when it reports on the status of a DM channel during occupation or reservation for a call not involving that DM-MS. It indicates the address of the called party in the ongoing call, thereby enabling layer 3 to take appropriate action if it wishes to make a call to that address. For example, for frequency efficient mode, it is recommended that the DM-MS does not use the other DM channel for its call even if the other DM channel is free.

### 7.4.3 Call release

This parameter shall indicate call release to layer 2, e.g. when a user within a circuit mode call wishes to leave that call.

### 7.4.4 Call set-up after pre-emption or changeover

This parameter shall be used for layer 3 to specify whether the message is a call set-up (or short data message) sent after a successful pre-emption or changeover procedure.

### 7.4.5 Changeover request held during occupation

This parameter shall be used for layer 3 to specify, for a changeover request, whether the message has been held by the DMCC during occupation.

### 7.4.5A Channel selection information

This parameter may be used to configure layer 2 with information about the selected DM RF carrier(s).

### 7.4.6 Circuit mode information

This parameter shall be used for layer 3 (the DMCC) to give instructions to the MAC when switching to traffic mode. It may comprise the following indications:

- type of circuit (i.e. TCH/S, TCH/7,2, TCH/4,8, TCH/2,4);
- interleaving depth N;
- end-to-end encryption flag;
- call type flag (i.e. individual or group call);
- user device.

### 7.4.7 Circuit mode type

This parameter shall be used for layer 3 to specify (for a DM-SETUP, DM-SETUP PRES, DM-CONNECT, DM-CONNECT ACK or DM-OCCUPIED PDU) the required circuit mode type. Layer 2 shall then include the circuit mode type as a message dependent element when it constructs the message.

This parameter shall also be used for layer 2 to indicate the circuit mode type to layer 3 after reception of one of these messages.

### 7.4.8 Communication type

This parameter shall be used for layer 3 to specify the required communication type for a call set-up message (e.g. specifying direct MS-MS operation to indicate part 3 operation). This parameter shall also be used for layer 2 to indicate the communication type to layer 3 after reception of a call set-up message.

### 7.4.9 Destination address

This parameter shall be the address of the MS that is the final destination of this message and is either a true TSI or a pseudo SSI.

## 7.4.10 Destination address type

This parameter shall be used to indicate the type of destination address used.

### 7.4.10A DM channel

This parameter may be used, when appropriate, to indicate whether the primitive applies to channel A or channel B.

## 7.4.11 DM-SDU

The DM-SDU is the service user data message from layer 3, including FCS when appropriate. It is considered here as a parameter of the service primitive.

## 7.4.12 DM-SDU length

The DM-SDU length shall be the number of bits of the DM-SDU.

### 7.4.12A Dual watch information

This parameter may be used to configure layer 2 with information about dual watch operation.

## 7.4.13 FCS flag

This parameter shall be used for layer 3 to specify, for a DM-SDS UDATA or DM-SDS DATA or DM-SDS ACK message, whether an FCS is included within the PDU. For these messages, layer 2 shall include the FCS flag as a message dependent element.

This parameter shall also be used for layer 2 to indicate to layer 3 whether an FCS is included within a received DM-SDU.

## 7.4.14 Half slot condition

This parameter shall indicate whether a half traffic slot was received successfully.

## 7.4.15 Half slot content

This parameter shall define the U-plane information content that is to be carried (or was received) in a half slot in a circuit mode transmission.

## 7.4.16 Half slot importance

This parameter shall define the importance of the U-plane information that is to be carried in the circuit. It may be defined according to table 16.

**Table 16: Definition of half slot importance**

Half slot importance	Meaning
0	No importance
1	Low
2	Medium
3	High

## 7.4.17 Half slot position

This shall define the position of the U-plane information within the timeslot (i.e. first or second half slot).

### 7.4.18 Half slot synchronization

This shall be a local signal provided by the MAC to the U-plane application so that the first half slot and second half slot parameters correspond to the first and, respectively, second half slot of the timeslot. It is provided for the purpose of this description and does not imply any particular implementation. It requires that the U-plane application keeps synchronized to the half slot in the MAC transmission.

### 7.4.19 Handle to the request

This shall be a local identifier which acts as a reference to a specific service request. Its implementation is outside the scope of the present document.

### 7.4.20 Immediate retransmission

This parameter shall be used for layer 3 to specify, for a retransmission of DM-SDS DATA, whether the message should be sent immediately as a master transmission (without further checking that the channel is free).

### 7.4.21 Incomplete DM-SDS DATA/ACK received

This parameter shall be used by layer 2 to indicate to layer 3 that an incomplete DM-SDS DATA or DM-SDS ACK message has been received.

#### 7.4.21A Lower layer quality information

This parameter may be used by layer 2 to provide the higher layers with information about the expected reception quality of an incoming circuit mode call addressed to the DM-MS. It may apply for a received DM-SETUP, DM-SETUP PRES or DM-OCCUPIED message.

NOTE: The lower layer quality information may comprise a parameter or set of parameters relating to the incoming circuit mode call. It may be used by the higher layers when deciding whether to accept the call. For example, it may include information about the received signal strength.

#### 7.4.21B Master of ongoing call

This parameter may be used by layer 2 when it reports on the status of a DM channel during occupation or reservation for a call not involving that DM-MS. It indicates the address of the current master of the ongoing call, thereby enabling layer 3 to:

- include the correct destination address if it wishes to send a pre-emption request to the master; and
- take appropriate action if it wishes to make a call to that address.

### 7.4.22 Message type

This parameter shall be used for layer 3 to specify the message type of the PDU to be sent. Layer 2 shall include the message type when it constructs the message.

This parameter shall also be used for layer 2 to indicate to layer 3 the message type when it delivers a received message.

### 7.4.23 New call pre-emption

This parameter shall be used for layer 3 to specify, for a DM-PREEMPT or DM-PRE ACCEPT message, whether the pre-emption relates to the ongoing call or to a new call. Layer 2 shall then include the parameter as a message dependent element when it constructs the message.

This parameter shall also be used when layer 2 delivers a received DM-PREEMPT message to layer 3.

#### 7.4.24 Number of repeats

This parameter shall be used for layer 3 to specify the required number of transmissions of a DM-SDS UDATA or DM-INFO message.

#### 7.4.25 Priority

This parameter shall be used for layer 3 to specify, when appropriate, the priority of the message or call. Layer 2 shall then include the priority as a message dependent element when it constructs the message.

This parameter shall also be used for layer 2 to indicate to layer 3 the priority of a received message.

#### 7.4.26 Priority of ongoing call

This parameter may be used by layer 2 when it reports on the status of a DM channel during occupation or reservation for a call not involving that DM-MS. It enables layer 3 to decide whether pre-emption is valid.

#### 7.4.27 Recent user changeover request

This parameter shall be used for layer 3 to specify, for a changeover request, whether the message is a recent user changeover request.

#### 7.4.28 Recent user priority

This parameter shall be used for layer 3 to specify, for a DM-TX CEASED message, whether the recent user priority facility is invoked for changeover requests. Layer 2 shall then include the parameter as a message dependent element when it constructs the message.

#### 7.4.29 Report

Report shall generally indicate the progress or failure of information transfer.

At the DMA-SAP, possible reports include: first complete transmission, transmissions completed, random access success, random access abandoned (and the reason), channel is busy.

#### 7.4.30 Reservation time

This parameter may be used for layer 3 to specify, for a DM-TX CEASED message, the required channel reservation period. If not included then layer 2 may use a pre-set value.

#### 7.4.31 SDS transaction type

This parameter may be used for layer 3 to specify, for a DM-SDS UDATA or DM-SDS DATA message, whether the short data is being sent as a transaction within an ongoing circuit mode call. For these messages, layer 2 shall include the SDS transaction type as a message dependent element.

#### 7.4.32 Source address

This parameter shall be the address of the source MS and is either a true TSI or a pseudo SSI.

#### 7.4.33 Source address type

This parameter shall be used to indicate the type of source address used.

### 7.4.34 Stealing priority

This parameter shall define the method of stealing that the MAC may use to send this SDU if the MS is currently transmitting traffic. It may have meanings: steal immediately or steal when convenient.

### 7.4.35 Stolen indication

This shall indicate whether or not the information content of a half slot is stolen for signalling purposes. At the transmitting side, this parameter may be used to force signalling mode in the MAC for either the first or both half slots within a timeslot to be transmitted. At the receiving side, this parameter shall be available to the U-plane application to enable correct handling of stolen information.

### 7.4.36 Type of pre-emption

This parameter shall be used for layer 3 to specify, for a DM-PREEMPT or DM-PRE ACCEPT message, the type of pre-emption that the pre-emptor requires e.g. whether the pre-emptor wishes to make a circuit mode call or send short data (or neither). Layer 2 shall then include the parameter as a message dependent element when it constructs the message.

This parameter shall also be used when layer 2 delivers a received DM-PREEMPT message to layer 3.

### 7.4.37 Valid addresses

Valid addresses are the addresses that layer 2 shall recognize as the ones attached to the MS.

NOTE: This parameter may be used to add a temporary group address to the MS's list of valid addresses, and then used again to delete it from the list.

## 8 Layer 2 protocol

### 8.1 Introduction

EN 300 396-1 [1], clause 5 provides a brief overview of the general architecture and a description of all layers within the DMO protocol including the functionality of the Data Link Layer (DLL). The following clauses describe in detail the layer 2 protocol and define the operation of the DLL in the MS.

The DLL is divided into two sub-layers, i.e. the upper MAC and the lower MAC.

#### 8.1.1 Functions of lower MAC

The lower MAC provides the following services to the upper MAC:

- transfer of MAC PDUs into suitable physical layer bursts in accordance with the appropriate timeslot;
- choice of preamble and training sequence corresponding to the slot flag value and vice versa;
- signal strength measurement (RSSI);
- channel coding and scrambling as described in EN 300 396-2 [2], clause 8:
  - Cyclic Redundancy Check (CRC) calculation;
  - Forward Error Correction (FEC) and interleaving of MAC blocks;
  - scrambling and de-scrambling of MAC blocks.

See EN 300 396-2 [2] for specific details of the lower MAC functionality.

## 8.1.2 Functions of upper MAC

The principal functions of the upper MAC are as follows:

- providing service to U-plane applications (e.g. speech CODEC or circuit mode data);
- transmission of messages received from layer 3;
- reception of messages from other DM-MSs;
- the random access procedure (contention control);
- fragmentation of long messages received from layer 3 (subdividing the layer 3 message between more than one MAC block);
- stealing from the traffic channel capacity, when required, to send signalling messages;
- management for layer 2 addressing;
- application and control of air interface encryption if appropriate;
- maintaining the frame and multiframe structure;
- determination of the DM channel state;
- radio path establishment.

The functions of the upper MAC are described in the following clauses. Unless specified otherwise, references to "the DM-MAC" in these clauses imply reference to the upper MAC.

## 8.2 Interface between lower and upper MAC

From the protocol point of view, the upper MAC shall communicate with the lower MAC by means of primitives through logical channels. The DMV-SAP virtual access point has been defined to assist in describing this interface, as shown in figure 25.

The DMV-SAP boundary is defined only to clarify this protocol description and does not imply any specific MS implementation. The word "shall" is used to describe this SAP and the primitives for traceability reasons in the protocol model, but they are not testable.

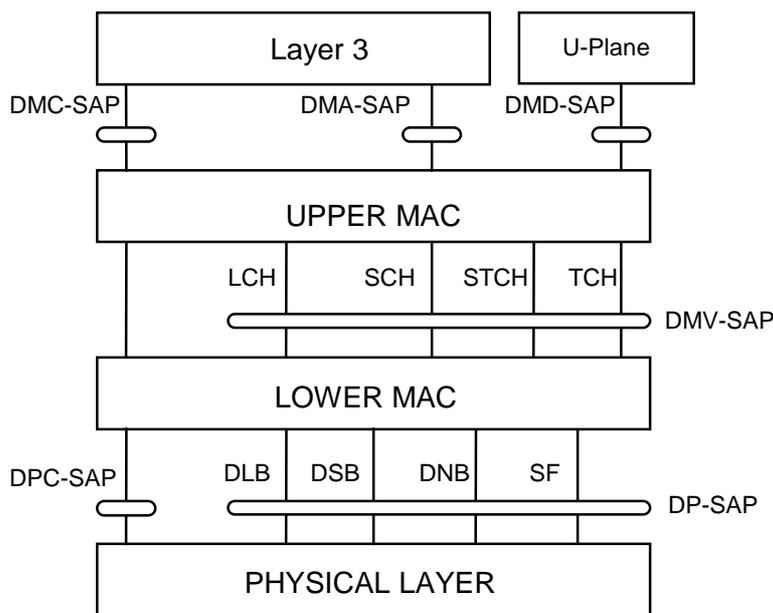
NOTE: In an implementation, additional parameters may be transferred at the DMV-SAP in order to exchange additional information between the upper MAC and the lower MAC.

### 8.2.1 Logical channels defined at the DMV-SAP

The following logical channels are defined within the MAC:

- Synchronization Channel (SCH/S);
- Half-Slot Signalling Channel (SCH/H);
- Full-Slot Signalling Channel (SCH/F);
- Traffic Channel (TCH);
- Stealing Channel (STCH);
- Linearization Channel (LCH).

These logical channels are mapped within the lower MAC to the physical burst structures in the DM Physical Layer. Within this mapping, the different logical channels are subjected to differing error control schemes as described in EN 300 396-2 [2], clause 8.



**Figure 25: MAC sub-layers, SAPs, logical channels and burst types**

Table 17 provides a summary of the mapping between logical channels within the MAC and the physical layer burst structure.

**Table 17: Mapping between MAC logical channels and physical layer bursts**

Logical channel in DMV-SAP	Definition	Physical burst	Definition
SCH/S	synchronization channel	BKN1 of DSB	1 <sup>st</sup> half of synchronization burst
SCH/H	half slot signalling channel	BKN2 of DSB	2 <sup>nd</sup> half of synchronization burst
SCH/F	full slot signalling channel	DNB	normal burst
STCH	stealing channel	DNB + SF	normal burst and slot flag (note)
TCH	traffic channel	DNB	normal burst
LCH	linearization channel	DLB	linearization burst
NOTE: Slot flag is an indicator of the type of normal training sequence used in DNB.			

## 8.2.2 Service primitives at the DMV-SAP

The lower MAC provides services to the upper MAC via the DMV-SAP. Tables 18 and 19 respectively show the correspondence between service primitives at the DMV-SAP and the associated parameters.

**Table 18: Correspondence between the upper and lower MAC at the DMV-SAP**

Upper MAC service primitive	Lower MAC service primitive (DMV-SAP)
DMA-UNITDATA request or DMD-UNITDATA request	DMV-UNITDATA request
DMA-REPORT indication or DMA-UNITDATA indication or DMC-REPORT indication or DMD-UNITDATA indication	DMV-UNITDATA indication

The information contained in the primitive description table which follows corresponds to the following key:

KEY:

M: Mandatory;

C: Conditional;

O: Optional;

-: Not used.

**Table 19: Parameters used in the DMV-UNITDATA primitive**

Parameter	request	indication
MAC block	M	M
MAC block length (note)	M	M
Logical channel (note)	M	M
CRC pass/fail indication (note)	-	M
DM Colour Code (DCC) (note)	M	-
Received signal strength (note)	-	O
Report (note)	-	C
NOTE: Not sent over the air interface.		

Many of the parameters exchanged at the DMV-SAP are not sent over the air interface but may be deduced from the physical layer transmission or reception. For example, the colour code is not sent as part of the information content, but modifies the information so that reception with a wrong colour code will generate an erroneous CRC and so the information will be discarded. On the contrary, reception with the correct colour code will only be affected by the transmission medium errors.

The MAC block is the SDU from the upper MAC. The size of the MAC block shall be equal to the appropriate SDU size for the logical channel being used.

For C-plane signalling, the upper MAC shall assure this size by appropriate fragmentation and by using fill bits to make the MAC block up to the required size. The required size is 60 bits for SCH/S, 124 bits for SCH/H, 268 bits for SCH/F and 124 bits for STCH.

For U-plane signalling on STCH, the MAC block shall comprise a single DMAC-U-SIGNAL PDU. For TCH, the MAC block shall comprise a single DMAC-TRAFFIC PDU. (For TCH/S, this PDU contains one or two speech frames. For circuit mode data, it contains data equivalent to a full slot.)

### 8.2.3 PDU mapping of the logical channels at the DMV-SAP

Table 20 defines the mapping of the MAC PDUs onto the various logical channels.

**Table 20: Mapping of the MAC PDU onto the logical channels**

SAP	MAC PDU	Logical channel(s)
DMA-SAP	DMAC-SYNC	SCH/S + SCH/H
DMA-SAP	DMAC-DATA	SCH/F, STCH
DMA-SAP	DMAC-FRAG	SCH/F
DMA-SAP	DMAC-END	SCH/F, STCH
DMD-SAP	DMAC-U-SIGNAL	STCH
DMD-SAP	DMAC-TRAFFIC	TCH

### 8.2.4 Scrambling mechanism

The scrambling method applied in TETRA DM is defined in EN 300 396-2 [2], clause 8.2.5, and is based on a "seed" - the DM Colour Code (DCC).

The DCC for SCH/F, STCH and TCH shall be a 30-bit sequence  $e(1)$ ,  $e(2)$ , ...,  $e(30)$ , generated as an algorithmic combination of the source DM-MS's Short Subscriber Identity (or pseudo SSI) and the 6 least significant bits of the Mobile Network Identity (MNI). The coding order shall be as follows:

$e(1)$  = 6<sup>th</sup> last bit of the MNI;

$e(2)$  = 5<sup>th</sup> last bit of the MNI;

etc.

e(6) = least significant bit of the MNI;

e(7) = most significant bit of source address;

etc.

e(30) = least significant bit of source address.

The colour code for STCH or TCH shall be derived from the "mobile network identity" and "source address" elements in the DMAC-SYNC PDU that carried the DM-SETUP, DM-CONNECT ACK or DM-OCCUPIED message for the current traffic transmission. The colour code for SCH/F shall be derived from the "mobile network identity" and "source address" elements in the DMAC-SYNC PDU that initiated the fragmentation; this may apply to DM-SDS UDATA, DM-SDS DATA and DM-SDS ACK messages.

NOTE: The "source address" element may contain either a true SSI or a pseudo SSI. The algorithmic combination described above applies in either case.

When element "air interface encryption state" is set to  $01_2$  (security class DM-2-C) in the DMAC-SYNC PDU, the addressing information is encrypted; see clause 8.5.3. The following parameters shall be used for the generation of the DCC:

- the "mobile network identity" element prior to encryption; and
- the Encrypted DMO Short Identity (EDSI) appropriate to the current slot (see EN 300 396-6 [6]). The EDSI is an encrypted version of the source address from the DMAC-SYNC PDU that carried the DM-SETUP, DM-CONNECT ACK or DM-OCCUPIED message for the current traffic transmission, or from the DMAC-SYNC PDU that initiated the fragmentation. The EDSI changes from one slot to the next, because it is derived using the Time Variant Parameter (TVP) for that slot, so the DCC also changes for each traffic or SCH/F slot.

The scrambling sequence is generated from the 30-bit DCC and is applied within the lower MAC to all logical channels, except for the SCH/S and SCH/H of the DSB. SCH/S and SCH/H of the DSB are subjected to the same scrambling but, in their case, all 30 bits of the DCC are set equal to zero.

## 8.2.5 PDU error detection

The purpose of the CRC added to a MAC block by the lower MAC is to enable the MAC at the receiving side of the air interface to detect whether errors have been introduced into the message during transmission. Therefore, the receiving lower MAC shall extract the decoded CRC and shall calculate a CRC on the remainder of the data as in the transmitting case. The two CRCs shall be compared. If they are not identical, the CRC fail parameter in the DMV-UNITDATA indication primitive shall inform the receiving upper MAC that an error has occurred.

Upon reception of a MAC block as indicated with the CRC fail parameter in the DMV-UNITDATA indication primitive, the upper MAC shall discard the incoming data. However, the upper MAC may use the CRC fail information to update its signal quality measurement.

Upon reception of a MAC block as indicated with the CRC pass parameter in the DMV-UNITDATA indication primitive, the upper MAC shall further check that the incoming PDU is valid by inspecting the header.

## 8.2.6 Modes of operation

### 8.2.6.1 DM-MS modes of operation

The DM-MS may operate in any one of the following modes when tuned to an RF carrier assigned for DM operation.

#### 8.2.6.1.1 Idle mode

The DM-MS shall operate in idle mode when it is not currently involved in a call. The DM-MS in idle mode shall however monitor the selected RF channel periodically if it wishes to determine the current state of the channel or receive any new signalling messages addressed to itself (i.e. addressed to its individual address or to one of its group addresses).

### 8.2.6.1.2 Signalling mode

The DM-MS shall operate in signalling mode when it is currently receiving or transmitting either call set-up signalling, reservation signalling or short data messages. The configuration during signalling mode shall be as shown in figure 26 except in the case of a fragmented message when following fragments are sent in SCH/F as shown in figure 27.

### 8.2.6.1.3 Traffic mode

The DM-MS shall operate in traffic mode when it is currently receiving or transmitting circuit mode traffic during channel occupation.

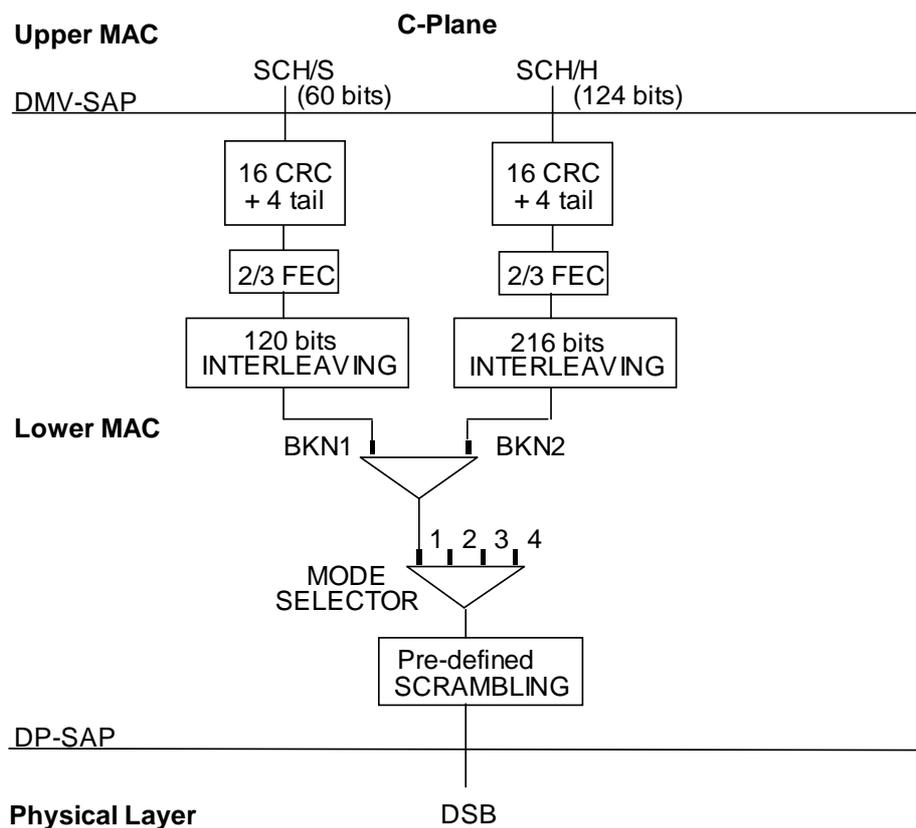
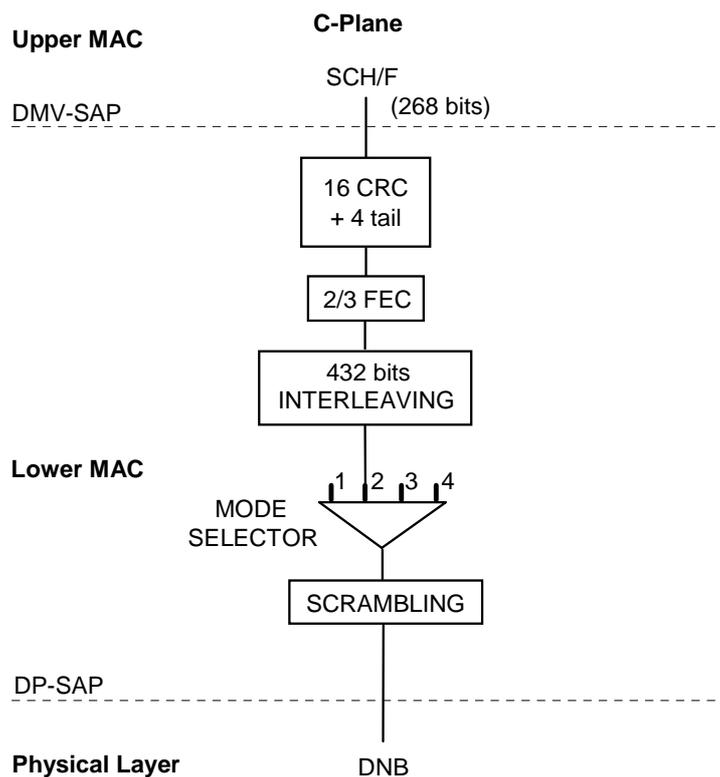


Figure 26: DM-MS configuration in sync signalling mode



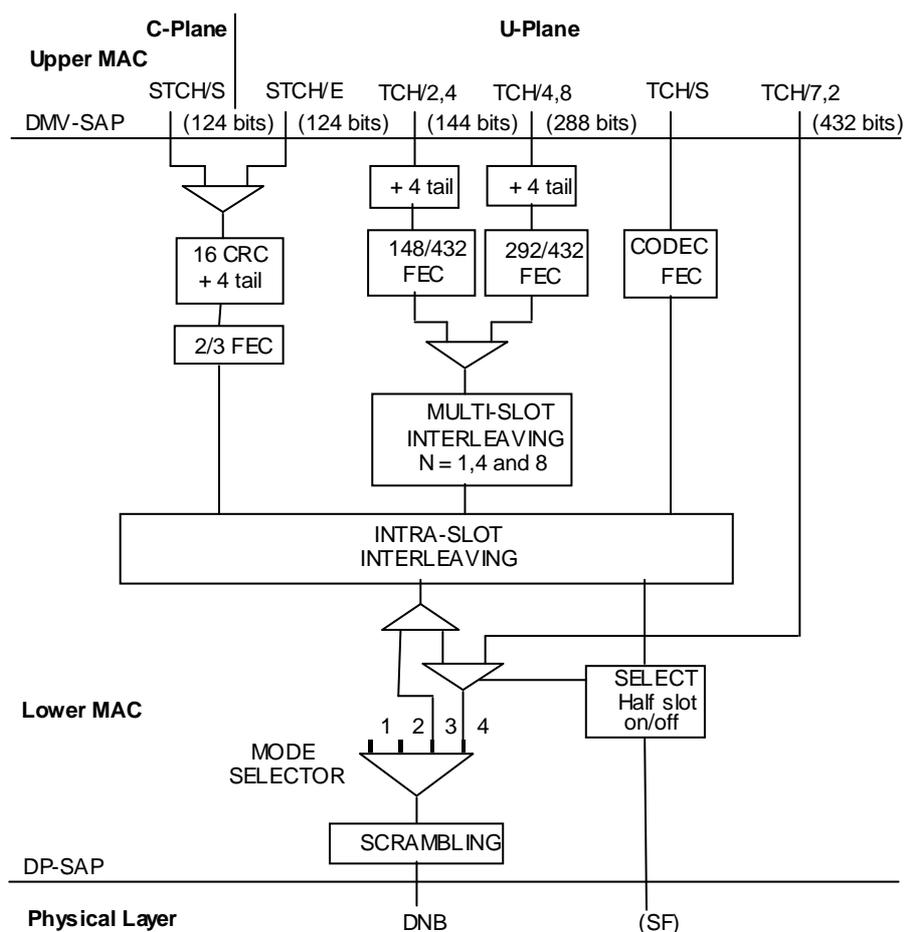
**Figure 27: DM-MS configuration in signalling mode**

## 8.2.6.2 Operation in traffic mode

All transmissions in traffic mode shall be carried out over an entire timeslot. The distinction between full slot traffic and half slot signalling during traffic shall be indicated by the state of the Slot Flag (SF). A slot flag change is indicated by a change in the training sequence used in burst transmission.

### 8.2.6.2.1 Traffic transmission

The traffic mode may be either circuit mode speech (TCH/S) or circuit mode data (TCH/7,2, TCH/4,8 or TCH/2,4) operation. The logical channels in use shall be TCH (traffic channels) for slot 1 of frames 1 to 17. Full slots (SF = 0) shall normally be used for traffic. Frame 18 shall be used for sync signalling only.



**Figure 28: DM-MS configuration in traffic mode for slot 1 of frames 1 to 17**

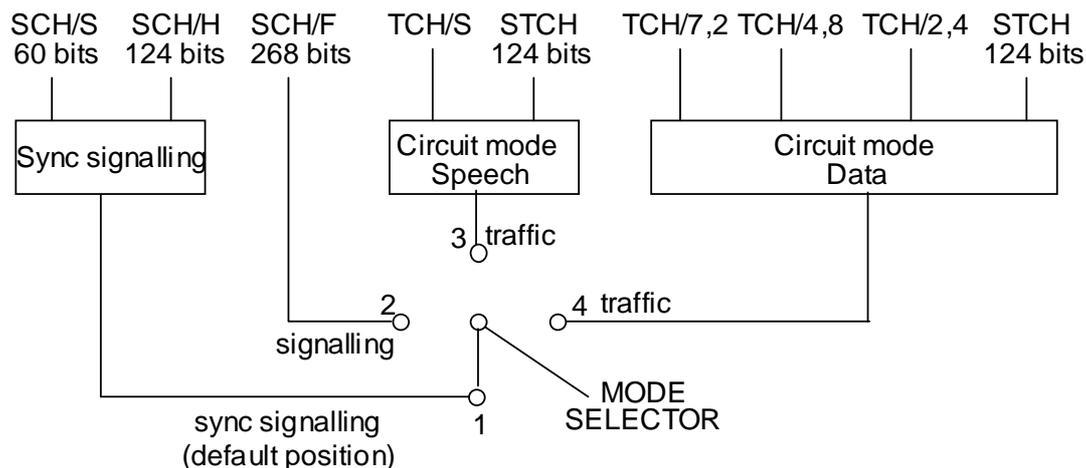
### 8.2.6.2.2 Stealing mechanism

When in traffic mode (either circuit mode speech or circuit mode data), capacity may be stolen for signalling purposes. This stealing mechanism shall leave the current mode of operation unchanged. Reception and recognition of normal training sequence 2 shall indicate that stealing has occurred and shall cause the slot flag SF to be set to 1. The MAC header of the first half of the slot shall indicate whether the other half has also been stolen or if it belongs to the normal traffic circuit. The header shall contain information on the intended destination of the signalling message conveyed by the stolen channel: either C-plane or U-plane as indicated by STCH/S and STCH/E respectively in figure 28. Occurrence of stealing shall be locally reported to the U-plane application at the DMD-SAP.

### 8.2.6.3 Selection of the mode of operation

During a transaction, the MAC shall be considered to be in either signalling mode or traffic mode. The selection mechanism is presented in figure 29. The default mode of the MAC shall be sync signalling mode, corresponding to the selector in position 1 in figure 29.

When stealing is initiated in traffic mode operation, the logical channel shall be temporarily taken (fully or partially) on a half slot by half slot basis for signalling purposes.



**Figure 29: Selection of the configuration for the current mode of operation**

If traffic mode is selected, then the mode selector is considered to be set accordingly.

Traffic mode and SCH/F signalling mode applies only to slot 1 of frames 1 to 17. The DM-MS shall always be in sync signalling mode on frame 18 and on slot 3 of frames 1 to 18.

## 8.3 Basic capabilities of the Physical Layer (PL)

### 8.3.1 DM-MS capabilities

The following clauses describe the capabilities required of DM-MSs which are classified as either DM only DO-MS, dual mode capable DU-MS or dual watch capable DW-MS (F-DW-MS or I-DW-MS). In all cases the DM-MS shall be capable of supporting DM single frequency, simplex operation.

#### 8.3.1.1 DM only and dual mode capable MS operation

A DO-MS or DU-MS shall be capable of either transmitting or receiving (i.e. simplex mode operation) on a single DM RF carrier.

A DO-MS or DU-MS shall be capable of switching between DM transmit and receive within one timeslot duration, approximately 14 ms.

A DO-MS or DU-MS shall be capable of transmitting in all four timeslots of at least two consecutive frames. If a DO-MS or DU-MS is capable of sending DM-SETUP PRES or non-fragmented DM-SDS DATA messages then it shall be capable of transmitting in at least 11 consecutive slots.

**NOTE 1:** The DM-MS is required to transmit in consecutive slots when it sends call set-up signalling in normal mode and, for frequency efficient mode, when it sends call set-up signalling for a new call on a completely free RF carrier. This allows receiving DM-MSs to use appropriate methods of battery economy and also improves the reliability of the signalling.

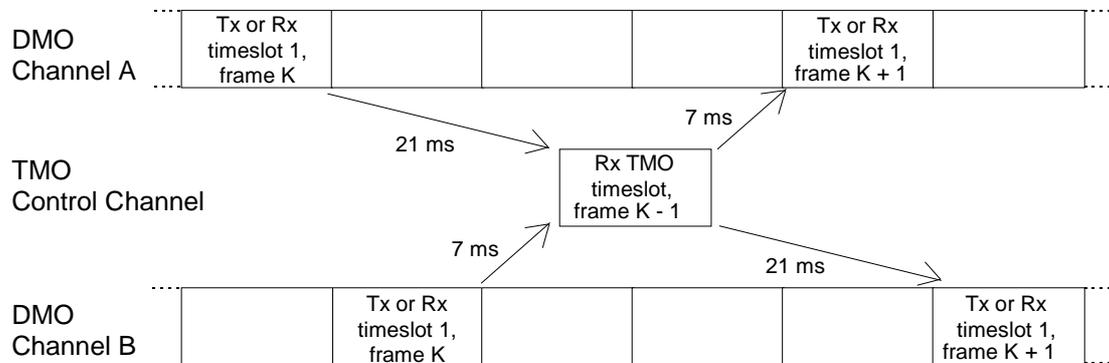
If a DO-MS or DU-MS which is operating as a master MS invites timing change requests then it shall be capable of adjusting its current transmit timing reference in accordance with the procedures defined in clause 8.4.7.15, with an accuracy of within  $\pm 2$  symbol durations.

**NOTE 2:** A DW-MS which is operating as a master MS is permitted to adjust its transmit timing reference if appropriate, in steps of not greater than  $\frac{1}{4}$  symbol duration. The rate of adjustment should not be greater than  $\frac{1}{4}$  symbol per multiframe duration.

### 8.3.1.2 Dual watch capable MS operation

#### 8.3.1.2.1 Full Dual Watch Mobile Station (F-DW-MS)

A F-DW-MS shall support all the operations described in clause 8.3.1.1 and in addition shall be capable of switching between operating on the selected DM channel frequency and the TMO channel frequency within 0,5 of a timeslot duration (approximately 7 ms). This is illustrated in figure 30.



**Figure 30: Full Dual watch timing on A and B channels**

#### 8.3.1.2.2 Idle Dual Watch Mobile Station (I-DW-MS)

An I-DW-MS shall support all the operations described in clause 8.3.1.1. In addition, an I-DW-MS that is not using a TMO energy economy group shall be capable of switching between operating on the selected DM channel frequency and the TMO channel frequency within 0,5 of a timeslot duration.

**NOTE:** Using a switching time of 0,5 of a timeslot duration, it should be possible for an I-DW-MS that is not using a TMO energy economy group to be able to receive most normal mode DM calls. However, depending on implementation and DM channel timing, some frequency efficient DM calls may be missed.

## 8.4 Usage of DM channel

A DM channel may be perceived as being free, occupied or reserved. Otherwise the state of the DM channel may be unknown.

When the DM channel is in occupation or reservation, there is a timing structure which is divided into multiframes, frames and timeslots.

### 8.4.1 Definition of DM channel

#### 8.4.1.1 DM channel arrangement

A DM channel existing during occupation and reservation consists of two timeslots on a single RF carrier, each timeslot lasting for 14,167 ms. The end of one DM channel timeslot and the beginning of the other timeslot associated with the DM channel are separated in time by one timeslot duration. Time on the DM channel is further divided into frames and multiframes, each frame equal to 4 timeslots duration and each multiframe equal to 18 frames duration (see EN 300 396-2 [2], clause 9, for further details).

#### 8.4.1.2 DM channel A operation

A DM-MS wishing to begin a call, and having determined that the selected DM RF carrier is free, shall begin master MS operation. The channel which is thus occupied is defined as DM channel A.

A call using DM channel A shall primarily be conducted in timeslots 1 and 3 in each frame. See the following clauses for exceptions to this rule.

When a DM-MS first becomes master on a free RF carrier, it shall define the DM timing reference including slot and frame numbering:

- a) If the master is not performing full dual watch then the DM timing reference (including slot and frame numbering) may be chosen arbitrarily.

EXAMPLE 1: The master may choose to define the frame numbering such that its final repetitions of the call set-up message are sent in frame 1.

EXAMPLE 2: The master may choose a DM timing reference based on the timing of a previous call, particularly if the signalling in the previous call indicated use of the dual watch synchronization (i.e. "dual watch synchronization flag" set to 1).

EXAMPLE 3: An I-DW-MS may choose a DM timing reference based on the dual watch synchronization defined in b).

- b) If the master is performing full dual watch then it shall define the slot boundaries and the slot and frame numbering so that timeslot 1 of frame K of DM channel A occurs 6,5 timeslot durations before TMO downlink timeslot J of frame K, where timeslot J is the TMO receive timeslot (normally timeslot 1). This timing shall be achieved with an accuracy of within  $\pm 2$  symbol durations. The DM channel timing is illustrated in figure 30. Refer also to clause 8.4.7.10.

NOTE: The TMO receive timeslot used in this procedure is the downlink slot of the appropriate common control channel i.e. Main Control Channel (MCCH) or common Secondary Control Channel (SCCH). The DM-MS should not align the DM slot numbering with a TMO assigned channel.

### 8.4.1.3 DM channel B operation

DM channel B operation is conducted during the timeslot periods unused by channel A operation i.e. in timeslots 2 and 4 of each channel A frame. If the DM-MS supports frequency efficient operation and if it has determined that:

- 1) DM channel A on the selected DM RF carrier is occupied or reserved; and
- 2) the channel A master is indicating frequency efficient operation; and
- 3) channel B is free,

then the DM-MS may begin master MS operation in the timeslots not used by channel A.

In order that inter DM channel interference on an RF carrier is minimized, the master MS on channel B shall monitor channel A in order to acquire timing synchronization and subsequently re-align its transmission timing. Refer to clause 8.4.2.5 and EN 300 396-2 [2], clause 7.6.

From the perception of a DM-MS on channel B, operation shall be conducted in timeslot 1 (i.e. timeslot 2 as seen by channel A), and timeslot 3 (i.e. timeslot 4 as seen by channel A). This structure is illustrated in figure 31. The master DM-MS on channel B shall align its frame numbering with the frame numbering on channel A so that the slot and frame numbering on channel B lags one timeslot behind the slot and frame numbering on channel A.

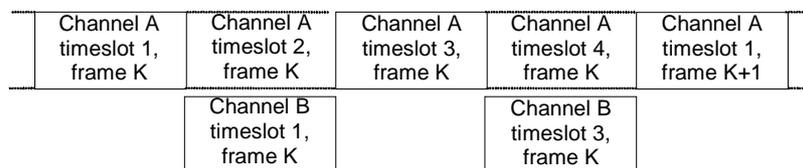


Figure 31: Illustration of DM channel A and B timeslots

## 8.4.2 DM-MAC states

The MAC layer of the DM-MS is responsible for monitoring activity on a selected DM RF carrier in order to determine the current perceived state of that RF carrier and to receive any signalling messages addressed to itself (i.e. addressed to its individual address or to one of its group addresses). Accurate DM channel state information is essential if a DM-MS is to employ the correct signalling and monitoring procedures when it is in a call or if it wishes to use fast call set-up. The perceived DM channel state combined with the current DM-MS mode of operation shall be used to update the DM-MAC state model. Refer also to clause 7.3.2.1.

### 8.4.2.1 DM-MAC state definitions

The following states are defined for the DM-MAC, based on its own activity and the current state of the channel. These shall be used to determine which procedure the DM-MAC follows at any point in time.

#### **MS idle - state of channel unknown:**

- The DM-MS is currently operating in idle mode and does not know the state of the channel. This state applies at the following times:
  - following initial power-up in direct mode or when the DM-MS has just been switched into direct mode operation or when the user has just selected a different DM RF carrier; or
  - if the DM-MS has not been performing the fast call set-up surveillance procedures.

The DM-MS also enters this state at other times when required by the protocol e.g. following expiry of inactivity timers DT207 and DT221.

#### **MS idle - channel free:**

- The DM-MS is currently operating in idle mode on a channel which is perceived as free i.e. no DMO activity is detected on the channel (other than possible receipt of presence signals indicating that the channel is free).

#### **MS idle - channel occupied:**

- The DM-MS is currently operating in idle mode on a channel which is perceived as being occupied i.e.:
  - DMO signalling or traffic information not addressed to the DM-MS (or for a call not accepted by the DM-MS) is detected on the channel; or
  - DSBs that cannot be decrypted or are not understood are detected on the channel; or
  - the DM-MS detects other activity on the channel (see clause 8.4.2.2.1.1, note 5 and clause 8.4.2.2.2.1, note 7).

#### **MS idle - channel reserved:**

- The DM-MS is currently operating in idle mode on a channel which is perceived as being reserved i.e. channel reservation signalling not addressed to the DM-MS (or for a call not accepted by the DM-MS) is detected on the channel.

#### **MS master - channel occupied:**

- The DM-MS is the current master transmitter which is active in a call transaction either in traffic or signalling mode. This may be either a circuit mode traffic transmission or a short data transmission (DM-SDS UDATA or DM-SDS DATA).

#### **MS master - channel reserved:**

- The DM-MS is the current master transmitter which is sending periodic channel reservation signalling.

#### **MS slave - channel occupied:**

- The DM-MS is in a call, actively receiving traffic and/or signalling information from the current master and addressed to itself.

**MS slave - channel reserved:**

- The DM-MS is in a call, receiving channel reservation signalling related to a call transaction from the current master and addressed to itself.

For frequency efficient operation, the states of channel A and channel B are independent of each other whenever one or both of the DM channels are occupied or reserved. If neither of the DM channels is occupied or reserved then the channel state (free or unknown) applies to the complete carrier. If one DM channel was perceived as free but the state of the other DM channel is unknown, then state unknown applies to the complete carrier.

**8.4.2.2 DM-MS channel surveillance procedures**

A DM-MS in idle mode shall conduct the appropriate following channel surveillance procedures on the selected DM RF carrier. Surveillance procedures may vary dependent upon the current operation of the DM-MS.

There are two possible methods of channel surveillance:

- If fast call set-up shall be provided, then, when in idle mode, the DM-MS needs to maintain an up-to-date record of the perceived state of the channel, so that it already knows whether the channel is free when the user wishes to make a call. The DM-MS shall perform initial determination of the DM channel state (see clause 8.4.2.2.1) and then obey the fast call set-up surveillance procedures defined in clause 8.4.2.2.2.

If the DM-MS detects that a frequency efficient mode call (or calls) are currently present on the DM RF carrier, the DM-MS when in idle mode shall retain valid channel state information for both channel A and channel B.

NOTE 1: This requirement for fast call set-up surveillance applies for both normal mode and frequency efficient mode DM-MSs. Therefore, if a normal mode DM-MS detects the presence of a frequency efficient mode call and is not capable of performing the required surveillance on both channel A and channel B, it needs to revert to slow call set-up surveillance.

- Where fast call set-up is not required, (or if the DM-MS cannot perform the fast call set-up surveillance procedures e.g. because of conflict with requirements to receive or transmit on other DM or TMO RF carriers), the DM-MS when in idle mode is not required to maintain an up-to-date record of the perceived state of the channel. The DM-MS then needs to perform initial determination of the DM channel state when the user wishes to make a call.

When idle, the DM-MS should perform some channel surveillance on the DM RF carrier if it wishes to receive calls addressed to itself. The implementer may choose when the DM-MS performs channel surveillance.

NOTE 2: The standard does not preclude that a DM-MS may undertake to conduct channel surveillance on more than one DM RF carrier. However, the ability to maintain fast call set-up status on more than one DM RF carrier is implementation-specific. For example, in some implementations, a DM-MS could choose to perform the fast call set-up surveillance procedures on one DM RF carrier and just monitor the other DM RF carrier(s) for incoming calls for itself.

**8.4.2.2.1 Initial determination of DM channel state****8.4.2.2.1.1 Initial determination of state of carrier**

When the DM-MS is in state "MS idle - state of channel unknown" and wishes to determine the state of the carrier, it shall conduct continuous monitoring of the selected DM RF carrier in order to detect any DSBs (direct mode synchronization bursts) present and, when signal strength and channel conditions permit, decode any layer 2 information available.

In most cases the DM-MS shall conduct continuous monitoring of the DM RF carrier for a period of at least 19 frame durations or until it receives a DSB that causes a change of DM-MAC state.

The exception is that, if the DM-MS returned to state "MS idle - state of channel unknown" as a result of failing to perform the procedures for fast call set-up surveillance on a free carrier over a period of 2 frame durations or less then the DM-MS shall conduct continuous monitoring of the DM RF carrier for a period of at least 7 frame durations or until it receives a DSB that causes a change of DM-MAC state.

In the case where a DSB is detected and can be decoded, and the message type can be decrypted, the receiving DM-MS shall, dependent upon the content, enter the appropriate mode of operation and update the DM-MAC state model (see clause 8.4.3.3); see also note 4.

NOTE 1: The DM-MS does not change state if it receives and recognizes a free-channel presence signal.

If the received DSB indicates the end of a frequency efficient mode call, the DM-MS shall re-enter state "MS idle - state of channel unknown" (re-starting the 19-frame surveillance if it wishes to determine the channel state).

If the received DSB indicates that the DM channel is occupied or reserved in a frequency efficient mode call, the DM-MS shall either:

- determine the state of the other DM channel (see clause 8.4.2.2.1.2); or
- re-enter state "MS idle - state of channel unknown" (re-starting the 19-frame surveillance if it wishes to determine the channel state).

NOTE 2: If the DM-MS is addressed by the first detected call, it may become a slave in that call and regard the state of the other DM channel as unknown.

In the case where a DSB is detected and can be decoded, but the message type cannot be decrypted, the DM-MS shall either regard the channel as occupied by other DM-MSs or shall re-enter state "MS idle - state of channel unknown" (re-starting the 19-frame surveillance if it wishes to determine the channel state); see note 4.

NOTE 3: It should be noted that, if the DM-MS repeatedly re-enters state "MS idle - state of channel unknown" and re-starts the 19-frame surveillance when it receives a DSB but the message type cannot be decrypted or the SYNC PDU type or message type is not understood, this may degrade battery life.

In the case where a DSB is detected and can be decoded, but the SYNC PDU type or message type is not understood, the DM-MS shall either regard the channel as occupied by other DM-MSs or re-enter state "MS idle - state of channel unknown" (re-starting the 19-frame surveillance if it wishes to determine the channel state); see note 4.

In the case where no DSBs other than free-channel presence signals are detected during the continuous monitoring period, the DM-MS may regard the channel as free and update the DM-MAC state model; see note 4. It may then begin the procedures for fast call set-up surveillance when idle on a free carrier (see clause 8.4.2.2.2.1).

NOTE 4: The DM-MS is permitted to implement a signal strength threshold where it need not regard the channel as busy (i.e. occupied or reserved) or re-enter state "MS idle - state of channel unknown" as a result of receiving DSBs below that threshold.

EXAMPLE: The signal strength threshold may be set to the receiver sensitivity level. See also annex D.

NOTE 5: In the absence of DSBs a DM-MS may choose to conduct additional channel surveillance procedures, e.g. signal strength measurements, in order to determine whether the DM RF carrier is available for use.

Also a DM-MS may be capable of recognizing that it is receiving TMO signalling and may use this as a criterion in determining whether the DM RF carrier is available for use. Note that the DM-MS may be able to decode a TMO SYNC PDU when it is monitoring for DSBs, since the burst format of the first half of the TMO synchronization downlink burst is similar to the burst format of the first half of the DSB. (The two types of signalling are distinct because the 12 preamble bits P3 in DMO are not equal to the 12 training sequence bits in a TMO synchronization continuous downlink burst and the system code in a DSB is different from the system code in a TMO SYNC PDU.)

#### 8.4.2.2.1.2 Determination of state of one DM channel when other DM channel is busy

If the DM-MS wishes to determine the state of one DM channel when the other DM channel is known to be occupied or reserved in a frequency efficient mode call, the DM-MS shall monitor all slots on the DM channel whose state is unknown until it has monitored at least two frames deduced to be frame 6, 12 or 18 or until it receives a DSB that causes a change of DM-MAC state (as defined in clause 8.4.2.2.1.1). This is in addition to the required monitoring on the occupied or reserved DM channel.

NOTE 1: For example, if the DM-MS starts monitoring the DM channel whose state is unknown in frame 4, it continues until at least the end of frame 12 or until it receives a DSB that causes a change of DM-MAC state.

NOTE 2: The DM-MS uses the slot and frame numbering from the occupied or reserved DM channel to deduce the slot and frame numbering of the other DM channel.

If no DSBs other than free-channel presence signals are detected on the DM channel whose state is unknown during the monitoring period, the DM-MS may regard that DM channel as free and update the DM-MAC state model; see note 3.

NOTE 3: The DM-MS is permitted to implement a signal strength threshold where it need not regard the channel as busy or re-enter state "MS idle - state of channel unknown" as a result of receiving DSBs below that threshold.

EXAMPLE: The signal strength threshold may be set to the receiver sensitivity level.

#### 8.4.2.2.2 Fast call set-up surveillance in idle mode

Clauses 8.4.2.2.2.1 and 8.4.2.2.2.2 define the requirements for fast call set-up surveillance following initial determination of the DM channel state. If the DM-MS fails to perform any of these procedures, it shall enter state "MS idle - state of channel unknown".

NOTE: If the DM-MS fails to perform the requirements for fast call set-up surveillance when idle on an occupied or reserved channel, it may choose to start the procedure for determination of the DM channel state at a time corresponding to frame 6, 12 or 18 of the call that was being tracked. If the call is still ongoing, the DM-MS may then receive a DM-OCCUPIED or DM-RESERVED message; this may reduce the time needed for continuous monitoring.

There are no mandatory surveillance procedures for a DM-MS using slow call set-up surveillance until the DM-MS wishes to make a call. However, if the DM-MS has not fulfilled all the requirements for fast call set-up surveillance since it last knew the state of the channel, it shall enter state "MS idle - state of channel unknown". The DM-MS then needs to perform the procedure for initial determination of the DM channel state when the user wishes to make a call (see clause 8.4.2.2.3).

##### 8.4.2.2.2.1 Fast call set-up surveillance when idle on a free carrier

Following initial determination of the channel state, a DM-MS in idle mode shall periodically conduct further channel surveillance in order to detect any DSBs present on the DM RF carrier and (where signal strength and channel conditions permit) decode any layer 2 information available.

In order to support fast call set-up, a DM-MS in idle mode on a carrier that is perceived as being free shall be capable of detecting and (where signal strength and channel conditions permit) decoding at least one DSB from a sequence of 8 DSBs sent in contiguous slots on the DM RF carrier, where the timing of the sequence of DSBs is arbitrary.

NOTE 1: For example, this may be achieved by conducting channel surveillance on the DM RF carrier at least once every 2 frame durations when the carrier is perceived as being free, where each channel surveillance consists of continuous monitoring of the DM RF carrier for a period of at least 2 timeslot durations.

It is recommended that the DM-MS conducts channel surveillance on a free carrier more frequently than once every 2 frame durations. For example, it may choose to conduct channel surveillance once every 7 timeslot durations. If the DM-MS conducts the channel surveillance every 2 frame durations then, in some cases when it fails to receive the call set-up messages, its channel surveillance procedure may be synchronized in such a way that it cannot receive the DM-OCCUPIED and DM-RESERVED messages; in these cases it may not perceive the ongoing call.

If the DM-MS has received and recognized a gateway presence signal or other signalling from a gateway (i.e. DM-GATE or DM-REP/GATE) within the last time DT204 then, in order to support fast call set-up, the DM-MS in idle mode when the carrier is perceived as being free shall be capable of detecting and (where signal strength and channel conditions permit) decoding at least one DSB from a sequence of 6 DSBs sent as three DSBs in each of two frames, where the timing of the sequence of DSBs is arbitrary. The DM-MS may assume that the DSBs are sent in the same three timeslots in each of the two frames.

NOTE 2: This monitoring normally allows the DM-MS to receive a call set-up transmitted by a gateway. Otherwise the DM-MS could erroneously perceive the channel as free and then make a call set-up on the channel, transmitting over the gateway call. This would disrupt the gateway call. Also the DM-MS's own call would be disrupted by the gateway call.

If frequency efficient mode is supported and the carrier is perceived as being free, it is recommended that the DM-MS should be capable of detecting and (where signal strength and channel conditions permit) decoding at least one DSB from a sequence of 4 DSBs sent in alternate slots on the DM RF carrier, where the timing of the sequence of DSBs is arbitrary.

NOTE 3: This monitoring is recommended so that a DM-MS that has not detected an ongoing communication on one DM channel will detect a call set-up by another master on the other DM channel.

A DM-MS shall update the DM-MAC state model if it detects and decodes a DSB which indicates that the channel state has changed (see clause 8.4.3.3); see also note 6.

If a received DSB indicates that the DM channel is occupied or reserved in a frequency efficient mode call and the DM-MS is not capable of performing the required fast call set-up surveillance on both channel A and channel B (see clause 8.4.2.2.2), the DM-MS shall enter state "MS idle - state of channel unknown"; see notes 5 and 6.

NOTE 4: If the DM-MS is addressed by the call, it may become a slave in that call and regard the state of the other DM channel as unknown.

NOTE 5: The MS designer should choose suitable criteria for when the DM-MS returns to initial determination of the DM channel state. For example, the MS could choose to perform surveillance on the occupied or reserved DM channel and then return to initial determination of the DM channel state at the end of that call.

In the case where a DSB is detected and can be decoded, but the message type cannot be decrypted, the DM-MS shall either regard the channel as occupied by other DM-MSs or shall enter state "MS idle - state of channel unknown"; see note 6.

In the case where a DSB is detected and can be decoded, but the SYNC PDU type or message type is not understood, the DM-MS shall either regard the channel as occupied by other DM-MSs or shall enter state "MS idle - state of channel unknown"; see note 6.

NOTE 6: The DM-MS is permitted to implement a signal strength threshold where it need not regard the channel as busy or enter state "MS idle - state of channel unknown" as a result of receiving DSBs below that threshold.

EXAMPLE: The signal strength threshold may be set to the receiver sensitivity level.

NOTE 7: The DM-MS may change its perception of the channel state and update the DM-MAC state model as a result of conducting additional channel surveillance procedures e.g. signal strength measurements.

The DM-MS may also change its perception of the channel state and update the DM-MAC state model if it recognizes that it is receiving TMO signalling.

#### 8.4.2.2.2.2 Fast call set-up surveillance when idle on a carrier that is not free

In the case of an occupied or reserved DM channel, fast call set-up surveillance shall consist of performing one of the following procedures:

- 1) If the DM-MS is not performing dual watch, it shall monitor and attempt to decode a DSB in timeslot 3 at least every two frames. Monitoring of timeslot 3 of frame 3 does not contribute to fulfilling this requirement. The monitoring shall include timeslot 3 of frames 6, 12 and 18.

NOTE 1: For example, this requirement may be met by monitoring timeslot 3 of every even-numbered frame.

- 2) If the DM-MS is performing dual watch, it shall obey one of the following procedures:
  - a) The DM-MS shall monitor and attempt to decode a DSB in timeslot 3 at least every two frames (where monitoring of timeslot 3 of frame 3 does not contribute to fulfilling this requirement) except that a three-frame interval is acceptable when crossing frame 3 as follows:
    - if the DM-MS's TMO dual watch conflicts with timeslot 3 of DM frame 2, it is acceptable to monitor timeslot 3 of DM frames 1 and 4;
    - if the DM-MS's TMO dual watch conflicts with timeslot 3 of DM frame 4, it is acceptable to monitor timeslot 3 of DM frames 2 and 5.

- b) Alternatively the DM-MS shall monitor in timeslot 1 at least every two frames.

During circuit mode occupation, the DM-MS shall look for a DNB when monitoring in timeslot 1 of frames 1 to 17. If the DM-MS detects normal training sequence 2, it shall attempt to decode the STCH and may use the parts of C-plane signalling messages that are visible at layer 2. When monitoring in timeslot 1 at other times, the DM-MS shall attempt to decode a DSB.

NOTE 2: In some cases, the DM-MS will not be able to perform procedure b). For example, if the communication is encrypted in security class DM-2C and the DM-MS does not support it (or does not have the right cipher keys, etc), the DNB cannot be de-scrambled because the colour code is based on the EDSI (see clause 8.2.4).

NOTE 3: When necessary, the DM-MS may give precedence to DM reception over TMO requirements in order to perform this monitoring.

The DM-MS shall monitor in frames 6, 12 and 18 at least as follows:

- A) The DM-MS shall monitor timeslot 3 of frames 6, 12 and 18 if this does not conflict with TMO requirements.
- B) If the DM-MS does not monitor timeslot 3 of at least one of frames 6, 12 and 18 then it shall monitor at least timeslot 1 of frame 18 during occupation, and timeslot 1 of frames 6, 12 and 18 during reservation, if this does not conflict with TMO requirements.

If the DM-MS does not perform the monitoring in A) or B) because of conflict with TMO requirements, it shall occasionally monitor timeslot 3 of frames 6, 12 and/or 18 (see note 4).

The DM-MS shall monitor at least timeslot 3 of the perceived final frame 6, 12 or 18 of reservation. It is recommended that the DM-MS should monitor both timeslot 1 and timeslot 3 of that frame.

NOTE 4: Monitoring of timeslot 3 of DM frames 6, 12 and/or 18 may occasionally take precedence over TMO requirements. Monitoring of timeslot 1 of frame 18 of channel A may occasionally take precedence over TMO requirements. Monitoring of timeslot 1 and 3 of the perceived final frame of reservation may take precedence over TMO requirements.

Monitoring of timeslot 3 of frames 6, 12 or 18 performs various functions. For example, when the DM-MS perceives the channel as occupied, it should monitor in frames 6, 12 or 18 sufficiently frequently to see the change to reservation before the reservation period expires. The DM-MS also needs to monitor in frames 6, 12 or 18 sufficiently frequently to stop itself from timing out on inactivity timer DT207 when the call is actually still ongoing. It is recommended that the DM-MS gives precedence to monitoring the DM channel if timer DT207 is close to expiry.

NOTE 5: When a DM call is using a timing such that the DM-MS's TMO reception conflicts with fast call set-up surveillance, the MS designer should choose whether the DM-MS performs the fast call set-up surveillance (giving precedence to DM over TMO when necessary) or whether the DM-MS reverts to slow call set-up surveillance. In the latter case, the MS designer should choose suitable criteria for when the DM-MS returns to initial determination of the DM channel state if it wishes to regain its fast call set-up status.

After receiving a DM-TX ACCEPT or DM-PRE ACCEPT within the ongoing call, the DM-MS shall monitor the DM channel in order to attempt to receive the set-up DSBs. (The set-up DSBs may be sent in only two frames.) A DW-MS may give precedence to DM reception over TMO requirements if necessary.

After receiving a message announcing a timing change, the DM-MS shall monitor in order to attempt to receive a message sent using the new timing. (The message may be sent in only two frames.) A DW-MS may give precedence to DM reception over TMO requirements if necessary.

When the channel is occupied or reserved in a call through a gateway, all DM-MSs performing fast call set-up surveillance shall use either surveillance method 1 (i.e. the method for non-dual-watching DM-MSs) or surveillance method 2b.

NOTE 6: If this requirement means that a DW-MS's TMO reception conflicts with fast call set-up surveillance, the MS designer should choose whether the DM-MS performs the fast call set-up surveillance (giving precedence to DM over TMO when necessary) or whether the DM-MS reverts to slow call set-up surveillance. In the latter case, the MS designer should choose suitable criteria for when the DM-MS returns to initial determination of the DM channel state if it wishes to regain its fast call set-up status.

If an idle DM-MS is conducting the fast call set-up surveillance procedure and receives a message which indicates that a DM channel is occupied or reserved by other DM-MSs then it shall assume that the DM channel is still occupied or reserved until it receives a message which indicates that the channel state has changed or until the appropriate timer expires (i.e. DT207, reservation time remaining or SDS time remaining). See clause 8.4.3.3.

If the DM RF carrier is currently being used in frequency efficient mode and both DM channels are perceived as occupied or reserved, fast call set-up surveillance shall consist of performing the required monitoring on both DM channels.

If the DM RF carrier is currently being used in frequency efficient mode and one DM channel is perceived as free then, for fast call set-up, the DM-MS in idle mode shall be capable of detecting and (where signal strength and channel conditions permit) decoding at least one DSB from a sequence of 4 DSBs sent on the free DM channel i.e. sent in alternate slots on the DM RF carrier.

EXAMPLE: This may be achieved by conducting channel surveillance on the free DM channel at least once every 2 frame durations for a period of at least 1 timeslot duration.

This is in addition to the required monitoring on the occupied or reserved DM channel.

If the DM RF carrier is currently being used in frequency efficient mode and the state of one DM channel is unknown then, for fast call set-up, the DM-MS shall perform the procedure for determination of the state of that DM channel (see clause 8.4.2.2.1.2). This is in addition to the required monitoring on the occupied or reserved DM channel.

A DM-MS shall update the DM-MAC state model if it receives a message which indicates that the channel state has changed (see clause 8.4.3.3).

#### 8.4.2.2.3 DM-MS channel surveillance at call set-up

A DM-MS may immediately begin call set-up procedures (circuit mode call or short data call) if the DM-MS has been conducting the fast call set-up surveillance procedure described in clause 8.4.2.2.2 and the current perceived channel state is free.

If the channel state is unknown then, when the DM-MS wishes to make a call (circuit mode call or short data call), it shall perform the procedure for initial determination of DM channel state described in clause 8.4.2.2.1. If the result of the channel surveillance indicates that the DM channel is free then the DM-MAC may begin sending call set-up signalling.

If the procedures in the above two paragraphs would result in the DM-MS transmitting call set-up signalling during the transmission of a multiple-frame free-channel presence signal, the DM-MS should wait until the end of the repetitions of the presence signal. It may then transmit its call set-up signalling immediately (or optionally may choose to observe the channel for a random period before transmitting).

However, if the DM-MS observes a channel change from occupied or reserved to free (i.e. at the end of the frame countdown for a received DM-RELEASE message or if it detects the end of circuit mode reservation or SDS occupation) and if, within the following time DT205, it wishes to set up a call then the DM-MAC shall choose an integer R randomly from the range DN204 to DN205 (using a uniform distribution) and plan to start sending the call set-up signalling after R frame durations. However, during the intervening time, the DM-MAC shall continuously monitor the DM RF carrier. If, during this time, it detects a DSB that causes a change of DM-MAC state then it shall report to layer 3 that the call set-up message cannot be sent (DMA-REPORT indication).

NOTE 1: This randomization is needed in case several users have been waiting for the channel to become free. At other times, it is assumed that the users themselves provide adequate randomization.

A user organization can affect the degree of randomization of the above procedure by configuring DN204 and DN205. This may apply particularly for a group that does not use a reservation period after each call transaction.

The following exception applies in the case of a new call pre-emption acceptance. If the DM-MS observes a channel change from occupied or reserved to free as the result of a new call pre-emption acceptance (i.e. at the end of the frame countdown for a transmitted or received DM-PRE ACCEPT message containing element "new call pre-emption" set to 1 and addressed to another DM-MS) and if, within the following time DT206, the DM-MS wishes to set up a call then the DM-MAC shall choose an integer R randomly from the range DN204 + 8 to DN205 + 8 (using a uniform distribution) and plan to start sending the call set-up signalling after R frame durations. However, during the intervening time, the DM-MAC shall continuously monitor the DM RF carrier. If, during this time, it detects a DSB that causes a change of DM-MAC state then it shall report to layer 3 that the call set-up message cannot be sent (DMA-REPORT indication).

NOTE 2: In the case of new call pre-emption acceptance during circuit mode occupation, the master DM-MS sends both DM-PRE ACCEPT and DM-RELEASE (with the two messages sent in the two halves of slot 1 and DM-PRE ACCEPT sent in slot 3).

If a DM-MS transmits a DM-PRE ACCEPT for a new call, or receives both DM-PRE ACCEPT and DM-RELEASE, or receives only a DM-PRE ACCEPT for a new call, then it uses the above procedure if it wishes to make a call within the following time DT206.

NOTE 3: If time DT205 is longer than time DT206 then the normal procedure for choosing R from the range DN204 to DN205 applies between time DT206 and DT205.

An implementer may avoid this possibility, for example, by setting DT206 to the maximum of DT205 and 9 frames. This may enable a simpler implementation.

NOTE 4: The procedures in the above two paragraphs apply only if the DM-MS regards the channel as free at the end of the call, not if it regards the channel state as unknown. Thus, for example, for a master or slave in a frequency efficient call, they apply only if the DM-MS performed fast call set-up surveillance on the other DM channel during the call.

NOTE 5: In the procedures in the above two paragraphs, if the DM-MS wishes to use a specific DM timing reference for its call (see clause 8.4.1.2), it may extend the continuous monitoring period by up to one frame duration (i.e. monitoring for up to one frame duration in addition to the R frame durations) in order to transmit using the required timing. For example, this may apply if the DM-MS wishes to use a timing reference based on the timing of a previous call or on the dual watch synchronization.

For a retransmission of DM-SETUP PRES by the DMCC or a non-immediate retransmission of DM-SDS DATA, if the DM-MS currently regards the channel as free, the DM-MAC shall choose an integer R randomly from the range DN206 to DN207 (using a uniform distribution) and plan to start sending the message after R frame durations. However, during the intervening time, the DM-MAC shall continuously monitor the DM RF carrier. If, during this time, it detects a DSB that causes a change of DM-MAC state then it shall report to layer 3 that the message cannot be sent.

NOTE 6: The above procedure applies only if the DM-MS regards the channel as free at the end of the previous transaction attempt. Thus, if the DM-MS is using frequency efficient mode, it applies only if the DM-MS was performing fast call set-up surveillance on the other DM channel during the previous transaction attempt.

If the procedures in the above three paragraphs would result in the DM-MS transmitting call set-up signalling during the transmission of a multiple-frame free-channel presence signal, the DM-MS shall wait until the end of the repetitions of the presence signal and then choose a new value of integer R randomly from the specified range and plan to start sending its message after R frame durations.

NOTE 7: The DM-MS is permitted to implement a signal strength threshold where it need not regard the channel as busy or in state unknown as a result of receiving DSBs below that threshold.

EXAMPLE: The signal strength threshold may be set to the receiver sensitivity level.

If the DM RF carrier is currently being used in frequency efficient mode, the above procedures apply to channel A or channel B on the RF carrier. Therefore, if one DM channel is perceived as occupied or reserved and the other DM channel is perceived as free, the DM-MS may normally begin call set-up procedures using frequency efficient mode on the free DM channel. However, if timer DT205 (or DT206 if appropriate) has not expired for the free DM channel, or this is a retransmission of DM-SETUP PRES by the DMCC or a non-immediate retransmission of DM-SDS DATA, the appropriate R procedure shall be applied to the free DM channel; the continuous monitoring requirement applies only to the free DM channel and the DM-MS uses that DM channel if it remains free. There are some exception conditions as follows:

- a) If the occupied or reserved DM channel becomes free then timer DT205 (and DT206 if appropriate) shall be restarted. The R procedure, if used, then applies to the complete RF carrier.
- b) If the DM-MS had already chosen a value of R for the free DM channel when the occupied or reserved DM channel becomes free, then the DM-MS may continue to use that value of R. However, the DM-MS shall continuously monitor the complete DM RF carrier looking for DSBs sent with an arbitrary timing for the remainder of the R frame durations.
- c) If the occupied or reserved DM channel changes to state unknown then the state of the RF carrier becomes unknown, so the DM channel that was free cannot be used. If the DM-MS had already chosen a value of R for the free DM channel, it shall abandon the R procedure.

### 8.4.2.3 Master DM-MS channel maintenance procedures during a call

During channel reservation, if the master DM-MAC receives signalling messages on the DM channel indicating that the channel has become occupied by other users then it may give up its call. If so the DM-MAC shall inform the higher layers (using the DMC-REPORT indication) and the DMCC should then send a DM-RELEASE message, which the DM-MAC transmits before becoming idle. If the DMCC does not send a DM-RELEASE message then the DM-MAC shall begin idle mode operating procedures.

NOTE 1: The master DM-MS may choose whether to give up its own call if it receives signalling messages from other users. Criteria for the choice could be based on parameters such as the priority of the DM-MS's own call, the priority of the other signalling messages and/or the received signal strength of the other signalling. For example, if the DM-MS's own call is an emergency call then the call should not be aborted because of receiving signalling for a non-emergency call. However, if the DM-MS's call is not an emergency call and the messages from the other call are received at a high signal strength then it may be preferable for the DM-MS to give up its own call. This applies particularly if the other call is an emergency call.

NOTE 2: The master DM-MAC may also perform the above procedure during circuit mode occupation (see also note 3 in clause 6.2.4.1).

NOTE 3: For frequency efficient operation the above procedure, and the equivalent procedures noted in clauses 8.4.2.4.1 and 8.4.2.4.3, refer only to the DM channel being used for the call (i.e. channel A or channel B).

### 8.4.2.4 Slave DM-MS channel maintenance procedures during a call

This clause describes the channel maintenance procedures for a slave DM-MS during a call.

NOTE: In frequency efficient operation, the slave DM-MS performs the specified channel maintenance procedures on the DM channel used for the call. The slave DM-MS may also, optionally, perform the idle mode channel surveillance procedures on the other DM channel. For example, this could be useful if the DM-MS wishes to be able to inform the user application if there is a call addressed to the DM-MS on the other DM channel. It could also be useful for the DM-MS to know the state of the other DM channel in case it wishes to make a new call (e.g. see clause 6.2.6, note 3).

#### 8.4.2.4.1 Slave MS channel maintenance during call transaction

During a call transaction a slave DM-MS shall, based upon the signalling present on the DM channel, update the DM-MAC state model accordingly.

A slave DM-MAC during a circuit mode call transaction where no DSB signalling from the master can be detected, and having followed the procedure described in clause 8.6.2, shall enter DM-MAC state "MS idle - state of channel unknown" and begin idle mode operating procedures.

NOTE: If a slave DM-MAC receives signalling messages on the DM channel indicating that the channel has become occupied by other users then it may inform the higher layers (using the DMC-REPORT indication) and begin idle mode operating procedures.

#### 8.4.2.4.2 Slave MS signal quality measurement during call transaction

During a call transaction a slave DM-MS operating on a DM channel may conduct the following or equivalent channel maintenance procedures.

During a call transaction a slave MS may conduct a measurement of the quality of the radio link using a signal quality measurement estimated from the success rate of decoding the relevant signalling messages received from the current master. The "DM-RDC" direct mode radio downlink counter shall be incremented and decremented based upon the success or failure of decoding the SCH/S channel within the DSB in timeslot 3 of frames 6, 12 and 18. In the case where the SCH/S cannot be decoded the DM-RDC shall be decremented by 4 and, when the SCH/S can be decoded, the DM-RDC shall be incremented by 1. The maximum value of the DM-RDC counter shall be set to DM-RDC-max value which is configurable in the DM-MS.

The slave MS shall relinquish the DM channel and enter DM-MAC state "MS idle - state of channel unknown" when the DM-RDC value < 0.

NOTE: As an option, a slave MS performing the above procedure on channel A is permitted to use timeslot 1 of frame 18 instead of timeslot 3 of frame 18.

#### 8.4.2.4.3 Slave MS channel maintenance during reservation

During channel reservation a slave DM-MS shall, based upon the signalling present on the DM channel, update the DM-MAC state model accordingly.

If a slave DM-MAC receives a DM-PRE ACCEPT message from the current master of the DM channel, addressed to another DM-MS and containing element "new call pre-emption" set to 1, then it shall report to the higher layers that the DM channel has been pre-empted for a new call (using the DMC-REPORT indication) and shall begin idle mode operating procedures.

If a time DT221 has elapsed without receipt of a DSB from the current master then the slave DM-MAC shall report to the higher layers that the call has been lost (using the DMC-REPORT indication) and shall enter DM-MAC state "MS idle - state of channel unknown" and begin idle mode operating procedures.

NOTE 1: If a slave DM-MAC receives signalling messages on the DM channel indicating that the channel has become occupied by other users then it may inform the higher layers (using the DMC-REPORT indication) and begin idle mode operating procedures.

NOTE 2: During reservation the slave DM-MS may conduct signal quality measurements, as defined in clause 8.4.2.4.2, based on the decoding of DM-RESERVED messages.

#### 8.4.2.5 Additional master MS procedures in frequency efficient mode

A DM RF carrier allocated for frequency efficient mode may support up to two independent DM communications.

#### 8.4.2.5.1 Channel A master MS procedures

In frequency efficient operation, a DM-MS may wish to make a call when the only ongoing communication is labelled as a channel B. The new calling DM-MS may use the free DM channel, labelling it as "channel A, frequency efficient mode". The new channel A master MS shall take its initial timing synchronization from the current channel B transmissions and shall begin transmitting DSBs adopting a timeslot and frame numbering that runs one timeslot ahead of the channel B timing.

NOTE 1: In this case, when sending the call set-up DSBs, the new channel A master MS is not permitted to use channel A timeslots 2 and 4, since these slots are in use for the channel B call.

NOTE 2: Following initial synchronization, the channel A master MS is no longer required to monitor channel B.

#### 8.4.2.5.2 Channel B master MS procedures

In frequency efficient operation, the master MS operating on channel B shall conduct the following monitoring operations on channel A in order to obtain and retain timing synchronization.

A master MS operating on channel B shall, at intervals not exceeding 3 multiframe durations, monitor the channel A transmissions in order to acquire timing synchronization information (see also EN 300 396-2 [2], clause 7.6). The precise time at which a master MS on channel B shall monitor channel A is not defined in the present document. However channel A monitoring may typically take place during timeslot 1 of frame 18 on channel A.

NOTE: In order that the master MS on channel B can monitor channel A, the transmission of DM-OCCUPIED, DM-RESERVED and DM-SDS OCCUPIED messages in timeslot 1 of frame 18 on channel B is mandatory only once every 3 multiframe; see clauses 8.4.5 and 8.4.6.

### 8.4.3 Criteria for changing DM-MAC state

#### 8.4.3.1 Criteria for changing DM-MAC state for master DM-MS

The DM-MAC in a master DM-MS shall, based upon the signalling sent or received on the DM channel, update its state model accordingly. It shall change the current state if one of the following occurs:

- a) The DM-MS transmits a channel state change command e.g. a call set-up message (for a circuit mode call transaction or short data message) or a message indicating end of channel occupation or start or end of channel reservation.
- b) The DM-MS receives and accepts a request for channel changeover or pre-emption within the ongoing call.

The DM-MAC shall then enter state "MS slave - channel reserved", with a "reservation time remaining" of  $000011_2$  (1 multiframe).

NOTE: During circuit mode occupation, when the master accepts a request for pre-emption within the ongoing call, it also sends DM-TX CEASED which defines the "reservation time remaining" explicitly. During reservation or short data occupation, when the master accepts a request for changeover or pre-emption within the ongoing call, a "reservation time remaining" value of  $000011_2$  is implicitly assumed by all parties (replacing any previous value of "reservation time remaining").

- c) The DM-MS receives and accepts a request for new call pre-emption.

The DM-MS regards the pre-emption acceptance as being the end of the current call. So, for a normal mode call, the DM-MAC may enter state "MS idle - channel free". For a frequency efficient mode call, the DM-MAC shall enter state "MS idle - state of channel unknown" unless it performed fast call set-up surveillance on the other DM channel during the call.

- d) The DM-MS completes a short data transaction.
- e) The DM-MS receives a call set-up (or DM-OCCUPIED) message addressed to itself, and it decides to obey the incoming call set-up.
- f) The DM-MS is switched to an alternative mode of operation by the user.

After sending a message which indicates a state change, the DM-MAC shall update its state model accordingly.

At the end of a normal mode call, the DM-MAC may enter state "MS idle - channel free". At the end of a frequency efficient mode call, the DM-MAC shall enter state "MS idle - state of channel unknown" unless it performed fast call set-up surveillance on the other DM channel during the call.

### 8.4.3.2 Criteria for changing DM-MAC state for slave DM-MS

The DM-MAC in a slave DM-MS shall, based upon the signalling received on the DM channel, update its state model accordingly. It shall change the current state if one of the following occurs:

- a) The DM-MS receives a channel state change command from the current or new master of the ongoing call i.e. the DM-MS receives a message indicating a change of channel state e.g. a call set-up message (for a circuit mode call transaction or short data message) or a message indicating end of channel occupation or start or end of channel reservation.
- b) The DM-MS receives a call set-up (or DM-OCCUPIED) message addressed to itself but not related to the ongoing call, and it decides to obey the incoming call set-up.
- c) The DM-MS receives an acceptance of changeover or pre-emption within the ongoing call, sent by the current master.

In this case, the requester then sends set-up signalling.

Other DM-MSs shall enter (or remain in) state "MS slave - channel reserved", with a "reservation time remaining" of  $000011_2$  (1 multiframe) measured relative to the final repetition of the acceptance message (i.e. frame countdown = 0).

- d) The DM-MS receives an acceptance of pre-emption for a new call, sent by the current master.

In this case, the pre-emptor then sends call set-up signalling.

Other DM-MSs regard the pre-emption acceptance as being the end of the current call so, for a normal mode call, the DM-MAC may enter state "MS idle - channel free"; for a frequency efficient mode call, the DM-MAC shall enter state "MS idle - state of channel unknown" unless it performed fast call set-up surveillance on the other DM channel during the call.

- e) The DM-MS is in occupation or reservation, and a time DT221 has elapsed without receipt of a DSB from the current master.
- f) The DM-MS is in reservation, and a time corresponding to the "reservation time remaining" element from the last received DM-TX CEASED or DM-RESERVED message for the call has elapsed since receipt of that message, and the DM-MS has not received an acceptance of changeover or pre-emption within the ongoing call since the last received DM-TX CEASED or DM-RESERVED.

NOTE 1: This procedure does not apply if the DM-MS has received an acceptance of changeover or pre-emption within the ongoing call since the last DM-TX CEASED or DM-RESERVED. In that case, the DM-MS uses criterion h) to time out of reservation.

- g) The DM-MS is in reservation after accepting a request for channel changeover or pre-emption within the ongoing call, and a reservation time of 1 multiframe duration has elapsed since the last acceptance message was sent.
- h) The DM-MS is in reservation after receiving an acceptance of changeover or pre-emption within the ongoing call, sent to another DM-MS, and a reservation time of 1 multiframe duration has elapsed since the end of the frame countdown for the acceptance message.

NOTE 2: In criteria g) and h), if the last acceptance message was sent in a frame other than frame 6, 12 or 18 then the time is measured to the end of the next frame 6, 12 or 18 that occurs following the expiry of the 1 multiframe duration.

- j) The DM-MS is required to relinquish a call based on the results of the channel maintenance procedures described in clause 8.4.2.4.

k) The DM-MS is in short data occupation, and a time corresponding to the "SDS time remaining" element from the last received DM-SDS DATA, DM-SDS UDATA or DM-SDS OCCUPIED DSB for the call has elapsed since receipt of that DSB.

l) The DM-MAC receives a DMC-CONFIGURE request from layer 3 indicating "call release".

If the DMC-CONFIGURE request indicating "call release" relates to expiry of a DMCC timer (e.g. timer DT307), the DM-MAC shall enter state "MS idle - state of channel unknown".

In other cases (i.e. if the DMC-CONFIGURE request indicating "call release" relates to a request by the user application to leave the call), the DM-MAC shall enter idle mode with the channel state appropriate to the abandoned call i.e. it shall enter state "MS idle - channel occupied" or "MS idle - channel reserved" as appropriate. Alternatively, the DM-MAC may enter state "MS idle - state of channel unknown".

m) The DM-MS is switched to an alternative mode of operation by the user.

After receiving a message which indicates a state change, the DM-MAC shall update its state model accordingly.

On expiry of timer DT221, the DM-MAC shall enter state "MS idle - state of channel unknown".

In other cases, at the end of a normal mode call, the DM-MAC may enter state "MS idle - channel free". At the end of a frequency efficient mode call, the DM-MAC shall enter state "MS idle - state of channel unknown" unless it performed fast call set-up surveillance on the other DM channel during the call.

NOTE 3: The "reservation time remaining" is measured to the end of the appropriate frames 6, 12 or 18.

NOTE 4: The "SDS time remaining" is measured to the end of the appropriate frame. Where the "SDS time remaining" element corresponds to a range of frames remaining, recipient DM-MSs should assume the highest value in that range.

### 8.4.3.3 Criteria for changing DM-MAC state for idle DM-MS

The DM-MAC in an idle DM-MS performing the fast call set-up surveillance procedures shall, based upon the signalling received on the channel, update its state model accordingly. It shall update the current state if one of the following occurs:

a) The DM-MS receives a DSB but the message type cannot be decrypted or the SYNC PDU type or message type is not understood.

The DM-MAC shall either enter (or remain in) state "MS idle - channel occupied" or shall enter or re-enter state "MS idle - state of channel unknown" (re-starting the 19-frame surveillance if it wishes to determine the channel state).

b) The DM-MS receives a call set-up message (for a circuit mode call transaction or short data message) or DM-OCCUPIED message addressed to itself.

The DM-MAC shall enter state "MS slave - channel occupied" if the DM-MS accepts the call or decides to receive the short data message. Otherwise it shall enter (or remain in) state "MS idle - channel occupied".

c) The DM-MS receives a call set-up or DM-OCCUPIED message not addressed to itself, or a DM-CONNECT ACK or DM-SDS OCCUPIED message.

The DM-MAC shall enter (or remain in) state "MS idle - channel occupied". Alternatively, on receipt of DM-SETUP PRES, the DM-MAC may enter or re-enter state "MS idle - state of channel unknown" (re-starting the 19-frame surveillance if it wishes to determine the channel state).

d) The DM-MS receives a message indicating reservation e.g. DM-TX CEASED or DM-RESERVED with "reservation time remaining" > 0.

The DM-MAC shall enter (or remain in) state "MS idle - channel reserved".

e) The DM-MS receives a message indicating end of call e.g. DM-RESERVED with "reservation time remaining" = 0 sent in a frames 6, 12 or 18, or DM-RELEASE.

The DM-MAC shall enter (or remain in) state "MS idle - channel free".

- f) The DM-MS receives an acceptance of changeover or pre-emption within an ongoing call.

The DM-MAC shall enter (or remain in) state "MS idle - channel reserved", with a "reservation time remaining" of  $000011_2$  (1 multiframe) measured relative to the final repetition of the acceptance message (i.e. frame countdown = 0). Alternatively, the DM-MAC may enter or re-enter state "MS idle - state of channel unknown" (re-starting the 19-frame surveillance if it wishes to determine the channel state).

- g) The DM-MS receives an acceptance of pre-emption for a new call.

In this case, the pre-emptor then sends call set-up signalling.

Other DM-MSs regard the pre-emption acceptance as being the end of the current call so the DM-MAC may enter (or remain in) state "MS idle - channel free" or may enter or re-enter state "MS idle - state of channel unknown" (re-starting the 19-frame surveillance if it wishes to determine the channel state).

NOTE 1: If the DM-MAC enters "MS idle - channel free" a specific monitoring and randomization procedure applies if the DM-MS then wishes to make a call within the next time DT206; see clause 8.4.2.2.3.

- h) The DM-MS receives a DM-TIMING ACK message.

The DM-MAC shall enter (or remain in) state "MS idle - channel reserved" - unless the DM-MAC was in state "MS idle - channel occupied" and the DM-TIMING ACK message did not announce a timing change, in which case the DM-MAC shall remain in the current state.

In the case that the DM-TIMING ACK message announced a timing change, alternatively, the DM-MAC may enter or re-enter state "MS idle - state of channel unknown" (re-starting the 19-frame surveillance if it wishes to determine the channel state).

- j) The DM-MS is idle on a free channel, or the state of the channel is unknown, and the DM-MS receives a response message sent by a slave or a random access message or a DM-REJECT message.

The DM-MAC shall enter or re-enter state "MS idle - state of channel unknown" (re-starting the 19-frame surveillance if it wishes to determine the channel state).

- k) The DM-MS is idle in occupation or reservation, and a time DT207 has elapsed without receipt of a DSB from the current or new master (or a DSB where the message type cannot be decrypted or the SYNC PDU type or message type is not understood).

The DM-MAC shall enter state "MS idle - state of channel unknown".

- l) The DM-MS is idle in reservation, and a time corresponding to the "reservation time remaining" element from the last received DM-TX CEASED or DM-RESERVED message has elapsed since receipt of that message, and the DM-MS has not received an acceptance of changeover or pre-emption within the ongoing call since the last received DM-TX CEASED or DM-RESERVED.

The DM-MAC may enter state "MS idle - channel free".

- m) The DM-MS is idle in reservation after receiving an acceptance of changeover or pre-emption within the ongoing call, and a reservation time of 1 multiframe duration has elapsed since the end of the frame countdown for the acceptance message.

The DM-MAC may enter state "MS idle - channel free".

NOTE 2: In criterion m), if the last acceptance message was sent in a frame other than frame 6, 12 or 18 then the time is measured to the end of the next frames 6, 12 or 18 that occurs following the expiry of the 1 multiframe duration.

- n) The DM-MS is idle in short data occupation, and a time corresponding to the "SDS time remaining" element from the last received DM-SDS DATA, DM-SDS UDATA or DM-SDS OCCUPIED DSB has elapsed since receipt of that DSB.

The DM-MAC may enter state "MS idle - channel free".

- o) The DM-MS is switched to an alternative mode of operation by the user.

Additionally, if the DM-MS understands presence signals, it shall update the current state if it receives an appropriate presence signal, as described in EN 300 396-4 [4] and EN 300 396-5 [5]. For example, it updates the channel state if it receives a presence signal indicating occupation or reservation, or if it receives a presence signal indicating channel free when the channel is currently perceived as being occupied or reserved in a call through that DM-REP or gateway. Similarly, if the DM-MS understands gateway-specific messages, it shall update the current state if it receives gateway-specific messages, as described in EN 300 396-5 [5].

NOTE 3: Receipt of free-channel presence signals does not prevent a DM-MS that recognizes those messages from making a direct MS-MS call using part 3 operation; the repeater, gateway or M-DMO authorizing unit will cease transmission of its presence signal on receipt of the call set-up message. However, if the DM-MS is not capable of recognizing free-channel presence signals, it will not generally be able to make calls on a DM RF carrier where a repeater, gateway or M-DMO authorizing unit is present and broadcasts its presence. This is because each receipt of the presence signal causes the DM-MS to regard the channel as being occupied by other users for a time DT207 (or causes the DM-MS to regard the channel as being in state unknown).

When the DM-MAC receives and recognizes repeater or gateway presence signals, it may report to the higher layers that a repeater or gateway is within range. The user or user application may then take any appropriate action.

The repeater and gateway presence signals are defined in EN 300 396-4 [4] and EN 300 396-5 [5] respectively. The M-DMO authorization presence signal is defined in EN 300 396-10 [i.3].

The state changes described above refer to one DM channel. If frequency efficient operation is supported then:

- the DM-MS when in idle mode shall determine the state of both channel A and channel B whenever one or both of the DM channels are occupied or reserved;
- if neither of the DM channels is occupied or reserved then the channel state (free or unknown) shall apply to the complete carrier;
- if one DM channel is perceived as free when the state of the other DM channel becomes unknown, or the state of one DM channel is unknown when the other DM channel becomes free, then state unknown shall apply to the complete carrier.

NOTE 4: The "reservation time remaining" is measured to the end of the appropriate frames 6, 12 or 18.

NOTE 5: The "SDS time remaining" is measured to the end of the appropriate frame. Where the "SDS time remaining" element corresponds to a range of frames remaining, recipient DM-MSs should assume the highest value in that range.

NOTE 6: The DM-MS is permitted to implement a signal strength threshold where it need not regard the channel as busy or in state unknown as a result of receiving DSBs below that threshold.

EXAMPLE: The signal strength threshold may be set to the receiver sensitivity level.

#### 8.4.4 DM-MS channel monitoring procedures

A DM-MS in idle mode shall monitor the DM RF carrier in order to keep an up-to-date record of the perceived state of the channel and to receive any call set-up messages addressed to itself; see clause 8.4.2.2. The following clauses define the monitoring requirements when the DM-MS is master or slave in a call or when it is attempting random access.

If the protocol requires the DM-MS to transmit in any of the monitoring slots specified in this clause, the transmission takes precedence over the monitoring requirement.

NOTE: The channel monitoring procedures refer to the DM channel being used for the call i.e. channel A or channel B.

#### 8.4.4.1 DM channel during call set-up with presence check

For a circuit mode call set-up with presence check, after transmission of the DM-SETUP PRES messages, the master MS shall monitor timeslot 1 and 3 for a DSB in the frames allocated for acknowledgements transmitted from the called MS.

For a circuit mode call set-up with presence check, after transmission of DM-CONNECT messages, the called MS shall monitor timeslot 1 and 3 for a DSB in the frames allocated for acknowledgements transmitted from the master MS.

#### 8.4.4.2 DM channel in occupation during a circuit mode call

A master MS during an active call transaction shall monitor timeslot 3 of frames 2, 5, 8, 11, 14 and 17 for a DSB containing pre-emption or timing change request signalling.

NOTE: The master MS is not required to monitor timeslot 3 during the transmission of the DM-TX CEASED message at the end of circuit mode occupation.

A slave MS during channel occupation should monitor and attempt to decode the DNB transmitted in timeslot 1 of frames 1 to 17 (see clause 8.6.2).

A slave MS during channel occupation shall monitor and attempt to decode a DSB containing occupation or other signalling transmitted in timeslot 3 of frames 6, 12 and 18. A temporary exception to this requirement is if a dual watching slave MS is receiving a fragmented message or attempting random access on the TMO system.

As an option, a slave MS on channel A is permitted to monitor timeslot 1 of frame 18 instead of timeslot 3 of frame 18.

#### 8.4.4.3 DM channel in reservation during a circuit mode call

Following the end of a call transaction the master MS shall monitor timeslot 3 for a DSB containing transmit request, timing change request or pre-emption request signalling. The master MS shall conduct this monitoring in all frames except:

- frame 3; and
- those frames in which it is transmitting channel reservation or other signalling; and
- those frames which are precluded as indicated by the "requests bitmap".

A slave MS during reservation shall monitor and attempt to decode a DSB in timeslot 1 or 3 (or both) at least every two frames. Monitoring of timeslot 3 of frame 3 does not contribute to fulfilling this requirement. The monitoring shall include timeslot 1 or 3 of frames 6, 12 and 18 in each multiframe.

NOTE: This monitoring is needed, for example, so that the slave MS can receive reservation signalling and so that it can determine when a new call transaction has begun or detect a timing change announcement or new call pre-emption acceptance or call release.

A temporary exception to this requirement is if a dual watching slave MS is receiving a fragmented message or attempting random access on the TMO system. If the MS has not performed the required monitoring then, if the reservation period ends and the DM-MS did not receive any further signalling for the DM call after the TMO activity, the DM-MS shall enter state "MS idle - state of channel unknown".

A slave MS wishing to become the new master on the channel shall, following the transmission of the transmit request message, monitor timeslot 1 and 3 in the following frames (except timeslot 3 of linearization frames, or when sending a retransmission) for a DSB indicating the result of the request. Refer to clause 8.5.7.

#### 8.4.4.4 DM channel in occupation during an SDS call

During SDS transmissions the master MS shall monitor timeslot 3 of frames 2, 5, 8, 11, 14 and 17 for a DSB carrying pre-emption request signalling.

For SDS transmissions that require an acknowledgement, the master MS shall monitor timeslots 1 and 3 in those frames assigned for acknowledgement messages.

When receiving a fragmented SDS message, a slave MS shall monitor timeslot 1 of frames 1 to 17 for DNBs containing continuation fragments, as specified in clauses 8.5.4.2 and 8.5.6.2.

A slave MS during SDS occupation shall monitor and attempt to decode the DSB containing occupation or other information transmitted in timeslot 3 of frames 6, 12 and 18.

Also, after receiving an unacknowledged SDS message or responding to an acknowledged SDS message, a slave MS during SDS occupation shall monitor and attempt to decode a DSB in timeslot 1 or 3 (or both) at least every two frames.

NOTE 1: This monitoring applies until the SDS time remaining expires or the MS detects the start of a retransmission or a new call pre-emption acceptance (or a reservation message in the case of short data sent as a transaction within an ongoing call).

A temporary exception to these requirements is if a dual watching slave MS is receiving a fragmented message or attempting random access on the TMO system. If the MS has not performed the required monitoring then, if the SDS time remaining expires and the DM-MS did not receive any further signalling for the DM call after the TMO activity, the DM-MS shall enter state "MS idle - state of channel unknown".

NOTE 2: The DM channel during SDS is always in occupation (i.e. not reservation), even during periods where acknowledgement messages are to be sent.

#### 8.4.4.5 DM channel usage during pre-emption signalling

A DM-MS following the transmission of a request to pre-empt the channel shall monitor timeslots 1 and 3 in the following frames (except timeslot 3 of linearization frames, or when sending a retransmission) to determine the result of the pre-emption request.

The response to the pre-emption request may be sent by the master using either a DSB or a DNB with slot flag set; refer to clause 8.5.7.

#### 8.4.4.6 DM channel usage during timing change request signalling

A slave MS following the transmission of a request for timing change shall monitor timeslots 1 and 3 in the following frames (except timeslot 3 of linearization frames, or when sending a retransmission) to determine the result of the timing change request. Refer to clause 8.5.7.

However, if in occupation, the actual timing change shall not occur before the end of the current call transaction.

### 8.4.5 Transmission of layer 3 messages by DM-MAC

#### 8.4.5.1 Transmission of C-plane messages by DM-MAC

A DM-MAC on receiving a DMA-UNITDATA request from the DMCC shall, dependent upon the message type contained within the DMA-UNITDATA request and the current DM-MS state, use the following procedures to send the message. Refer also to clauses 8.5.6 and 8.5.7.

##### 8.4.5.1.1 Transmitting DM-SETUP

<b>DMA-UNITDATA request message type:</b>	<b>DM-SETUP</b>
<b>Channel condition:</b>	<b>Channel free - MS idle</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

A DM-MS which is currently in idle mode shall, having determined that the current state of DM channel is free, send the DM-SETUP message using a DSB. The DM-SETUP message shall be sent in timeslots 1 and 3 of frames FN and FN + 1 up to a maximum of FN + 3, where FN is the current or initial value of the DM-MS frame counter. The number of frames in which the message is sent shall be indicated by the frame countdown element value detailed in clause 8.4.7.2.

A DM-MS operating on channel A shall also send the DM-SETUP message in timeslots 2 and 4 in each of the signalling frames - unless there is already an ongoing communication on channel B, in which case timeslots 2 and 4 shall not be used in any of the signalling frames.

<b>DMA-UNITDATA request message type:</b>	<b>DM-SETUP</b>
<b>Channel condition:</b>	<b>Channel reserved - MS master</b>
	<b>Transaction set-up after changeover</b>
	<b>Set-up after pre-emption</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

If the DM-MS is currently operating as master on a reserved channel, or if it has become master after a successful changeover or pre-emption procedure, then it shall send the DM-SETUP message using a DSB. The DM-SETUP message shall be sent in timeslots 1 and 3 of frame FN and FN + 1 up to a maximum of FN + 3, where FN is the current value of the DM-MS frame counter. The number of frames in which the message is sent shall be indicated by the frame countdown element value detailed in clause 8.4.7.2.

When the current master MS re-starts transmission during reservation, it shall send the DM-SETUP message in at least three frames if the transmission includes frame 3 i.e. if the transmission starts in frame 2 or frame 3.

NOTE 1: This is specified so that an idle DW-MS can receive the message in timeslot 3 even if it is receiving on TMO during DM frame 2 or frame 4.

A DM-MS operating on channel A and using normal mode operation (i.e. with element "A/B channel usage" set to 00<sub>2</sub>) shall also send the DM-SETUP message in timeslots 2 and 4 in each of the signalling frames.

NOTE 2: Above paragraph does not apply on channel B, or on channel A if it is being used in frequency efficient mode. See also clause 8.4.7.12.

#### 8.4.5.1.2 Transmitting DM-SETUP PRES

<b>DMA-UNITDATA request message type:</b>	<b>DM-SETUP PRES</b>
<b>Channel condition:</b>	<b>Channel free - MS idle</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

A DM-MS which is currently in idle mode shall, having determined that the current state of DM channel is free, send the DM-SETUP PRES message using a DSB. The DM-SETUP PRES message shall be sent in timeslots 1 and 3 of frames FN, FN + 1 and FN + 2 up to a maximum of FN + 3, where FN is the current or initial value of the DM-MS frame counter. The number of frames in which the message is sent shall be indicated by the frame countdown element value detailed in clause 8.4.7.2.

A DM-MS operating on channel A shall also send the DM-SETUP PRES message in timeslots 2 and 4 in each of the signalling frames, except that:

- timeslot 4 of the final signalling frame shall not be used (since the DM-MS is required to be able to receive a response which may be sent in slot 1 of the next frame);
- if there is already an ongoing communication on channel B then timeslots 2 and 4 shall not be used in any of the signalling frames.

<b>DMA-UNITDATA request message type:</b>	<b>DM-SETUP PRES</b>
<b>Channel condition:</b>	<b>Channel reserved - MS master</b>
	<b>Transaction set-up after changeover</b>
	<b>Set-up after pre-emption</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

If the DM-MS is currently operating as master on a reserved channel, or if it has become master after a successful changeover or pre-emption procedure, then it shall send the DM-SETUP PRES message using a DSB. The DM-SETUP PRES message shall be sent in timeslots 1 and 3 of frame FN and FN + 1 up to a maximum of FN + 3, where FN is the current value of the DM-MS frame counter. The number of frames in which the message is sent shall be indicated by the frame countdown element value.

When the current master MS re-starts transmission during reservation, it shall send the DM-SETUP PRES message in at least three frames if the transmission includes frame 3.

A DM-MS operating on channel A and using normal mode operation shall also send the DM-SETUP PRES message in timeslots 2 and 4 in each of the signalling frames, except the final signalling frame where timeslot 4 shall not be used.

#### 8.4.5.1.3 Transmitting DM-CONNECT

**DMA-UNITDATA request message type:** DM-CONNECT  
**Channel condition:** Set-up with presence check - MS slave  
**DM-MAC PDU type:** DMAC-SYNC

A slave DMCC having successfully received a DM-SETUP PRES message from a master MS shall, if accepting the call, send a DM-CONNECT message. The DM-MAC shall transmit the message using a DSB, in timeslots 1 and 3 in up to DN210 consecutive frames (or optionally in timeslot 3 only for the first transmission frame). The first transmission shall take place in the frame following the last signalling frame containing the master MS's message. The slave MS response shall also contain the frame countdown element detailed in clause 8.4.7.2.

When transmitting DM-CONNECT, the DM-MAC shall send the message in more than one frame if the first transmission of the message is in timeslot 3 (i.e. if the DM-MAC did not send the message in timeslot 1 in the first transmission frame).

#### 8.4.5.1.4 Transmitting DM-DISCONNECT

**DMA-UNITDATA request message type:** DM-DISCONNECT  
**Channel condition:** Set-up with presence check - MS slave  
**DM-MAC PDU type:** DMAC-SYNC

A slave DMCC having successfully received a DM-SETUP PRES message from a master MS shall, if not accepting the call, send a DM-DISCONNECT message. The DM-MAC shall transmit the message using a DSB, in timeslots 1 and 3 in up to DN210 consecutive frames (or optionally in timeslot 3 only for the first transmission frame). The first transmission shall take place in the frame following the last signalling frame containing the master MS's message. The slave MS response shall also contain the frame countdown element detailed in clause 8.4.7.2.

When transmitting DM-DISCONNECT, the DM-MAC should send the message in more than one frame if the first transmission of the message is in timeslot 3 (i.e. if the DM-MAC did not send the message in timeslot 1 in the first transmission frame).

#### 8.4.5.1.5 Transmitting DM-CONNECT ACK

**DMA-UNITDATA request message type:** DM-CONNECT ACK  
**Channel condition:** Set-up with presence check - MS master  
**DM-MAC PDU type:** DMAC-SYNC

A master DMCC having successfully received a DM-CONNECT message from a slave MS shall, if proceeding with the call, send a DM-CONNECT ACK message. The DM-MAC shall transmit the message using a DSB, in timeslots 1 and 3 of at least one frame. The message shall contain the frame countdown element detailed in clause 8.4.7.2 to indicate when traffic transmissions shall begin.

#### 8.4.5.1.6 Transmitting DM-RELEASE

**DMA-UNITDATA request message type:** DM-RELEASE  
**Channel condition:** Channel occupied - MS master  
Channel reserved - MS master  
Set-up with presence check - MS master  
**DM-MAC PDU type:** DMAC-DATA  
DMAC-SYNC

A master MS shall send a DM-RELEASE message using either a DNB with the slot flag set (for timeslot 1 of frames 1 to 17 during occupation) or a DSB. The master DM-MAC shall send the DM-RELEASE message in timeslot 1 in at least two frames. It shall also send the DM-RELEASE message, using a DSB, in each corresponding timeslot 3 unless it is sending DM-PRE ACCEPT or this is a linearization frame. The frame countdown element detailed in clause 8.4.7.2 shall be used to indicate when the channel will be released.

The transmission of a DM-RELEASE message in timeslot 1 may in some cases be combined with a DM-PRE ACCEPT message within the same burst in the case of pre-emption signalling.

When the master MS sends an independent DM-RELEASE message (i.e. not combined with DM-PRE ACCEPT), it shall send the message in at least three frames if the transmission includes frame 3.

#### 8.4.5.1.7 Transmitting DM-OCCUPIED

<b>DMA-UNITDATA request message type:</b>	<b>DM-OCCUPIED</b>
<b>Channel condition:</b>	<b>Channel occupied - MS master</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

During the transmission of traffic in circuit mode occupation, a master MS shall send a DM-OCCUPIED message using a DSB in timeslot 3 of frames 6 and 12 and timeslots 1 and 3 of frame 18. The DM-MAC shall continue to send the DM-OCCUPIED message until the DMCC requests transmission of a DM-TX CEASED or DM-RELEASE message. After transmitting the requisite number of DM-TX CEASED messages the DM-MAC normally begins sending the DM-RESERVED signal.

A DM-MS operating on channel A and using normal mode operation may also send the DM-OCCUPIED message, using a DSB, in timeslots 2 and / or 4 of frames 6, 12 and / or 18.

For channel B operation, it is not mandatory for the master DM-MS to transmit the DM-OCCUPIED message in timeslot 1 of frame 18 in all multiframe. However, the channel B master MS shall transmit the DM-OCCUPIED message in timeslot 1 of frame 18 at least once every 3 multiframe.

NOTE 1: As indicated above, the channel B master MS is required to transmit the DM-OCCUPIED message in timeslot 1 of frame 18 at least once every 3 multiframe. This transmission may aid the detection of the call by other units on the RF carrier; this applies particularly in the case when there may be a DM-GATE operating on the RF carrier. Transmission in timeslot 1 of frame 18 more frequently than once every 3 multiframe (within the constraints of the procedure in clause 8.4.2.5.2) may improve the chance of detection of the call by other units, thereby providing better protection of the call from interference.

NOTE 2: For call set-up without presence check, the transmission of DM-OCCUPIED does not start until after the transmission of the DM-SETUP messages. For call set-up with presence check, the transmission of DM-OCCUPIED does not start until after the transmission of the DM-CONNECT ACK messages.

#### 8.4.5.1.8 Transmitting DM-TX CEASED

<b>DMA-UNITDATA request message type:</b>	<b>DM-TX CEASED</b>
<b>Channel condition:</b>	<b>Channel occupied - MS master</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-DATA</b> <b>DMAC-SYNC</b>

A master MS shall send the DM-TX CEASED message using a DNB with the slot flag set in timeslot 1 in the frames following the last traffic frame (or using a DSB for a transmission in timeslot 1 of frame 18). Also:

- it shall send the DM-TX CEASED message, using a DSB, in the corresponding timeslot 3 for a frame 6, 12 or 18 - unless it is sending DM-PRE ACCEPT;
- it should send the DM-TX CEASED message, using a DSB, in the corresponding timeslot 3 of the other transmission frames - unless it is sending DM-PRE ACCEPT or this is a linearization frame;
- if announcing a timing change, it shall send the DM-TX CEASED message, using a DSB, in the corresponding timeslot 3 of each transmission frame - unless it is sending DM-PRE ACCEPT or this is a linearization frame.

The DM-TX CEASED message shall be retransmitted in several frames as indicated by the frame countdown element as detailed in clause 8.4.7.2.

When the master MS sends a DM-TX CEASED message announcing a timing change (i.e. with element "timing change announced" set to 1), it shall send the message in at least three frames if the transmission includes frame 3.

DM-TX CEASED and DM-RESERVED messages indicate the reservation time remaining, in units of 6 frames, measured to the end of a frame 6, 12 or 18. If sent in a frame 6, 12 or 18, the reservation time remaining shall be measured from the end of that frame. If sent in a frame other than frame 6, 12 or 18, the reservation time remaining shall be measured from the end of the next occurring frame 6, 12 or 18. If the transmission of a DM-TX CEASED message (or a multiple-frame transmission of DM-RESERVED) crosses a frame 6, 12 or 18, the master MS shall decrement the reservation time remaining element in the DM-TX CEASED (or DM-RESERVED) messages sent after that frame 6, 12 or 18.

NOTE 1: The above definition means that, if the transmission of DM-TX CEASED (or DM-RESERVED) crosses a frame 6, 12 or 18, not all the messages contain the same value of the reservation time remaining element. However they all indicate the same reservation period.

NOTE 2: The above definition includes reservation time remaining equal to 000000<sub>2</sub>. Therefore, if an MS receives a DM-TX CEASED or DM-RESERVED message with reservation time remaining equal to 000000<sub>2</sub> in a frame other than frame 6, 12 or 18, it assumes that the reservation period will finish at the end of the next occurring frame 6, 12 or 18.

NOTE 3: It is not possible for the master MS to set the reservation time remaining equal to 000000<sub>2</sub> in the first transmission frame of DM-TX CEASED (or a multiple-frame transmission of DM-RESERVED) if the transmission will cross a frame 6, 12 or 18.

If the master MS is terminating its traffic transmission because it is accepting a pre-emption request then it shall set the "reservation time remaining" element to 000011<sub>2</sub> in the DM-TX CEASED messages (or in the final DM-TX CEASED message if the transmission crosses a frame 6, 12 or 18 - see note 4). However, the MS shall cease to be master after the frame countdown for the DM-PRE ACCEPT and DM-TX CEASED messages, so it does not send reservation messages.

NOTE 4: In this case, if the transmission of the DM-TX CEASED message will cross a frame 6, 12 or 18, the master MS needs to set the "reservation time remaining" element to 000100<sub>2</sub> in the first DM-TX CEASED message.

#### 8.4.5.1.9 Transmitting DM-TX REQUEST

<b>DMA-UNITDATA request message type:</b>	<b>DM-TX REQUEST</b>
<b>Channel condition:</b>	<b>Channel reserved - MS slave</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

A slave MS shall use the procedure described in clause 8.5.7.3, having successfully received a DM-TX CEASED message, send a DM-TX REQUEST message using a DSB in timeslot 3 in one of the pre-emption frames or one of those frames indicated by the "requests bitmap" sent by the master in the DM-TX CEASED or channel reservation signalling. If the slave MS is unsuccessful it may retransmit the transmit request using the procedure detailed in clause 8.5.7.3.5.

NOTE: DM-TX REQUEST message is only transmitted during DM channel reservation.

#### 8.4.5.1.10 Transmitting response to DM-TX REQUEST

<b>DMA-UNITDATA request message type:</b>	<b>DM-TX ACCEPT</b> <b>DM-REJECT</b>
<b>Channel condition:</b>	<b>Channel reserved - MS master</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

A master DMCC having successfully received a DM-TX REQUEST message from a slave MS may send either a DM-TX ACCEPT or DM-REJECT message. The DM-MAC shall transmit the message using a DSB in timeslot 1 in at least two frames for DM-TX ACCEPT, or at least one frame for DM-REJECT. For DM-TX ACCEPT, the DM-MAC shall send the message also in each corresponding timeslot 3, unless this is a linearization frame; see clause 8.5.7.2.3. The number of frames in which the message is sent shall be indicated by the frame countdown element.

When the master MS sends a DM-TX ACCEPT message announcing a timing change (i.e. with element "timing change announced" set to 1), it shall send the message in at least three frames if the transmission includes frame 3.

#### 8.4.5.1.11 Transmitting DM-PREEMPT

<b>DMA-UNITDATA request message type:</b>	<b>DM-PREEMPT</b>
<b>Channel condition:</b>	<b>Channel occupied - MS slave</b> <b>Channel reserved - MS slave</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

A slave MS shall using the procedure described in clause 8.5.7.3 send a DM-PREEMPT message using a DSB in timeslot 3 of either frame 2, 5, 8, 11, 14 or 17 of a multiframe. A slave MS which does not receive an acknowledgement within a prescribed time may retransmit the pre-emption request using the procedure detailed in clause 8.5.7.3.5.

NOTE: During channel reservation DM-PREEMPT requests may also be sent in timeslot 3 of other frames indicated by the "requests bitmap", see clause 8.4.7.9 for details. This applies to both slave and idle pre-empting MSs.

<b>DMA-UNITDATA request message type:</b>	<b>DM-PREEMPT</b>
<b>Channel condition:</b>	<b>Channel occupied - MS idle</b> <b>Channel reserved - MS idle</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

A DM-MS in idle mode having acquired the required synchronization and call related information from the current master MS shall using the procedure described in clause 8.5.7.3 send a DM-PREEMPT message using a DSB in timeslot 3 of either frame 2, 5, 8, 11, 14 or 17 of a multiframe. An idle MS which does not receive an acknowledgement within a prescribed time may retransmit the pre-emption request using the procedure detailed in clause 8.5.7.3.5.

#### 8.4.5.1.12 Transmitting response to DM-PREEMPT

<b>DMA-UNITDATA request message type:</b>	<b>DM-PRE ACCEPT</b> <b>DM-REJECT</b>
<b>Channel condition:</b>	<b>Channel occupied - MS master</b> <b>Channel reserved - MS master</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-DATA</b> <b>DMAC-SYNC</b>

A master DMCC having successfully received a DM-PREEMPT message and decided to permit channel pre-emption shall send a DM-PRE ACCEPT message. The DM-MAC shall transmit the message using a DSB during reservation or short data occupation, or using a DNB with the slot flag set during circuit mode occupation (for frames 1 to 17), in timeslot 1 in at least two frames. It shall send the message also in each corresponding timeslot 3 (using a DSB), unless this is a linearization frame; see clause 8.5.7.2.3. The number of frames in which the message is sent shall be indicated by the frame countdown element.

When the master MS sends a DM-PRE ACCEPT message announcing a timing change (i.e. with element "timing change announced" set to 1), it shall send the message in at least three frames if the transmission includes frame 3. When the master MS sends a DM-PRE ACCEPT message accepting pre-emption by a late entering gateway (see element "type of pre-emption"), it shall send the message in at least three frames if the transmission includes frame 3.

The pre-emption request may be rejected using a DM-REJECT message. The DM-MAC need not repeat the DM-REJECT message.

## 8.4.5.1.13 Transmitting DM-SDS UDATA and DM-SDS DATA

<b>DMA-UNITDATA request message type:</b>	<b>DM-SDS UDATA DM-SDS DATA</b>
<b>Channel condition:</b>	<b>Channel free - MS idle</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC, FRAG, END</b>

A DM-MS which is currently in idle mode shall, having determined that the current state of DM channel is free, send the SDS call set-up message using a DSB. For a DM-SDS UDATA or fragmented DM-SDS DATA message, the SDS call set-up DSB shall be sent in timeslots 1 and 3 of frames FN and FN + 1 up to a maximum of FN + 3, where FN is the current or initial value of the DM-MS frame counter. For a non-fragmented DM-SDS DATA message, the SDS call set-up DSB shall be sent in timeslots 1 and 3 of frames FN, FN + 1 and FN + 2 up to a maximum of FN + 3, where FN is the current or initial value of the DM-MS frame counter. The number of frames in which the DSB is sent shall be indicated by the frame countdown element value detailed in clause 8.4.7.2. Following the transmission of the SDS call set-up DSBs the master MS shall continue to send the SDS message in timeslot 1 of the next frame in the ranges 1 to 17, using a DNB. It is possible to send the first part of the SDS message in the call set-up frames, so this part of the message is sent several times. However the remainder (if any) of the SDS message is sent in timeslot 1 of the subsequent traffic frames and shall not be repeated within the transmission.

A DM-MS operating on channel A shall also send the SDS call set-up DSB in timeslots 2 and 4 in each of the set-up signalling frames, except that:

- for a non-fragmented DM-SDS DATA message, timeslot 4 of the final set-up signalling frame shall not be used (since the DM-MS is required to be able to receive a response which may be sent in slot 1 of the next frame);
- if there is already an ongoing communication on channel B then timeslots 2 and 4 shall not be used in any of the set-up signalling frames.

For DM-SDS UDATA, the complete SDS transmission may be repeated immediately (without re-checking that the channel is free), but not using timeslots 2 and 4 for the SDS set-up DSBs unless the DM-MS is using normal mode operation.

**NOTE:** The "number of repeats" parameter in the DMA-UNITDATA request primitive specifies the required number of complete transmissions by the DM-MAC of the DM-SDS UDATA message (up to a maximum of DN314). For a non-fragmented DM-SDS UDATA message sent using DSBs this parameter applies to the number of times the DM-MAC should send a complete sequence of SDS DSBs using the frame countdown mechanism, not to each single DSB transmission.

<b>DMA-UNITDATA request message type:</b>	<b>DM-SDS UDATA DM-SDS DATA</b>
<b>Channel condition:</b>	<b>Channel reserved - MS master Short data sent after changeover Short data sent after pre-emption Immediate retransmission of DM-SDS DATA</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC, FRAG, END</b>

If the DM-MS is currently operating as master on a reserved channel, or if it has become master after a successful changeover or pre-emption procedure, or if it is sending an immediate retransmission of a DM-SDS DATA message, then it shall send the SDS set-up message using a DSB. The SDS set-up DSB shall be sent in timeslots 1 and 3 of frame FN and FN + 1 up to a maximum of FN + 3, where FN is the current value of the DM-MS frame counter. The remaining fragments of the SDS message shall then be sent as described above.

When the current master MS re-starts transmission during reservation, it shall send the SDS set-up DSB in at least three frames if the transmission includes frame 3.

For an immediate retransmission of DM-SDS DATA, the MS shall send the SDS set-up DSB in at least three frames if the transmission includes frame 3.

A DM-MS operating on channel A and using normal mode operation shall also send the SDS set-up DSB in timeslots 2 and 4 in each of the set-up signalling frames - except for a non-fragmented DM-SDS DATA message in which case timeslot 4 of the final set-up signalling frame shall not be used.

For DM-SDS UDATA, the complete SDS transmission may be repeated immediately. (See note above.)

<b>DMA-UNITDATA request message type:</b>	<b>DM-SDS UDATA</b>
<b>Channel condition:</b>	<b>Channel occupied - MS master</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-DATA, END</b>

During the transmission of traffic in circuit mode occupation, a master DM-MS may send the DM-SDS UDATA message using a DNB with the slot flag set (i.e. by stealing) in timeslot 1 of a frame in the ranges 1 to 17. The message may be sent in a single half slot, or may be fragmented between the two half slots of one timeslot. It may be repeated when convenient.

#### 8.4.5.1.14 Transmitting response to DM-SDS DATA

<b>DMA-UNITDATA request message type:</b>	<b>DM-SDS ACK</b> <b>DM-REJECT</b>
<b>Channel condition:</b>	<b>Channel occupied - MS slave</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC, END</b>

A slave MS having received a DM-SDS DATA message may send a DM-SDS ACK or DM-REJECT message in timeslots 1 and/or 3 using a DSB in those frames indicated by the master MS; see clause 8.5.6.2. The number of frames in which the DSB is sent shall be indicated by the frame countdown element.

A DM-SDS ACK may be fragmented, with one fragment following the DMAC-SYNC PDUs. The final fragment (DMAC-END PDU) shall be sent once, in a timeslot 1, using a DNB.

When transmitting DM-SDS ACK, the DM-MAC shall normally send the DSB in more than one frame if the first transmission of the DSB is in timeslot 3 (i.e. if the DM-MAC did not send the DSB in timeslot 1 in the first transmission frame). The exception occurs if the DM-MAC did not receive the DMAC-END PDU terminating a fragmented DM-SDS DATA message, in which case it sends the DM-SDS ACK in only one frame; see clause 8.5.6.2 f).

#### 8.4.5.1.15 Transmitting DM-INFO

<b>DMA-UNITDATA request message type:</b>	<b>DM-INFO</b>
<b>Channel condition:</b>	<b>Channel occupied - MS master</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-DATA, END</b>

During the transmission of traffic in circuit mode occupation, a master MS may send the DM-INFO message using a DNB with the slot flag set (i.e. by stealing) in timeslot 1 of a frame in the ranges 1 to 17. The message may be sent in a single half slot, or may be fragmented between the two half slots of one timeslot. It may be repeated when convenient.

#### 8.4.5.2 Transmission of U-plane messages by DM-MAC

During channel occupation, a master DM-MAC on receiving a DMD-UNITDATA request from the U-plane application shall perform the procedures as defined in clause 8.6.4.

### 8.4.6 Transmission of layer 2 messages generated by DM-MAC

The DM protocol has been designed such that some signalling messages are generated and transmitted by the DM-MAC without DMCC intervention e.g. short data occupation and reservation signalling plus timing change requests and acknowledgements. The following procedures detail how such DM-MAC signalling is handled.

In all cases signalling messages sent by a DM-MAC shall contain the correct slot and frame numbers, the current values of which are obtained from the slot and frame counters held within the DM-MS. The DM-MAC message types are as follows.

### 8.4.6.1 Transmitting DM-RESERVED

<b>DM-MAC message type:</b>	<b>DM-RESERVED</b>
<b>Channel condition:</b>	<b>Channel reserved - MS master</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

A master MS following the transmission of the requisite number of DM-TX CEASED messages shall send DM-RESERVED messages using a DSB in timeslots 1 and 3 of frames 6, 12 and 18. The DM-RESERVED messages shall contain the same "priority level" as the DM-TX CEASED messages. Transmission of the DM-RESERVED message shall continue until either the master MS resumes transmission (for another circuit mode call transaction or to send a short data message as a transaction within the circuit mode call) or the master MS sends a DM-TX ACCEPT, DM-PRE ACCEPT or DM-RELEASE message or the channel reservation period ends.

A DM-MS operating on channel A and using normal mode operation may also send the DM-RESERVED message, using a DSB, in timeslots 2 and / or 4 of frames 6, 12 and / or 18.

For channel B operation, it is not mandatory for the master DM-MS to transmit the DM-RESERVED message in timeslot 1 of frame 18 in all multiframes. However, the channel B master MS shall transmit the DM-RESERVED message in timeslot 1 of frame 18 at least once every 3 multiframes. The channel B master MS shall transmit the DM-RESERVED message in timeslot 1 of the final frame of reservation.

A master MS shall also send DM-RESERVED messages following transmission of short data if that short data was sent as a transaction within a circuit mode call. The first DM-RESERVED messages shall be sent within the period last defined as the "SDS time remaining".

The channel reservation signal shall contain an element indicating how much longer the channel may remain reserved. The final DM-RESERVED messages sent on expiry of the channel reservation period shall indicate the end of the reservation time (element "reservation time remaining" set to 000000<sub>2</sub>).

If the master MS has sent DM-RESERVED with "reservation time remaining" set to 000000<sub>2</sub> in timeslot 1 of a frame 6, 12 or 18, it shall send DM-RESERVED with "reservation time remaining" set to 000000<sub>2</sub> in timeslot 3 of that frame. It shall not send a different message.

The DM-MAC shall use the "requests bitmap" element in the DM-RESERVED message to indicate in which frames (timeslot 3) slave MSs may send DM-TX REQUEST or DM-PREEMPT requests or timing change messages. The requests bitmap may be configured by a master MS in such a way that permits the master MS to conduct dual watch or employ some form of battery economy.

### 8.4.6.2 Transmitting DM-SDS OCCUPIED

<b>DM-MAC message type:</b>	<b>DM-SDS OCCUPIED</b>
<b>Channel condition:</b>	<b>Channel occupied - MS master</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

During the transmission of SCH/F for a DM-SDS DATA or DM-SDS UDATA message, a master MS shall send a DM-SDS OCCUPIED message using a DSB in timeslot 3 of frames 6 and 12 and timeslots 1 and 3 of frame 18. It shall not send DM-SDS OCCUPIED during the period when it is waiting for a DM-SDS ACK following the transmission of a DM-SDS DATA message.

A DM-MS operating on channel A and using normal mode operation may also send the DM-SDS OCCUPIED message, using a DSB, in timeslots 2 and / or 4 of frames 6, 12 and / or 18 during the transmission of SCH/F.

For channel B operation, it is not mandatory for the master DM-MS to transmit the DM-SDS OCCUPIED message in timeslot 1 of frame 18 in all multiframes. However, the channel B master MS shall transmit the DM-SDS OCCUPIED message in timeslot 1 of frame 18 at least once every 3 multiframes, if it will transmit DM-SDS OCCUPIED in timeslot 3 of that frame.

### 8.4.6.3 Transmitting DM-TIMING REQUEST

<b>DM-MAC message type:</b>	<b>DM-TIMING REQUEST</b>
<b>Channel condition:</b>	<b>Channel occupied - MS slave</b> <b>Channel reserved - MS slave</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-SYNC</b>

A master MS shall indicate whether timing requests may be sent (see note). In the cases where this is indicated, the DM-MAC in the slave MS shall be responsible for the transmission of timing change requests if a DM channel timing change is desired (e.g. for dual watch purposes). The DM-MAC shall send a DM-TIMING REQUEST message in a DSB in timeslot 3 of one of those frames reserved for pre-emption during channel occupation or additionally, during reservation, in one of those frames indicated by the "requests bitmap". It shall use the random access protocol defined in clause 8.5.7.3 for sending the first request and for any retransmissions.

**NOTE:** It is recommended that, when an MS becomes master using normal mode operation, it sets the "timing flag" element to 1 to invite timing change requests, unless it is performing dual watch. It continues to set the "timing flag" element to 1 until it has accepted a timing change request. A new master in the call then sets the "timing flag" element back to 1, unless it is performing dual watch.

When an MS becomes master, it should set the "timing flag" element to 0 if it is performing dual watch and the DM channel is aligned with the TMO receive timeslot.

Timing changes are not permitted when frequency efficient operation is being used. Therefore, when an MS becomes master using frequency efficient operation, it should set the "timing flag" element to 0.

### 8.4.6.4 Transmitting DM-TIMING ACK

<b>DM-MAC message type:</b>	<b>DM-TIMING ACK</b>
<b>Channel condition:</b>	<b>Channel occupied - MS master</b> <b>Channel reserved - MS master</b>
<b>DM-MAC PDU type:</b>	<b>DMAC-DATA</b> <b>DMAC-SYNC</b>

A master MS, on successfully receiving a DM-TIMING REQUEST message, shall send an acknowledgement to the requesting slave using the DM-TIMING ACK message indicating whether the timing change request has been accepted or not. See clause 8.5.7.2.4. If the DM-TIMING ACK message is also announcing the timing change then the frame countdown element shall be used to indicate when the timing change will occur.

Once a timing request has been accepted, the master DM-MAC shall indicate that no further timing requests are invited by setting the "timing flag" to 0 in the occupation and reservation signals.

## 8.4.7 General DM-MAC procedures

### 8.4.7.1 DM-MAC repeat transmissions

Many layer 3 messages are sent several times by the DM-MAC to improve signalling reliability. For each type of signalling message sent by a DM-MS the respective DM-MAC shall know how many message transmissions are required and during transmission indicate using the "frame countdown" element how many more transmission frames remain following the current frame. The minimum and maximum numbers of transmission frames for messages sent using the frame countdown mechanism are given in annex A.

### 8.4.7.2 DM-MAC frame countdown procedure

The DM-MAC shall, dependent upon message type, set the "frame countdown" element in the signalling messages up to the maximum permitted as given in annex A. The DM-MAC shall decrement the "frame countdown" element by 1 for each frame in which the message is sent. When the "frame countdown" element = 0 this shall indicate that this is the last frame containing this information (refer to clause 8.5.6).

### 8.4.7.3 Use of timers

The DM-MAC shall use a set of timers e.g. to determine how long it should wait for a response to a random access message. The timers are listed in annex A.

### 8.4.7.4 Linearization

A DM-MS wishing to begin a call may, after determining that the selected channel is free, linearize its transmitter in the time just prior to sending the call set-up signalling.

NOTE 1: A DM-MS is not permitted to linearize on a free channel at other times, unless it can linearize without transmitting on the channel.

During circuit mode occupation, a master MS may linearize in timeslot 3 of frame 3 of any multiframe.

During circuit mode occupation, a slave MS (or idle MS) may only conduct linearization in frame 3 if permitted by the master MS. The DM-MAC in the master MS shall, in order to enable transmitter linearization to be conducted on the DM channel, permit the use of timeslot 3 of frame 3 for linearization, by setting the "LCH in frame 3 flag" equal to 1 in the call set-up and occupation signalling.

NOTE 2: Linearization is not permitted during the call set-up signalling. This restriction includes the time for any DM-CONNECT/DISCONNECT and DM-CONNECT ACK messages (except for the called MS - refer to the last paragraph of this clause).

If linearization is permitted then it may be performed in timeslot 3 of frame 3 after the completion of the frame countdown for the transmissions of the DM-SETUP or DM-CONNECT ACK message.

NOTE 3: The requirement on the master DM-MS to permit linearization during circuit mode occupation may be relaxed for some types of call in future versions of the present document. Therefore, recipients have to check the setting of the "LCH in frame 3 flag".

During reservation, any MS may conduct linearization in timeslot 3 of frame 3 of any multiframe.

During short data occupation, any MS may conduct linearization in timeslot 3 of frame 3 if timeslot 1 of frame 3 is an SCH/F slot (as indicated by the "number of SCH/F slots" element in the SDS call set-up DSBs).

When a called MS sends a response to a non-fragmented message from the master MS (received in frame X and containing "frame countdown" element F), the called MS may linearize its transmitter in timeslot 1 of frame  $(X+F) \bmod 18 + 1$ . When a called MS sends a response to a fragmented message from the master MS, the called MS may linearize its transmitter in timeslot 1 of the frame following the frame that contained the DMAC-END PDU.

### 8.4.7.5 Fragmentation

In the case where a signalling message from layer 3 is larger than can be accommodated within a single MAC PDU the DM-MAC shall subdivide and transmit the SDU in a number of fragments according to the procedures detailed in clause 8.5.4.1. The DM-MAC shall indicate that fragmentation is in use by setting the appropriate flag in the DMAC-SYNC or DMAC-DATA PDU.

### 8.4.7.6 Fill bit indication

In the case where fill bits are added by the DM-MAC this shall be indicated by setting the appropriate flag in the MAC PDUs as detailed in clause 8.5.5.

### 8.4.7.7 Selection of pseudo address

In those cases where the DM-MS does not wish to use its true ISSI as a layer 2 address the DM-MAC shall randomly select a pseudo SSI address, using the procedures detailed in clause 8.5.2. The use of a pseudo address by the DM-MS shall be indicated in the signalling message.

### 8.4.7.8 Slot flag indication

In the case where either the C-plane or U-plane application has stolen traffic capacity on the channel in order to send signalling information the DM-MAC shall indicate this by setting the slot flag. Slot flag is indicated in a timeslot by changing the preamble and training sequence from that used during traffic as detailed in EN 300 396-2 [2], clause 9.

### 8.4.7.9 Requests bitmap

In order that a master MS may conduct Dual Watch operation or some form of battery economy mode during channel reservation the DM-MAC may dictate which frames, in addition to those allocated for pre-emption, may be used for random access messages e.g. DM-TX REQUEST messages. The DM-MAC shall, using an 8-bit element, indicate in which frames the master MS shall monitor for random access messages. The 8-bit element used shall relate to frames 1, 4, 7, 9, 10, 13, 15 and 16.

### 8.4.7.10 DM aspects of dual watch operation

#### 8.4.7.10.1 Full and idle dual watch operation

Dual watch may be performed by an MS that is capable of both DM and TMO. There are two types of dual watch: full dual watch and idle dual watch.

- 1) When operating in full dual watch, the MS when idle periodically monitors both the DM RF carrier and the TMO control channel. The MS is also capable of periodically monitoring the TMO control channel while in a DM call and a DM RF carrier while in a TMO call.

In order for the MS to periodically receive the TMO common control channel while in a DM call, the MS needs to negotiate with the SwMI to use a periodic reception procedure similar to energy economy mode with an appropriate energy economy group.

- 2) When operating in idle dual watch, the MS when idle periodically monitors both the DM RF carrier and the TMO control channel. The MS may not be capable of monitoring the TMO control channel while involved in a DM activity (e.g. call) or a DM RF carrier while involved in a TMO activity (e.g. call).

The MS may inform the SwMI that it is performing idle dual watch. If doing so, it may negotiate with the SwMI to use a periodic reception procedure similar to energy economy mode. If the MS does not inform the SwMI that it is performing idle dual watch, it may request to use energy economy mode. Alternatively the MS may operate in idle dual watch without using an energy economy group.

The procedures for dual watch provide the above functions when possible. However, it should be noted that there will be some times when the MS is not able to receive a call set-up on one side because it is performing a function on the other side that is not visible to the user. There are additional limitations for an MS operating in idle dual watch without using an energy economy group, and also if using EG1.

There will also be some times when a full dual watching MS is not able to receive a call set-up on one side when it is involved in a call on the other side, for example, when it is involved in a multi-slot TMO call or in a DM call that is using an unsuitable timing.

Some limitations of dual watch operation are indicated in annex C.

#### 8.4.7.10.2 DM aspects of full dual watch operation

##### 8.4.7.10.2.1 Model of operation for full dual watch

Full dual watching is conducted on two logical levels:

- 1) Layer 2 protocol stack switching:

This is responsible for switching between transmission and reception on the DM RF carrier and TMO control channel. The switching shall be performed according to the dual watch synchronization and dual watch precedence rules (see clauses 8.4.7.10.2.2 and 8.4.7.10.2.3).

2) Layer 3 priority scanning between DM and TMO services:

This is responsible for prioritization between DM and TMO services e.g. prioritization between a DM call and an incoming call on TMO (or TMO cell reselection procedures). These prioritization procedures are outside the scope of the present document.

The requirements of DM operation mean that a full dual watching MS cannot receive the TMO downlink control channel slot in every frame. DM slot 1 of frames 1 to 18 is used during calls for traffic transmission or occupation/reservation signalling. Also slot 3 of the following frames is used during calls, so these DM frames are not normally available for TMO reception:

- slot 3 of frames 6, 12 and 18 (used for occupation/reservation signalling);
- slot 3 of frames 2, 5, 8, 11, 14 and 17 (used for pre-emption signalling); and
- slot 3 of frame 3 (used for linearization).

The MS negotiates the actual TMO receive slots on the downlink control channel by requesting to use a periodic reception procedure similar to TMO energy economy mode (see EN 300 392-2 [3], clauses 16.7.2 and 23.7.7). Energy economy group 1 (EG1) is not applicable for full dual watch purposes.

The TMO SwMI should assign a "dual watch start point" to full dual watching MSs such that the MS's reception cycle includes TMO frame 18. It should also assign the same common control channel (typically the MCCH) to all full dual watching MSs on the same DM RF carrier on a cell. This allows MSs to maintain synchronization to the TMO base station and enables compatible cycles for all full dual watching MSs on a DM RF carrier.

When entering full dual watch the MS performs the appropriate TMO procedures.

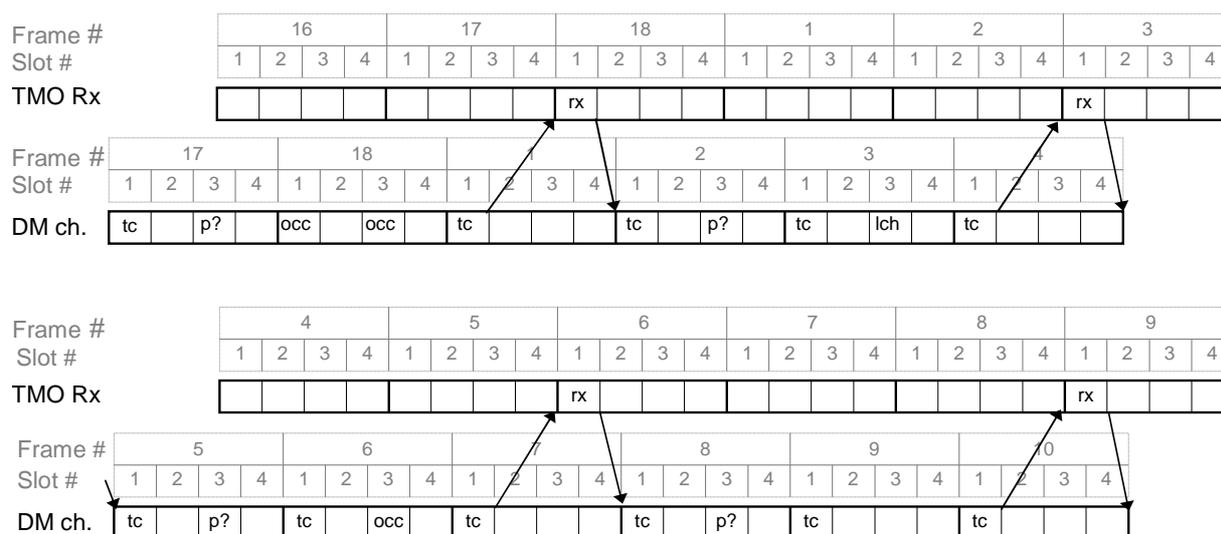
#### 8.4.7.10.2.2 Dual watch synchronization for full dual watch

The dual watch synchronization defines the frame and slot alignment between the TMO control channel and the DM channel(s). For the purposes of dual watch synchronization, only the MCCH or a common SCCH are considered as TMO control channels.

For full dual watch operation, the DM channel synchronization with respect to the appropriate TMO downlink control channel shall be as follows (see also clause 8.4.1.2):

- slot 1 of channel A shall lead the appropriate TMO downlink slot by 6,5 slot durations;
- slot 1 of channel B shall lead the appropriate TMO downlink slot by 5,5 slot durations.

Figure 32 illustrates the dual watch synchronization for full dual watch. In this scenario there is a DM call ongoing. The DM RF carrier is in either normal mode or frequency efficient mode, and the MS is using DM channel A. The DM channel abbreviations are as defined in clause 4.3. It is assumed in this scenario that the MS is monitoring the TMO MCCH (i.e. slot 1) and that the SwMI has assigned energy economy group EG2. TMO downlink slots 1's in "awake" frames are denoted as "rx" in figure 32.



**Figure 32: Illustration of dual watch synchronization for channel A**

When the DM RF carrier is being used in normal mode by a non-dual-watching master MS, timing adjustment may be requested by slave MSs to achieve the dual watch synchronization (see clauses 8.4.7.15 and 8.4.7.16). Timing adjustment shall not be used to align the DM channel with a TMO assigned channel.

#### 8.4.7.10.2.3 Dual watch precedence rules for full dual watch

The dual watch synchronization normally makes it possible to periodically monitor the TMO control channel without decreasing the quality of operation on a DM channel. This clause defines additional precedence rules for a full dual watching MS.

The following precedence rules shall apply for TMO procedures:

a) Linearization:

- If the MS is DM master, it may maintain linearization on the TMO system during the DM call transaction. It may give precedence to the TMO linearization procedure over transmission of DM traffic.
- If the MS is DM slave, it may maintain linearization on the TMO system during the DM call. It may give precedence to the TMO linearization procedure over reception of DM traffic.
- If the MS is idle, it should maintain linearization on the TMO system.

b) Reserved access:

- If an MS is required to transmit using a reserved subslot or slot(s) individually granted on the current control channel on the TMO system then the MS shall give precedence to the TMO procedure unless it is currently master or slave in an emergency DM call. If the MS is currently master or slave in an emergency DM call, it may give precedence to the TMO procedure.
- If the MS receives an individually addressed slot grant on the TMO system then, as defined in EN 300 392-2 [3], clauses 23.4.5 and 23.7.7, the MS may, if necessary, use the first subslot of the slot grant for linearization. If it does this then it shall maintain adequate TMO linearization on that carrier for at least the next 4 multiframe periods in order to be able to send a message by reserved access if required.

NOTE 1: A master or slave MS in a DM call may transmit by reserved access on the TMO system without releasing the DM call. A master MS does not need to release the DM call unless it wishes to accept a TMO call or advanced link or transmit by TMO random access. A slave MS does not need to leave the DM call unless it wishes to accept a TMO call or advanced link.

c) Random access:

- If the MS is DM master and is required to transmit by using random access on the TMO system then the MS shall decide whether to give precedence to DM operation or to TMO (see note 2). In the latter case the MS first releases the DM channel and then starts the TMO random access procedure.

- If the MS is a DM slave and is required to transmit by using random access on the TMO system then the MS may give precedence to the TMO procedure (see note 2).
- If an idle MS is required to transmit by using random access on the TMO system then the MS shall perform the TMO procedure. The MS should continue to conduct the DM-MS idle mode channel surveillance procedures if practicable (see clause 8.4.2.2.2).

NOTE 2: The methods for the MS to decide whether to give precedence to DMO or to TMO are outside the scope of the present document. For example, the decision may be made by the user application or the user.

d) Fragmentation:

- If the MS is DM master and receives a start of fragmentation on the TMO control channel then the MS shall give precedence to the DM requirements for both transmission and monitoring.
- If the MS is a DM slave and receives a start of fragmentation on the TMO control channel then the MS may give precedence to the TMO reconstruction procedure.
- If an idle MS receives a start of fragmentation on the TMO control channel then the MS shall perform the TMO reconstruction procedure. The MS should continue to conduct the DM-MS idle mode channel surveillance procedures if practicable (see clause 8.4.2.2.2).

e) TMO call or advanced link:

- If the MS is DM master and wishes to initiate or accept a call or advanced link on the TMO system then it shall first release the DM channel (see note 4).
- If the MS is a DM slave and wishes to initiate or accept a call or advanced link on the TMO system then the MS may give precedence to the TMO call in which case it leaves the DM call (see note 4).

NOTE 3: In this case the slave MS leaves the DM call without signalling. It is recommended that this procedure is not used during an individual DM circuit mode call other than for emergency reasons.

- If the MS is idle then it may initiate or accept a call or advanced link on the TMO system.

NOTE 4: The methods for the MS to decide whether to give precedence to DM services or to TMO services are outside the scope of the present document. For example, the decision may be made by the user application or the user.

During the TMO activity the MS should continue to conduct the DM-MS idle mode channel surveillance procedures if practicable. However, in some cases, dual watch operation may need to be temporarily suspended, e.g. for a multi-slot call or for the transmitting party in a speech call if the SwMI assigns monitoring pattern 11<sub>2</sub> (three monitoring patterns). Temporarily here means as long as the TMO activity persists.

When the MS initiates or accepts a TMO call or advanced link, it shall enter DM-MAC state "MS idle - state of channel unknown" if it does not perform the DM fast call set-up surveillance procedures during the TMO call or advanced link. An idle MS shall also enter DM-MAC state "MS idle - state of channel unknown" if it fails to perform the DM fast call set-up surveillance procedures as a result of any other TMO activity. After the TMO call or advanced link or activity, the MS then needs to perform the procedure for initial determination of the DM channel state if it wishes to regain its DM fast call set-up status.

The MS need not transmit DM-DISCONNECT or DM-SDS ACK in response to a DM-SETUP PRES or DM-SDS DATA message received when it is currently active in a TMO call or advanced link.

Initiating or accepting a DM circuit mode call or SDS transaction may cause dual watch operation to be temporarily suspended. If the MS is master or slave in a DM call then, when there is a conflict between DM requirements and TMO dual watch requirements, DM requirements as defined in the present document shall take precedence over TMO dual watch requirements except in the cases listed above. So, for example:

- 1) Continuous channel surveillance at DM call set-up (when required) shall take precedence over TMO dual watch reception.

- 2) Transmission of DM-SETUP, DM-SETUP PRES, DM-CONNECT, DM-DISCONNECT, DM-CONNECT ACK, DM-SDS UDATA, DM-SDS DATA and DM-SDS ACK DSBs shall take precedence over TMO dual watch reception.
- 3) Transmission of a random access message shall take precedence over TMO dual watch reception.
- 4) DM requirements for monitoring for an acknowledgement to DM-SETUP PRES, DM-CONNECT or DM-SDS DATA shall take precedence over TMO dual watch reception.
- 5) Transmission of a DM random access response in slot 3, and monitoring for a DM random access response in slot 3, shall take precedence over TMO dual watch reception.
- 6) Transmission of DM-TX CEASED or DM-RELEASE in slot 3 shall take precedence over TMO dual watch reception.

If the DM channel is not suitably aligned with the TMO control channel then conflicts of requirements other than those listed in points 1) to 6) may occur. If the MS is master or slave in a DM call then the DM requirements still take precedence over TMO dual watch reception requirements. In some cases this may mean that dual watch operation may need to be temporarily suspended during the DM call.

NOTE 5: In an implementation, if TMO dual watch reception is important to the user, the MS could use the alignment of an incoming DM call as one of the criteria for deciding whether to accept the call.

DM requirements may take precedence over TMO requirements also when the MS is idle. For example:

- When performing the procedure for initial determination of DM channel state, channel surveillance on the DM RF carrier shall take precedence over TMO dual watch reception.
- If the MS is using fast call set-up surveillance on an occupied or reserved DM channel, the MS may give precedence to DM requirements over TMO reception when necessary to maintain its DM fast call set-up status (see clause 8.4.2.2.2.2).

As defined above, there are some instances when the MS gives precedence to DM procedures over TMO requirements to receive on the TMO channel. The MS shall obey the normal criteria for TMO registration as if it had been receiving the TMO channel in those slots for which it gives precedence to DM procedures. However, the MS shall not change the TMO Radio Downlink Counter RDC (see EN 300 392-2 [3], clause 23.7.3.1) as a result of TMO slots for which it does not attempt to receive the AACH because of giving precedence to DM procedures. When the MS resumes reception of the TMO channel, it shall resume updating of the RDC using the usual value of N (i.e. it shall not re-calculate the value of N taking account of the additional time since the last reception).

### 8.4.7.10.3 DM aspects of idle dual watch operation

#### 8.4.7.10.3.1 Model of operation for idle dual watch

Idle dual watching is conducted principally on a single logical level: layer 2 protocol stack switching. This is responsible for switching between transmission and reception on the DM RF carrier and TMO control channel. The switching shall be performed according to the dual watch precedence rules (see clause 8.4.7.10.3.2).

If the MS informs the SwMI that it is performing idle dual watch then it may negotiate the actual TMO receive slots on the downlink control channel by requesting to use a periodic reception procedure similar to TMO energy economy mode (see EN 300 392-2 [3], clauses 16.7.2 and 23.7.7). All energy economy groups (Egs) are permitted for idle dual watch purposes.

The TMO SwMI may choose to assign a "dual watch start point" to I-DW-MSs such that the MS's reception cycle includes TMO frame 18; it may also assign the same common control channel (typically the MCCH) to all I-DW-MSs on the same DM RF carrier on a cell. In some cases, this could result in excessive loads on some TMO control channel slots. However, for some EGs, it reduces conflict between TMO reception and DM requirements when performing fast call set-up surveillance in slot 3 on a busy DM channel. It may also facilitate MS linearization on the TMO side.

Alternatively the MS may inform the SwMI that it is performing idle dual watch without using an energy economy group.

If the MS is performing idle dual watch without informing the SwMI then it may request to use TMO energy economy mode (see EN 300 392-2 [3], clauses 16.7.1 and 23.7.6). Alternatively the MS may operate without using an energy economy group.

When entering idle dual watch the MS performs the appropriate TMO procedures.

#### 8.4.7.10.3.2 Dual watch precedence rules for idle dual watch

The following precedence rules shall apply for TMO procedures:

- a) Linearization:
  - When the MS is idle on DM, it should maintain linearization on the TMO system.
- b) Reserved access:
  - If the MS is idle on DM and is required to transmit using a reserved subslot or slot(s) individually granted on the current control channel on the TMO system then the MS shall give precedence to the TMO procedure.
  - If the MS receives an individually addressed slot grant on the TMO system then, as defined in EN 300 392-2 [3] clauses 23.4.5 and 23.7.7, the MS may, if necessary, use the first subslot of the slot grant for linearization. If it does this then it shall maintain adequate TMO linearization on that carrier for at least the next 4 multiframe periods in order to be able to send a message by reserved access if required.
- c) Random access:
  - If the MS is idle on DM and is required to transmit by using random access on the TMO system then the MS shall perform the TMO procedure.
- d) Fragmentation:
  - If the MS is idle on DM and receives a start of fragmentation on the TMO control channel then the MS shall perform the TMO reconstruction procedure.
- e) TMO call or advanced link:
  - If the MS is DM master and wishes to initiate a call or advanced link on the TMO system then it shall first release the DM channel.
  - If the MS is a DM slave and wishes to initiate a call or advanced link on the TMO system then the MS may give precedence to the TMO call in which case it leaves the DM call.

NOTE 1: In this case the slave MS leaves the DM call without signalling. It is recommended that this procedure is not used during an individual DM circuit mode call other than for emergency reasons.

- If the MS is idle on DM, it may initiate or accept a call or advanced link on the TMO system.

When the MS initiates or accepts a TMO call or advanced link, it shall enter DM-MAC state "MS idle - state of channel unknown". An idle MS shall also enter DM-MAC state "MS idle - state of channel unknown" if it fails to perform the DM fast call set-up surveillance procedures as a result of any other TMO activity. After the TMO call or advanced link or activity, the MS then needs to perform the procedure for initial determination of the DM channel state if it wishes to regain its DM fast call set-up status.

Initiating or accepting a DM circuit mode call or SDS transaction cause dual watch operation to be temporarily suspended. If the MS is master or slave in a DM call then DM requirements as defined in the present document shall take precedence over TMO dual watch requirements.

DM requirements may take precedence over TMO requirements also when the MS is idle. For example:

- When performing the procedure for initial determination of DM channel state, channel surveillance on the DM RF carrier shall take precedence over TMO dual watch reception.
- If the MS is using fast call set-up surveillance on an occupied or reserved DM channel, the MS may give precedence to DM requirements over TMO reception when necessary to maintain its DM fast call set-up status (see clause 8.4.2.2.2.2). Alternatively the MS may revert to slow call set-up surveillance.

NOTE 2: If the MS is not using an energy economy group and there is a conflict between reception of the TMO downlink slot and DM slots 1 and 3 on the occupied or reserved DM channel, it is recommended that the MS reverts to slow call set-up surveillance.

As defined above, there are some instances when the MS gives precedence to DM procedures over TMO requirements to receive on the TMO channel. The MS shall obey the normal criteria for TMO registration as if it had been receiving the TMO channel in those slots for which it gives precedence to DM procedures. However, the MS shall not change the TMO Radio Downlink Counter RDC (see EN 300 392-2 [3], clause 23.7.3.1) as a result of TMO slots for which it does not attempt to receive the AACH because of giving precedence to DM procedures. When the MS resumes reception of the TMO channel, it shall resume updating of the RDC using the usual value of N (i.e. it shall not re-calculate the value of N taking account of the additional time since the last reception).

#### 8.4.7.11 Air interface encryption

When required the DM-MAC shall implement air interface encryption using the procedures detailed in clause 8.5.3. The MS shall indicate the use of air interface encryption using the appropriate element in the DMAC-SYNC or DMAC-DATA PDU.

#### 8.4.7.12 Channel A or B operation

The master DM-MAC shall indicate in the call set-up, occupation and reservation signalling whether channel A or B is being used (element "A/B channel usage"). Also, for channel A, this element shall indicate whether the master DM-MAC is assuming the normal or frequency efficient mode of operation on the DM RF carrier.

After a changeover or a pre-emption for continuation of the ongoing call, the new master DM-MAC shall indicate the same A/B channel usage as the previous master. (This means that the new master shall indicate the same designation of channel A or channel B, and the same mode of operation.)

After a pre-emption for a new call, the new master DM-MAC shall indicate the same A/B channel usage as the previous master except in the following case. If the DM channel was labelled by the previous master as "channel A, normal mode" then the new master DM-MAC may indicate the A/B channel usage as either "channel A, normal mode" or "channel A, frequency efficient mode".

Other DM-MSs shall not attempt to use channel B unless the channel A master is indicating the frequency efficient mode of operation.

Other DM-MSs shall not attempt to use channel A in normal mode while a frequency efficient mode call is ongoing.

A DM-MS that is capable of operating in frequency efficient mode shall also be capable of normal mode operation.

NOTE 1: It is permitted to operate with a combination of normal mode and frequency efficient mode DM-MSs sharing a DM RF carrier. However, it should be noted from the above procedures that:

- it is not possible for a normal mode DM-MS to pre-empt a frequency efficient mode call;
- use of frequency efficient mode is not possible while a normal mode call is ongoing; and
- use of normal mode is not possible while a frequency efficient mode call is ongoing.

NOTE 2: It is expected that all the DM-MSs within a group will use the same mode of operation i.e. normal mode or frequency efficient mode. Otherwise, if there is a mixture of capabilities within a group, any members of the group that are capable of frequency efficient operation will need to select normal mode when making calls to that group.

#### 8.4.7.13 Sending short data as a transaction within a circuit mode call

Short data may be sent as a transaction within a circuit mode call. This method allows DM circuit mode calls in which some of the "call transactions" are actually short data messages rather than circuit mode traffic. Before sending the short data, the MS must be master of the DM channel (using the changeover or pre-emption mechanism if necessary to obtain the master role); refer to clause 6.3.1.4.

During the transmission of the SCH/F, the master MS shall send DM-SDS OCCUPIED messages instead of DM-OCCUPIED messages; refer to clause 8.4.6. Then, after completion of the short data transaction, the MS continues to be master of the channel and shall send DM-RESERVED messages in slot 1 and slot 3 of at least two frames to establish a channel reservation period for the ongoing circuit mode call. The "frame countdown" element shall be used to indicate when the transmissions of the DM-RESERVED message are complete. The value of the "reservation time remaining" element set in the DM-RESERVED messages may be independent of the value set by the previous call master.

When the master MS sends DM-RESERVED messages after completion of a short data transaction, it shall send the message in slot 1 and slot 3 of at least three frames if the transmission includes frame 3.

#### 8.4.7.14 SDS time remaining

DM-SDS UDATA, DM-SDS DATA and DM-SDS OCCUPIED messages shall contain the "SDS time remaining" element indicating the master's current estimate of how much longer the channel will remain in short data occupation, measured from the end of the frame in which the "SDS time remaining" element is sent.

NOTE 1: Thus, when the master MS sends DM-SDS UDATA or DM-SDS DATA DSBs in multiple frames, it decrements the "SDS time remaining" at the end of each transmission frame for SDS time remaining  $\leq 1001_2$ .

For an unacknowledged short data message sent on STCH, the "SDS time remaining" element shall be set to  $0000_2$  (null value). For all other unacknowledged short data messages, the "SDS time remaining" element shall indicate the time for the current transmission and for any repetitions. Also, if sent as a transaction within a circuit mode call, it shall include up to four additional frames to allow for DM-RESERVED to be sent in the frames following the end of the final short data transmission.

NOTE 2: As defined in clause 6.3.1.1.1, layer 3 may choose to issue multiple DMA-UNITDATA request primitives for the same DM-SDS UDATA message. The DM-MAC treats each of the DMA-UNITDATA request primitives as a request for a separate transaction. Therefore the "SDS time remaining" element covers only the number of transmissions requested by the current DMA-UNITDATA request primitive.

For an acknowledged short data message, the "SDS time remaining" element shall indicate the time for the current transmission and for the expected acknowledgement, and also up to four additional frames to cover the possible start of an immediate retransmission (or to allow for DM-RESERVED in the case of a transaction within a circuit mode call).

NOTE 3: If a retransmission of an acknowledged short data message is needed then the master estimates a new value of the SDS time remaining and sends this in the SDS set-up DSBs for the retransmission.

#### 8.4.7.15 Timing change procedure

A master MS during circuit mode occupation shall, having successfully received a timing change request message from a slave MS active within that same call, send a DM-TIMING ACK message indicating whether the timing change request has been accepted or rejected. Acceptance or rejection of a timing change request is indicated using the timing acceptance flag. During circuit mode occupation the master MS shall set the timing change announced element equal to 0 in the DM-TIMING ACK message, indicating to the slave MSs on the channel that the timing change will not occur until after the current call transaction is completed. See also clause 8.5.7.2.4.

If a timing change is to occur the master MS shall, following the end of the current call transaction, send the requisite number of DM-TX CEASED messages containing the timing change announced element set to 1 and the timing adjustment to be employed (see notes 1, 2 and 5). The timing change announced element equal to 1 indicates that the timing adjustment shall occur following the frame containing a DM-TX CEASED message with frame countdown element equal to 0.

NOTE 1: If the master MS releases the DM channel at the end of the call transaction (i.e. if it sends DM-RELEASE instead of DM-TX CEASED) then it does not announce a previously requested timing change.

NOTE 2: If the master MS stops its call transaction as a result of a pre-emption request then it does not announce a previously requested timing change. Thus, if the pre-emption request included a "timing adjustment" element, the master MS announces that timing change (as defined in clause 8.4.7.16); otherwise the master MS does not announce a timing change.

During channel reservation a master MS shall, having successfully received a timing change request message from a slave MS active within that same call, send the DM-TIMING ACK message indicating whether the timing change request has been accepted or rejected. Acceptance or rejection of a timing change request is indicated using the timing acceptance flag. In the case of acceptance during channel reservation the master MS shall set the timing change announced element equal to 1 in the DM-TIMING ACK message and shall indicate the timing adjustment to be employed (see note 5). In this case the timing adjustment shall occur following the frame containing a DM-TIMING ACK message with frame countdown element equal to 0.

After the transmission of the requisite number of DM-TX CEASED or DM-TIMING ACK messages the master MS shall, using the new timing reference, transmit DM-RESERVED messages using a DSB in timeslots 1 and 3 of the next two frames (see figure 33) or in timeslots 1 and 3 of the two frames following the next frame; the frame countdown element shall be used to indicate when the transmissions of the DM-RESERVED message are complete. The master MS may also transmit the DM-RESERVED message in timeslot 2 and/or timeslot 4 in each of the signalling frames. All channel signalling from a slave or idle MS shall use the new timing reference following the reception of the DM-RESERVED message (or any other DSB sent by the master MS).

NOTE 3: If the master MS wishes to re-start transmission, it may send set-up DSBs (DM-SETUP, DM-SETUP PRES or short data DSBs) using the new timing reference instead of sending DM-RESERVED messages.

NOTE 4: After transmitting the requisite number of DM-TX CEASED or DM-TIMING ACK messages, if there would not be sufficient time to complete the DM-RESERVED transmission within the reservation time remaining, the master DM-MS does not send the DM-RESERVED messages. Therefore, after receiving a DM-TX CEASED or DM-TIMING ACK message announcing a timing change, if the reservation time remaining expires, slave and idle MSs cannot rely on the following DM-RESERVED messages in order to get the new timing reference.

Timing adjustment shall not be conducted on a DM RF carrier when frequency efficient operation is being used. Thus, timing adjustment shall not be conducted on a DM channel if the "A/B channel usage" element from the ongoing call indicates either "channel A, frequency efficient mode" or "channel B".

NOTE 5: The "timing adjustment" element defines the required delay expressed in units of 5 symbol durations.

Figure 33 illustrates a timing adjustment corresponding to a required delay of 350 ms in the DM channel timing i.e. 6 frames plus 10 ms. This equates to a required delay of 6 300 symbol durations i.e. timing adjustment element =  $010011101100_2$ .

NOTE 6: As defined in clause 8.3.1.1, a master DM-MS accepting a timing change request adjusts its timing reference with an accuracy of  $\pm 2$  symbol durations. Therefore, a receiving DM-MS looking for DSBs using the new timing reference should look within a window on either side of the announced value of the timing change.

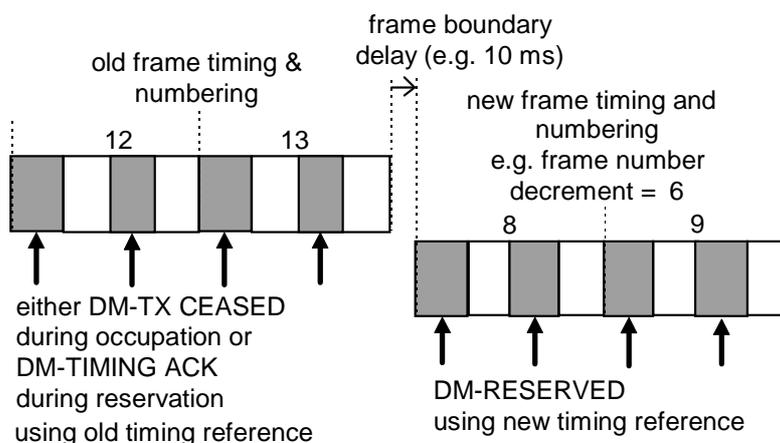


Figure 33: Timing adjustment illustration

### 8.4.7.16 Timing change at changeover or pre-emption

When an MS requests changeover or pre-emption, it may include a "timing adjustment" element within the DM-TX REQUEST or DM-PREEMPT message (irrespective of the current setting of the "timing flag"). For example, a timing change may be necessary for the MS's full dual watch operation. If the master MS accepts the changeover/pre-emption then, in the DM-TX ACCEPT or DM-PRE ACCEPT messages (and DM-TX CEASED if appropriate), it shall announce the timing change to the other MSs on the channel. After successful changeover or pre-emption, the new master shall use the new timing reference for sending its call set-up messages (DM-SETUP, DM-SETUP PRES, DM-SDS UDATA or DM-SDS DATA).

If the MS does not include a "timing adjustment" element within the DM-TX REQUEST or DM-PREEMPT message then, when sending its call set-up messages, it shall adopt the timing reference and state of the timing counters (QN, SN, TN, FN) indicated by the old master. Refer also to EN 300 396-2 [2], clause 7.2.

Timing change procedures shall not be conducted on a DM RF carrier when frequency efficient operation is being used. Thus, this procedure shall not be conducted on a DM channel if the "A/B channel usage" element from the ongoing call indicates either "channel A, frequency efficient mode" or "channel B".

## 8.5 MAC procedures for transfer of signalling messages

### 8.5.1 Formation of MAC PDU

MAC PDUs may be sent in either the DSB or the DNB.

The DSB comprises two blocks, coded as SCH/S + SCH/H. In the DM protocol, the content of these two blocks is directly linked. The MAC PDU type is indicated in the SCH/S block and is always DMAC-SYNC for direct MS-MS operation using the protocol defined in this part of the EN. The content of the SCH/S block gives synchronization information and also encryption information relating to the SCH/H block (and to any following traffic or short data). Refer to clause 9 for a full description of the PDUs.

The DNB is used by the master DM-MAC when transmitting traffic or when transmitting short data messages that do not fit within the DSB.

- a) In traffic transmission, normal training sequence 1 is generally used for transmitting TCH (represented as the DMAC-TRAFFIC PDU). Normal training sequence 2 shall be used when the master steals from the circuit to send signalling information, stealing either one or both half slots of a slot. The DMAC-DATA PDU shall be used for sending C-plane signalling on the stealing channel STCH, or the DMAC-U-SIGNAL PDU for sending U-plane signalling. On STCH, fragmentation is permitted within one slot; then the first half slot contains the DMAC-DATA PDU and the second half slot contains the DMAC-END PDU. Refer to clause 8.6 for the MAC procedures in traffic mode.
- b) For short data messages, if the entire message does not fit within the DSB, the remainder of the data shall be sent on SCH/F using normal training sequence 1, and obeying the fragmentation procedure (refer to clause 8.5.4). Each SCH/F block shall contain a single MAC PDU, with a MAC PDU type to indicate the usage of the PDU: DMAC-DATA, DMAC-FRAG or DMAC-END. Continuations and end of a fragmented DM-SDU shall be sent in DMAC-FRAG and DMAC-END respectively. DMAC-DATA may be used on SCH/F if it is required to abort a fragmented message e.g. in case of pre-emption.

NOTE: Temporary interruption of a short data message is not supported.

The DMAC-SYNC PDU and the DMAC-DATA PDU contain:

- 1) a MAC header comprising:
  - for DMAC-SYNC only, synchronization and encryption information (sent in SCH/S);
  - general layer 2 elements such as information about fragmentation and fill bits, and the frame countdown;
  - addressing information;
  - the "message type" indicating the purpose of the message (e.g. DM-SETUP for call set-up or DM-PREEMPT for pre-emption); and

- message-dependent elements that are visible at layer 2; some of the message-dependent elements are generated by layer 2 (e.g. the timing flag in DM-SETUP) whereas others are passed from layer 3 (e.g. the priority level);
- 2) purely layer 3 information (the DM-SDU) which is not visible at layer 2 and which is transported by layer 2 as a service to layer 3.

The DMAC-FRAG, DMAC-END and DMAC-U-SIGNAL PDUs contain a short MAC header (comprising only a few purely layer 2 elements) and a DM-SDU element.

When the DM-MAC is required to send a C-plane message generated by layer 3, it receives a DMA-UNITDATA request primitive from layer 3. The primitive contains, as parameters: addressing information, the DM-SDU, the message type and any other layer 3 elements to be included in the transmitted message (and also parameters to be used within layer 2). The DM-MAC shall then prepare the appropriate MAC PDU(s), using elements as defined in clause 9, and including the general layer 2 elements and also any layer 2 elements dependent on the message type. The method to be used for the transmission of the message may depend on the DM-MS's current state and on the message type. After addition of fill bits (if required), the PDU shall be passed to the lower MAC in a DMV-UNITDATA request primitive for coding, interleaving, scrambling and transmission over the air.

When the DM-MAC receives a message (delivered by the lower MAC in a DMV-UNITDATA indication primitive), the SCH/S information, general layer 2 elements, addressing information, message type and message-dependent elements are all visible at layer 2 and may be used by any DM-MAC, irrespective of whether the DM-MS is addressed by the message. Only the addressed DM-MS(s) may deliver the message (i.e. message type, message-dependent layer 3 elements and DM-SDU) to layer 3. When delivering a message to layer 3, the DM-MAC shall use the DMA-UNITDATA indication primitive.

Some DM messages (message types DM-RESERVED, DM-SDS OCCUPIED, DM-TIMING REQUEST and DM-TIMING ACK) are generated by layer 2 itself; refer to clause 8.4.6. These messages are then carried within a DMAC-SYNC or DMAC-DATA PDU, where the MAC PDU comprises only a MAC header (as defined in 1) above) and where the message type element is generated by layer 2.

## 8.5.2 Addressing

The MAC header in the SCH/H block of a DMAC-SYNC PDU shall contain a 24-bit MNI, a 24-bit destination SSI and a 24-bit source SSI (see clause 9). The MAC header in a DMAC-DATA PDU shall contain a 24-bit MNI and a 24-bit destination SSI, and may contain a 24-bit source SSI. The setting of these elements is described in this clause. See EN 300 396-1 [1], clause 6 for a description of the usage of DM addresses and identities.

NOTE: When air interface encryption is used the addresses referred to in this clause are the addresses prior to encryption.

### 8.5.2.1 Transmission of message

When the DM-MAC receives a DMA-UNITDATA request primitive from layer 3, the primitive contains the destination address and the destination address type as parameters. The precise usage of addressing in the MAC PDUs depends on whether the message is sent in a DSB or DNB, and on whether the message is initiating a call.

#### 8.5.2.1.1 Addressing in synchronization burst

In a message initiating a call set-up or short data message, and in group-addressed occupation and reservation messages, the master DM-MAC shall set the MNI and destination SSI elements to the TSI of the called party - as provided by layer 3. The "destination address type" element shall be set to 00<sub>2</sub>.

The DM-MAC shall then supply the source SSI as follows:

- For an intra-MNI call if the master DM-MS is prepared to supply its own ISSI as a layer 2 address, the DM-MAC shall set the source address element to the ISSI and shall set the "source address type" element to 00<sub>2</sub>.

- For an intra-MNI call if the master DM-MS does not wish to use its ISSI as a layer 2 address, or for an inter-MNI call, the DM-MAC shall make a random choice of a 24-bit "pseudo SSI" for use by layer 2 during that transaction (choosing any value except all zeros or all ones). This shall be indicated by setting the "source address type" element to  $01_2$ . The pseudo SSI shall then be used in other messages sent by that DM-MS and shall temporarily be used as a destination address by other DM-MSs wishing to address that DM-MS (with "destination address type" set to  $01_2$ ).

The pseudo SSI has a limited lifetime. For a master DM-MS in a group call, the pseudo SSI becomes invalid when the DM-MS ceases to be master. A DM-MS shall not have more than one pseudo SSI valid at one time on a DM channel.

NOTE 1: The pseudo SSI mechanism is similar to the Alias SSI in TMO (refer to EN 300 392-1 [77], clause 7), except that it is randomly chosen by the DM-MS when it is required and is valid for only a short period. It is used for inter-MNI calls. Also, for intra-MNI calls, it may be useful if TPNI is disabled; or if "air interface encryption state"  $10_2$  or  $11_2$  (security class DM-2-A or DM-2-B) is used and the DM-MS wishes the TPNI to be encrypted. If a pseudo SSI is used then:

- if TPNI is required for a circuit mode call, the talking party's TSI may be sent on STCH (DM-INFO message);
- the source address is sent within the DM-SDU for a short data message.

The use of pseudo source addressing at layer 2 gives rise to a remote possibility of address ambiguity in addressing that DM-MS as destination. This possibility is reduced to the minimum by the limited time validity of recognition of the pseudo SSI.

A random access request message (i.e. pre-emption, changeover or timing change request) shall include the current master DM-MS's layer 2 address as the destination address. This shall be the address that the master DM-MS has been using as its source address - whether a true SSI or a pseudo SSI. The requesting DM-MS may either use its own ISSI as source address or choose a pseudo SSI as above, but not equal to the master's pseudo SSI if applicable. If used then, for a group call, the pseudo SSI becomes invalid when the DM-MS receives an acceptance or rejection of the request or if the transmission attempt fails. (In the case of acceptance of a pre-emption or changeover request, the DM-MS may choose to use the same pseudo SSI in the call set-up messages, in which case the pseudo SSI is re-enabled with the DM-MS as master.)

A response message to a random access request shall contain the same addresses as in the invoking message but with source and destination addresses reversed.

A response message to a short data message shall include the master DM-MS's layer 2 address (whether true or pseudo) as the destination address. The responding DM-MS may either use its own ISSI as source address or choose a pseudo SSI as above, but not equal to the master's pseudo SSI if applicable.

For an individual circuit mode call, if the master DM-MS uses a pseudo SSI as the source address, then that SSI remains valid for the duration of the call and becomes invalid at the end of the call (see note 3).

NOTE 2: The DMC-CONFIGURE request issued by layer 3 to the DM-MAC when switching into traffic mode includes the call type (individual or group call). Refer to clause 8.6.2.

A DM-CONNECT or DM-DISCONNECT message responding to a call set-up with presence check may use a pseudo SSI as the source address in that response message. For a DM-CONNECT message, that SSI then remains valid for the duration of the call, and may be used by the master DM-MS for addressing that DM-MS. It becomes invalid at the end of the call (see note 3).

For an individual call set-up without presence check, the called DM-MS may use a pseudo SSI as the source address if it initiates a call transaction in the call. That SSI then remains valid for the duration of the call and becomes invalid at the end of the call (see note 3).

NOTE 3: For an individual call, pseudo SSIs remain valid for the duration of the call, and a pseudo SSI may be used as the destination address in set-up messages after the initial call set-up, and in occupation and reservation messages. Therefore, a slave DM-MS should maintain the validity of the pseudo SSI(s) appropriate to an individual call until it has confirmed that the call has finished. Otherwise it may not recognize its own address if the master DM-MS sends further signalling for the call, so re-entry into the call will not be possible. Therefore, for example:

- At the end of reservation, if the DM-MS did not receive DM-RESERVED with reservation time remaining set to 0 in the final frame of reservation, the DM-MS should maintain the validity of the pseudo SSI(s) appropriate to the call for a few frames in case the master DM-MS may have re-started transmission.
- If the DM-MS relinquishes the call as the result of expiry of timer DT221 or one of the other slave channel maintenance procedures described in clause 8.4.2.4, the DM-MS should maintain the validity of the pseudo SSI(s) appropriate to the call until it has confirmed that the call has finished. For example, if it performs initial determination of the channel state after relinquishing the call, it could maintain the validity of the pseudo SSI(s) until it regards the channel as free or as occupied or reserved in another call.

In some messages, pseudo addressing may be used for both the source and destination address. However, an MNI element shall still be present within the DMAC-SYNC PDU, though it need not be a true MNI.

The MNI and source address elements in a DM-OCCUPIED message shall be the same as in the DM-SETUP or DM-CONNECT ACK message that initiated the current traffic transmission.

NOTE 4: This is defined because the MNI and source address are used in the scrambling mechanism, and late entrants need to use the same values as the other DM-MSs.

The source address element (and MNI for a true SSI) in a DM-CONNECT ACK, DM-TX CEASED, DM-RELEASE or DM-RESERVED message shall be the same as in the call set-up message (e.g. DM-SETUP or DM-SETUP PRES message) that initiated the traffic transmission.

NOTE 5: This is defined so that receiving slave DM-MSs can check that these messages were sent by the master.

#### 8.5.2.1.2 Addressing in normal burst

The mechanisms for addressing in the DMAC-DATA PDU are similar to those in the SCH/H block of the synchronization burst except that, when a normal burst is sent, there has already been a synchronization burst to define the source address. It is therefore optional whether the DMAC-DATA PDU includes a source address element. If it does not then the recipient DM-MAC shall implicitly assume the layer 2 source address from the call set-up message (or short data message header).

NOTE: For example, TPNI in DM-INFO can be sent within a single stolen half slot if the master DM-MS does not include a layer 2 source address within the DMAC-DATA PDU.

A destination address and MNI element shall be present within the DMAC-DATA PDU (except for a Null PDU), though the destination address may be a pseudo SSI in which case the MNI need not be a true MNI.

When present, the source address element (and MNI for a true SSI) in a DM-TX CEASED or DM-RELEASE message shall be the same as in the call set-up message that initiated the traffic transmission.

#### 8.5.2.2 Reception of message

When the DM-MAC receives a DMAC-SYNC or DMAC-DATA PDU, it shall check whether it is addressed by the message i.e.:

- for destination address type =  $00_2$ : whether the MNI + destination SSI corresponds to the DM-MS's ITSI or to one of its GTSIs; or
- for destination address type =  $01_2$ : whether the DM-MS has a currently valid pseudo SSI, and that pseudo SSI is equal to the destination SSI.

If the DM-MS is addressed by the message, and the DM-MS has the capability to use the protocol appropriate to the received communication type, then the DM-MAC shall process all the contents of the PDU and, for a layer 3 message, shall pass the message and any DM-SDU to layer 3 using the DMA-UNITDATA indication primitive (unless this is a repetition, as indicated in note 3). It shall indicate the source address and source address type and the address on which the message was received. (If a DMAC-DATA PDU does not contain a source address element, the DM-MAC sets the source address in the DMA-UNITDATA indication primitive to the layer 2 source address from the call set-up message or short data message header - see clause 8.5.2.1.2.) The DM-MAC may also perform actions itself, based on the message type and message-dependent elements.

If the DM-MS is not addressed by the message then the DM-MAC may use the elements visible at layer 2 (e.g. to update its channel state model) but shall not pass the message to layer 3.

If the DM-MS does not have the capability to use the protocol appropriate to the received communication type then the DM-MAC may use the elements visible at layer 2 (e.g. to update its channel state model) but shall not pass the message to layer 3.

NOTE 1: There is no distinction between an ITSI or GTSI in the PDU. However, it is assumed that the DM-MS knows which of its addresses is its individual address and which are group addresses.

NOTE 2: In addition to the DM-MS's allocated group addresses, the predefined "open" group address defines a group to which all DM-MSs belong; refer to EN 300 396-1 [1], clause 6.3.2. This allows calls to be made to all users who have selected the same DM RF carrier.

NOTE 3: As defined in clause 8.5.6.2 procedure a), the DM-MAC uses the "frame countdown" element in received messages to suppress delivery of message repetitions to layer 3. Additionally, as an implementation option, the DM-MAC may suppress delivery of repetitions of DM-OCCUPIED messages during a call transaction e.g. delivering only the first DM-OCCUPIED message in a call transaction to layer 3.

NOTE 4: The communication type element is set to 00<sub>2</sub> for direct MS-MS operation.

### 8.5.3 Use of air interface encryption

For detailed description of DM air interface encryption requirements refer to EN 300 396-6 [6], which is the primary document. The support of air interface encryption is optional. If this mode is supported, the DM-MAC shall encrypt signalling messages as instructed by layer 3 on a message basis. Encrypted messages shall be indicated in the MAC header in order to enable the receiving end to decrypt the message content. The DM-MAC may in addition perform air interface encryption on the content of the half slots coming from the DMD-SAP. This may apply to both TCH and U-plane signalling, and it may apply to U-plane traffic information that has already been end-to-end encrypted.

The "air interface encryption state" element in the DMAC-SYNC and DMAC-DATA PDUs defines whether air interface encryption applies. If it applies then it may be invoked in one of three ways:

- 1) air interface encryption state 10<sub>2</sub> ≡ security class DM-2-A: only the DM-SDU and any related TCH are encrypted - so the addressing information, message type and message-dependent elements are unencrypted; or
- 2) air interface encryption state 11<sub>2</sub> ≡ security class DM-2-B: the destination address (i.e. SSI), DM-SDU and any related TCH are encrypted - so the message type and message-dependent elements are unencrypted; the addressing information is also unencrypted, except for the destination address element; or
- 3) air interface encryption state 01<sub>2</sub> ≡ security class DM-2-C: the addressing information, message type, message-dependent elements, DM-SDU and any related TCH are all encrypted.

NOTE 1: The security class DM-2-C gives the most secure operation. However, it means that pre-emption is not possible between user groups that do not share the same encryption keys, since a DM-MS cannot read either the current call priority or the master DM-MS's address unless it has the encryption key being used by the master. Also, there can be a remote possibility that a DM-MS in another security group may occasionally recognize its own address in the encrypted destination address field (though it will not understand the rest of the information).

The security class DM-2-B is similar to the security class DM-2-A, except that it allows the destination SSI to be encrypted. Clause 8.5.2 allows a DM-MS to withhold its true source address and choose instead to use a pseudo SSI. The combination allows both the destination SSI and true source SSI to be hidden from eavesdroppers (though the MNI is unencrypted). Pre-emption is possible between user groups that do not share the same encryption keys, since the members of other security groups can read the message type and current call priority and the master's pseudo SSI. (If the pre-emptor does not have the encryption key being used by the master DM-MS then it needs to send the DM-PREEMPT message in clear, using pseudo SSI as appropriate.) However, as for the security class DM-2-C, there is a remote possibility that a DM-MS in another security group may occasionally recognize its own address in the encrypted destination address field.

NOTE 2: The SCH/S block in the synchronization burst is always unencrypted.

The setting of the "air interface encryption state" element in the DMAC-SYNC PDUs containing a DM-SETUP or DM-CONNECT ACK message defines also whether air interface encryption applies to the related TCH and to the U-plane DM-SDU in any DMAC-U-SIGNAL PDUs sent on STCH. (The MAC header of the DMAC-U-SIGNAL PDU shall not be encrypted.) When C-plane signalling is sent on STCH, the MAC header of the DMAC-DATA PDU shall indicate independently whether that message is encrypted; this setting applies only to that message and does not affect TCH or STCH in subsequent slots.

The "air interface encryption state" element in a DM-OCCUPIED message shall be the same as in the DM-SETUP or DM-CONNECT ACK message that initiated the current traffic transmission.

In the case of fragmentation, the setting of the "air interface encryption state" element in the DMAC-SYNC or DMAC-DATA PDU defines also whether encryption applies to the other fragments of the DM-SDU. The MAC headers of DMAC-FRAG and DMAC-END PDUs shall not be encrypted.

## 8.5.4 Fragmentation and reconstruction

Fragmentation is the subdivision procedure that shall be used by the DM-MAC in the case that a DM-SDU received from layer 3 exceeds the available capacity in a MAC block. The DM-MAC subdivides the DM-SDU into a number of fragments, where each fragment is sent within one MAC PDU. This procedure is illustrated in figure 34. Fragments are not numbered, and so they shall be sent in sequence. There is no selective retransmission procedure; if an error occurs during the transmission then the MAC procedure fails and the whole DM-SDU has to be retransmitted. From the point of view of the higher layers, the process is similar to the process if the DM-SDU had been transmitted in a single MAC block.

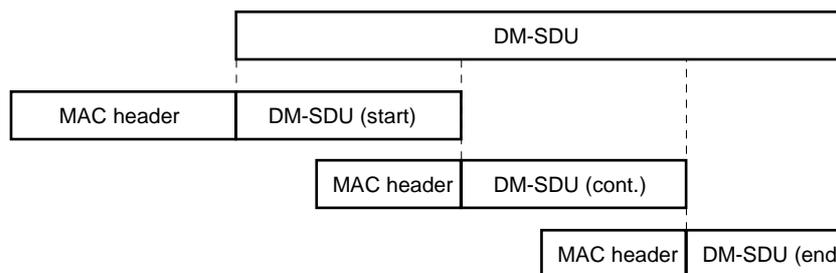


Figure 34: MAC fragmentation of a long DM-SDU

The first fragment of a DM-SDU shall be sent with a full MAC header - in either a DMAC-SYNC or DMAC-DATA PDU. Whereas continuation fragments (DMAC-FRAG PDU) and the final fragment (DMAC-END PDU) shall be sent with a reduced header; see clause 9. In particular, only the full MAC header contains addressing information.

The DM-MAC shall not interleave any other signalling with a fragmented DM-SDU.

### 8.5.4.1 Fragmentation

NOTE 1: A fragmented message is sent on one DM channel i.e. channel A or channel B. The fragmentation procedures refer to that DM channel.

When the DM-MAC wishes to send a C-plane message that does not require fragmentation, it shall send the entire DM-SDU within the DMAC-SYNC or DMAC-DATA PDU.

The DM-MAC may perform fragmentation of a DM-SDU using either of the following transmission forms:

- 1) DMAC-SYNC +  $n \times$  DMAC-FRAG + DMAC-END (where  $0 \leq n \leq 8$ ).

This is the fragmentation method most generally used (e.g. for sending a short data message). The DMAC-SYNC PDU shall be sent in the DSB and the DMAC-FRAG and DMAC-END PDUs shall be sent on SCH/F. The DMAC-FRAG PDU carries 264 bits of DM-SDU and the DMAC-END PDU can carry up to 264 bits of DM-SDU.

- 2) DMAC-DATA + DMAC-END, sent on STCH + STCH in one DNB.

This form may be used if a master DM-MS sending circuit mode traffic wishes to steal a complete slot from the circuit e.g. to send a short data message.

The procedure for method 2) is specified in clause 8.6. The procedure for method 1) is described in this clause.

The DM-MAC shall send the first fragment of the DM-SDU in the DMAC-SYNC PDU using the DSB. It should set the "fill bit indication" to indicate that no fill bits are present. The "fragmentation flag" shall be set to indicate start of fragmentation and the "number of SCH/F slots" element shall be set to indicate the number of following fragments i.e.  $n + 1$ . The DMAC-SYNC shall be repeated the appropriate number of times, using the frame countdown mechanism to indicate when the repetitions of the DMAC-SYNC have been completed.

The DM-MAC shall then send the  $n$  DMAC-FRAG PDUs and the DMAC-END PDU on SCH/F, in consecutive slot 1's of frames 1 to 17 and without repetition. It shall send these PDUs in the correct sequence. For the DMAC-FRAG PDU(s), the DM-MAC should include fragments of 264 bits of the DM-SDU with no fill bits. The DMAC-END PDU shall then contain the remaining part of the DM-SDU, with the "fill bit indication" set to indicate whether or not fill bits are used within the MAC block. The DM-MAC shall then regard the current message transmission as complete.

For an acknowledged data message, layer 3 is responsible for requesting a retransmission if a response is not received from the called party. The DM-MAC shall therefore issue a final DMA-REPORT indication primitive to layer 3 after a single transmission of the complete message.

For an unacknowledged data message, the DM-MAC may repeat the message transmission immediately (without re-checking that the channel is free), and starting again with synchronization bursts. It shall issue an interim DMA-REPORT indication to layer 3 after the first complete transmission of the message and shall issue a final report when the message has been sent the required number of times.

The DM-MAC may abort a fragmented transmission at any time before transmission of DMAC-END by sending a DMAC-DATA PDU (e.g. in case of pre-emption). That DMAC-DATA PDU may be a Null PDU, or may contain a non-fragmented message.

NOTE 2: The DM procedures do not support fragmentation headed by a DMAC-DATA PDU sent on SCH/F.

#### 8.5.4.2 Reconstruction

NOTE 1: The reconstruction procedures refer to the DM channel being used for the message.

This procedure is the reverse process to fragmentation (which is performed by the sender as described above) whereby a fragmented message is reassembled by the recipient.

On receipt of a DMAC-SYNC PDU containing one of its addresses, the DM-MAC shall perform the following actions relating to the DM-SDU. (Other actions may be performed relating to other elements in the MAC header.)

- a) If the "fragmentation flag" is set to 0 indicating no fragmentation, and this is a layer 3 message and has not already been received (see clause 8.5.6), then the DM-MAC shall deliver the message (and any DM-SDU) to layer 3 using a DMA-UNITDATA indication primitive.
- b) If the "fragmentation flag" is set to 1 indicating the start of fragmentation, and the DM-MS does not support reconstruction, then the DM-MAC shall discard the message without an indication to layer 3.

- c) If the "fragmentation flag" is set to 1 indicating the start of fragmentation, and the DM-MS supports reconstruction, then the DM-MAC shall store the DM-SDU fragment. Then, after waiting for the number of frames corresponding to the "frame countdown" element, the DM-MAC shall look for normal bursts (SCH/F) containing continuation fragments or the end of the fragmented data in consecutive slot 1's in frames 1 to 17.

On receipt of a DMAC-FRAG PDU, the DM-MAC shall append the DM-SDU fragment to the already received fragment(s). The DM-MAC shall then continue to look for further DMAC-FRAG PDUs or for the DMAC-END PDU.

On receipt of a DMAC-END PDU, the DM-MAC shall append the DM-SDU fragment to the already received fragment(s). The DM-MAC shall then deliver the reconstructed DM-SDU to layer 3 using a DMA-UNITDATA indication primitive. The DM-MAC shall then stop looking for normal bursts in slot 1 of frames 1 to 17.

NOTE 2: The length of each fragment is indicated by the fill bit indication and any fill bits.

The DM-MAC shall continue the process of looking for DMAC-FRAG/DMAC-END until it receives the DMAC-END PDU, or until one of the following occurs:

- 1) it receives a DMAC-DATA PDU in slot 1 of a frame in the ranges 1 to 17; or
- 2) it fails to decode a MAC block in slot 1 of a frame in the ranges 1 to 17.

In both cases 1) and 2), the DM-MAC shall stop looking for normal bursts in slot 1 of frames 1 to 17.

In case 1), the DM-MAC shall discard the partially reconstructed message (without an indication to layer 3) and shall process the DMAC-DATA PDU. If the DMAC-DATA PDU contains one of its own addresses, the DM-MAC shall deliver the message and any DM-SDU to layer 3 using a DMA-UNITDATA indication primitive.

In case 2), and if the partially received message was a DM-SDS DATA or a DM-SDS ACK, the DM-MAC shall deliver the message type to layer 3 in a DMA-UNITDATA indication primitive but shall indicate that the DM-SDU was not fully received. For other message types, the DM-MAC shall discard the partially reconstructed message without an indication to layer 3.

## 8.5.5 Fill bit addition and deletion

### 8.5.5.1 Fill bit addition

When the DM-MAC prepares a PDU, it shall place the relevant MAC header in front of the DM-SDU.

Fill bits shall be added when the actual size of a MAC PDU sent on SCH/H, SCH/F or STCH is less than the available capacity of the MAC block. They are used to make up the difference between the actual PDU content and the capacity of the MAC block, and they also show the exact end of the DM-SDU. Fill bit addition applies only to DMA-SAP PDUs (DMAC-SYNC, DMAC-DATA, DMAC-FRAG or DMAC-END PDU). For the DMAC-SYNC PDU, fill bit addition applies only to the SCH/H block, not to the SCH/S block.

If fill bits are added, the DM-MAC shall set the "fill bit indication" in the MAC header to 1. In order to add fill bits, the DM-MAC shall:

- add a fill bit "1" immediately following the last bit of the DM-SDU data (or following the last bit of the MAC header if there is no DM-SDU);
- complete the remainder of the MAC block with fill bits set to "0".

NOTE: The TMO procedures for PDU association and dissociation are not supported in the DMO standard. Only one MAC PDU can be sent per MAC block.

### 8.5.5.2 Fill bit deletion

On receipt of a DMA-SAP PDU (DMAC-SYNC, DMAC-DATA, DMAC-FRAG or DMAC-END PDU), the DM-MAC shall decode the MAC header and shall check whether fill bits are present within the MAC block ("fill bit indication" set to 1 in the PDU header):

- if no fill bits are present then the PDU shall be further processed by the DM-MAC; or
- if fill bits are present, the DM-MAC shall inspect the last bit of the MAC block:
  - if the last bit is "1", remove this bit; then the rest of the data is the true PDU content;
  - if the last bit is "0", remove this bit and all preceding zeros until a "1" is found; remove this bit "1"; then the rest of the data is the true PDU content.

### 8.5.5.3 Null PDU

The "Null PDU flag" in the DMAC-DATA PDU may be used to indicate a Null PDU. If a Null PDU is indicated then there shall be no further information in the PDU after the "Null PDU flag". Fill bits inserted after a Null PDU to complete the MAC block shall be set to "0" except for the first bit after the Null PDU which shall be set to "1".

A receiving DM-MAC shall recognize the Null PDU and shall not look for further information in the MAC block. (Though, for a Null PDU sent on STCH in the first half slot, the receiving DM-MAC shall use the "second half slot stolen flag" to discover whether the second half slot is also stolen.)

NOTE: The Null PDU may be used as a dummy C-plane message when required. For example, it may be sent on STCH in a circuit mode call if TCH is not available, or it may be used to abort a short data message.

## 8.5.6 Transmission and reception of messages by layer 2 unacknowledged service

When the DM-MAC receives a DMA-UNITDATA request primitive from layer 3, it shall use its current state and the message type parameter to decide how to send the message:

- a) For the initiation of a new call, or for a retransmission of DM-SETUP PRES after set-up failure or a non-immediate retransmission of DM-SDS DATA, the DM-MAC shall check whether the channel is free (as defined in clause 8.4.2) before transmitting the DM-SETUP, DM-SETUP PRES, DM-SDS DATA or DM-SDS UDATA message using the DSB.

NOTE 1: These are the only cases when the DM-MAC is required to check whether the channel is free before transmitting.

NOTE 2: As defined in clause 6.3.1.1.1, layer 3 may issue multiple DMA-UNITDATA request primitives for the same DM-SDS UDATA message. The DM-MAC treats each of the DMA-UNITDATA request primitives as a request for a separate transaction. Therefore the DM-MAC needs to check whether the channel is free before sending the first transmission relating to each DMA-UNITDATA request primitive.

- b) For a call continuation after changeover, or for a call set-up after pre-emption, the DM-MAC shall transmit the DM-SETUP, DM-SETUP PRES, DM-SDS DATA or DM-SDS UDATA message using the DSB and timing its message using the "frame countdown" element from the received DM-TX ACCEPT or DM-PRE ACCEPT.

NOTE 3: In cases a) and b), the DNB is used for any fragments following the set-up DSBs for DM-SDS DATA and DM-SDS UDATA.

- c) If the DM-MS is already a master, the DM-MAC may transmit the message and shall use the appropriate burst(s). For example, this may apply to DM-SETUP, DM-SETUP PRES, DM-SDS DATA, DM-SDS UDATA, DM-OCCUPIED, DM-TX CEASED, DM-RELEASE, DM-TX ACCEPT, DM-PRE ACCEPT, DM-REJECT and DM-INFO messages.
- d) If the DM-MS is the master and the message is a DM-CONNECT ACK, the DM-MAC shall transmit the message using the DSB and timing the transmission using the "frame countdown" element from the invoking DM-CONNECT.

- e) If the DM-MS is not the master and the message is a response to a message from the master (i.e. the message is DM-CONNECT, DM-DISCONNECT, DM-SDS ACK or DM-REJECT), the DM-MAC shall transmit the message using the DSB and timing the transmission using the "frame countdown" element from the invoking message.

NOTE 4: The DNB is used for a continuation fragment of DM-SDS ACK.

- f) If the message is a DM-PREEMPT or DM-TX REQUEST, the DM-MAC shall use the random access protocol for sending the message.

In the random access protocol, the DM-MAC sends retries until a response is received or the access attempt fails. The random access protocol is described in clause 8.5.7.

For the other message types, the service provided by the DM-MAC to layer 3 is an unacknowledged service. The DM-MAC transmits the message the appropriate number of times and shall then report to layer 3 when the message has been sent (DMA-REPORT indication primitive). The acknowledgement protocol (if any) and any resulting retransmission is under the control of layer 3. If the DM-MAC is unable to send the message (e.g. in case a. above if the channel becomes busy or the channel state remains unknown) then it shall report the failure to layer 3.

This clause describes the tools for the layer 2 unacknowledged service.

### 8.5.6.1 Transmission of message

NOTE 1: The defined procedures refer to the DM channel being used for the transmission i.e. channel A or channel B.

In the DM protocol, most non-fragmented messages are repeated for reliability, even if there is an acknowledgement protocol at layer 3. These messages are generally repeated several times over the duration of a few frames.

When carried in the DSB, the message may be sent in both slot 1 and slot 3. Also, in some cases, messages either shall or may be sent in slot 2 and/or slot 4; see clause 8.4.5.1. The protocol allows the message to be sent in up to four consecutive frames. The "frame countdown" element indicates the number of frames in which the message will be repeated; for example, if the message is sent in two consecutive frames then the "frame countdown" shall be set to  $01_2$  in the first frame and to  $00_2$  in the second frame. This enables correct action by the recipient; see clause 8.5.6.2.

NOTE 2: The frame countdown mechanism applies to the repetition of messages (except DM-OCCUPIED) transmitted as a result of a DMA-UNITDATA request primitive from layer 3. It may also apply to DM-TIMING ACK messages, which are generated by layer 2.

The DM-OCCUPIED message - and also DM-SDS OCCUPIED messages generated by layer 2 - are sent at regular intervals as described in clause 8.4, and do not use the frame countdown mechanism (so the "frame countdown" element is set to  $00_2$  in each transmission). The DM-RESERVED messages generated by layer 2 are normally sent at regular intervals, in which case they do not use the frame countdown mechanism. However, they are sometimes sent in consecutive frames (e.g. after a timing change or after a short data transmission) in which case the frame countdown mechanism is used to indicate when the transmissions will be complete.

NOTE 3: When sending a message in consecutive frames, the DM-MAC reduces the "frame countdown" element by one at each frame boundary even if a frame did not contain the maximum number of transmissions of the message. This is because the purpose of the "frame countdown" element is to point to the last frame in which the message will be transmitted.

NOTE 4: If transmitting a DM-SETUP message in slot 4 of the frame with "frame countdown" set to  $00_2$ , the DM-MAC should issue the DMA-REPORT indication to layer 3 before that last transmission (enabling an exchange of primitives before sending traffic in slot 1 of the next frame).

For a fragmented message, the "frame countdown" element refers only to repetitions of the DMAC-SYNC PDU. The first DMAC-FRAG PDU (or DMAC-END PDU) shall be sent in slot 1 of the first frame in the ranges 1 to 17 following the frame with "frame countdown" element set to  $00_2$ .

Messages shall be sent in the DNB only in slot 1 of frames 1 to 17. A message may be sent in up to four consecutive frames. The "frame countdown" element indicates the number of frames in which the message may be repeated (i.e. the number of frames until the final transmission). The frame countdown mechanism shall be used for sending repetitions of DM-PRE ACCEPT, DM-TX CEASED and DM-RELEASE messages. It need not be used for sending repetitions of general information sent on STCH e.g. short data messages or the DM-INFO PDU; in these cases, the repetitions may be sent singly and when convenient (and with the "frame countdown" element set to 00<sub>2</sub> in each transmission).

When the frame countdown mechanism is used for messages sent in the DNB, the "frame countdown" element in the DMAC-DATA PDU indicates the absolute number of frames until the final repetition, irrespective of whether the message transmission includes frame 18. Where transmission of DM-TX CEASED/DM-RELEASE or DM-PRE ACCEPT includes frame 18, the DM-MAC shall send the same message in frame 18 but using the DMAC-SYNC PDU in a DSB (replacing the channel occupation messages). The "frame countdown" element in the DMAC-SYNC shall continue the ongoing countdown.

### 8.5.6.2 Reception of message

NOTE 1: The defined procedures refer to the DM channel being used for the received message.

The recipient DM-MAC may use the "frame countdown" element F in received messages in several ways:

**a) Suppression of duplicates:**

When the DM-MAC first receives a non-fragmented layer 3 message addressed to itself (in frame X), it shall deliver the message to layer 3 in a DMA-UNITDATA indication primitive. If the DM-MAC receives a message containing the same addresses and message type either later in the same frame or within the next F frames then the DM-MAC shall assume that the message is a duplicate and shall not deliver it to layer 3.

NOTE 2: There is no layer 2 mechanism for suppressing duplicates of fragmented messages (or duplicates of messages sent intermittently on STCH).

NOTE 3: In an implementation, if the DM-MAC provides signal strength information to the higher layers for received call set-up messages, it is not precluded from delaying the delivery of a DM-SETUP or DM-SETUP PRES message to layer 3 in order to use duplicate messages to obtain a better estimate of the signal strength of the call set-up. If doing so, it should deliver the message at latest after receiving slot 3 of the frame with "frame countdown" element set to 00<sub>2</sub>.

**b) Delaying switch into traffic mode:**

When the DM-MS receives a message indicating that it should change into traffic mode (i.e. DM-SETUP or DM-CONNECT ACK), it shall delay the switch for F frames. Refer to clause 8.6.3.

**c) Timing of set-up signalling for pre-emption or changeover:**

When the DM-MS receives a DM-PRE ACCEPT or DM-TX ACCEPT message from the master (received in frame X), giving it permission to send call set-up signalling or a short data message, the DM-MAC shall use the "frame countdown" element F in the master's message to deduce when the set-up DSBs can be sent without colliding with the master's repeat transmissions.

In normal cases, the DM-MS which becomes the new master after a successful pre-emption or changeover shall adopt the state of the timing counters used by the old master. Then the transmission of the set-up DSBs shall start in either frame  $(X + F) \bmod 18 + 1$  or frame  $(X + F + 1) \bmod 18 + 1$ .

The exception occurs if the DM-MS requested a timing change within its DM-PREEMPT or DM-TX REQUEST message. Then, on becoming the new master, it modifies the old master's counters to give the required timing adjustment.

**d) Timing of immediate SDS retransmission:**

When the DM-MAC is required to send an immediate retransmission of a DM-SDS DATA message, it shall use the "frame countdown" element F from the DM-SDS ACK message (received in frame X) to deduce when the DM-SDS DATA can be sent without colliding with the repetitions. If the DM-SDS ACK message was not fragmented then the transmission of the DM-SDS DATA DSBs shall start in either frame  $(X + F) \bmod 18 + 1$  or frame  $(X + F + 1) \bmod 18 + 1$ .

**e) Timing of response to message from master:**

When the DM-MS sends a response to a non-fragmented message from the master (received in frame X), the DM-MAC shall use the "frame countdown" element F in the master's message to deduce when the response can be sent without colliding with the master's repeat transmissions. The response DSB shall be sent in frame  $(X + F) \bmod 18 + 1$ , either in both slot 1 and slot 3 of that frame or only in slot 3. The response DSB may be sent in up to DN210 frames, with the "frame countdown" element set to the appropriate values. If the response is fragmented (i.e. DMAC-SYNC + DMAC-END) then the frame countdown refers only to the DMAC-SYNC PDU; the DMAC-END shall then be sent in a DNB, without repetition, in slot 1 of the next frame in the ranges 1 to 17.

NOTE 4: The responding DM-MS is permitted to linearize in slot 1 of frame  $(X + F) \bmod 18 + 1$ . See clause 8.4.7.4.

NOTE 5: The DM-MS should transmit the response DSB in both slot 1 and slot 3 of the DN210 - 1 frames after the first transmission frame.

NOTE 6: This mechanism allows multiple transmissions of the response. For example, if the DM-MS needs to linearize, or if it is not ready to send a DM-CONNECT message in response to a DM-SETUP PRES message until slot 3 of frame  $(X + F) \bmod 18 + 1$ , then it can set the "frame countdown" element to  $01_2$  and repeat the DM-CONNECT in slots 1 and 3 of the following frame (with the "frame countdown" element set to  $00_2$ ).

**f) Timing of response to fragmented message from master:**

For a fragmented message headed by the DMAC-SYNC PDU, the "frame countdown" element F refers only to the DMAC-SYNC. This then indicates where the first DMAC-FRAG PDU (or DMAC-END PDU) may be expected. If the DM-MS supports reconstruction, and if the DM-MAC receives a DMAC-SYNC PDU in frame X indicating start of fragmentation, then it shall look for the first fragment in slot 1 of frame  $Y = (X + F) \bmod 18 + 1$  (if Y is in the ranges 1 to 17) or otherwise in slot 1 of frame 1.

There is no frame countdown mechanism for the DMAC-END PDU. If the DM-MS requires to send a response to a fragmented message then the response DSB shall be sent in the frame following the frame that contained the DMAC-END, either in both slot 1 and slot 3 of that frame or only in slot 3. The response DSB may be sent in up to DN210 frames, with the "frame countdown" element set to the appropriate values. If the response is fragmented (i.e. DMAC-SYNC + DMAC-END) then the frame countdown refers only to the DMAC-SYNC PDU; the DMAC-END shall then be sent in a DNB, without repetition, in slot 1 of the next frame in the ranges 1 to 17.

NOTE 7: The responding DM-MS is permitted to linearize in slot 1 of the frame following the frame that contained the DMAC-END. See clause 8.4.7.4.

NOTE 8: The DM-MS should transmit the response DSB in both slot 1 and slot 3 of the DN210 - 1 frames after the first transmission frame.

If the DM-MAC did not receive the DMAC-END PDU terminating a fragmented DM-SDS DATA message (i.e. in case 2) of clause 8.5.4.2), then the DM-MAC shall use the "number of SCH/F slots" element from the DMAC-SYNC PDU to deduce when the DMAC-END was sent. It shall transmit the response DM-SDS ACK either in both slot 1 and slot 3 of the next frame, or only in slot 3, but not in any subsequent frames. However, during the time since the reconstruction failure, the DM-MAC shall monitor slot 1 of each frame looking for DSBs. If, during that time, it receives any DM-PRE ACCEPT, DM-SETUP, DM-SETUP PRES, DM-SDS DATA or DM-SDS UDATA DSB then it shall refrain from transmitting and shall discard the response.

NOTE 9: The responding DM-MS is permitted to linearize in slot 1 of the frame following the frame that it assumed to contain the DMAC-END. See clause 8.4.7.4.

**g) Timing of DM-CONNECT ACK:**

When the DM-MAC is required to send DM-CONNECT ACK, it shall use the "frame countdown" element F from the DM-CONNECT message (received in frame X) to deduce when the DM-CONNECT ACK can be sent without colliding with the repetitions. The transmission shall start in either frame  $(X + F) \bmod 18 + 1$  or frame  $(X + F + 1) \bmod 18 + 1$ . The DM-CONNECT ACK may be sent in multiple frames, with the "frame countdown" element set to the appropriate values.

The same timing shall apply if the master DM-MS sends DM-RELEASE after receiving either DM-CONNECT or DM-DISCONNECT.

Points e) and f) above define when the first transmission of a response message must be sent. According to the protocol description, it is assumed that, when the DM-MS has received a DM-SDS DATA message addressed to itself, and if layer 3 does not immediately return a response DM-SDS ACK, then the DM-MAC shall issue a DMC-REPORT indication primitive as a prompt to layer 3 in time to allow transmission in the correct slot(s).

## 8.5.7 Random access protocol

### 8.5.7.1 Introduction

During both the occupation and reservation periods, any other DM-MS that wishes to transmit traffic or short data must first request and be granted permission by the current master before performing a set-up procedure and becoming master of the channel itself.

The DM-MS requests permission by sending the DM-PREEMPT or DM-TX REQUEST message (for requesting pre-emption or changeover respectively). Since more than one DM-MS may be attempting to request use of the channel, a random access protocol is used. The protocol is based on slotted Aloha with a binary exponential back-off mechanism used to control collision of messages from different DM-MSs and to avoid protocol instability. The random access protocol is also used if the DM-MS wishes to send a timing change request (DM-TIMING REQUEST) to the master DM-MS; refer to clause 8.4.

Only pre-emption requests may be sent during short data occupation. Only pre-emption and timing change requests may be sent while the channel is in circuit mode occupation. Pre-emption, timing change and changeover requests may be sent during channel reservation periods.

### 8.5.7.2 Procedures for master DM-MS

NOTE: The defined procedures for a master DM-MS refer to the DM channel being used for the circuit mode call or short data message.

#### 8.5.7.2.1 Indicating frames available for requests

When the DM-MAC transmits DM-SETUP, DM-CONNECT ACK and DM-OCCUPIED messages, it shall set the "pre-emption flag" to indicate that slot 3 of frames 2, 5, 8, 11, 14 and 17 is available for random access requests (e.g. pre-emption requests) during the occupation period.

NOTE: This requirement may be relaxed for some types of call in future versions of the present document.

When the master DM-MAC transmits DM-TX CEASED and DM-RESERVED, it shall set the "requests flag" and "changeover requests flag" to indicate that random access requests may be sent, unless it has already received and is accepting a pre-emption or changeover request or is changing the channel timing. If random access requests are invited then the master DM-MAC shall also set the "requests bitmap" element to indicate whether random access requests may be sent in slot 3 of frames 1, 4, 7, 9, 10, 13, 15 and 16 during the reservation period (in addition to the pre-emption slots). It should allow random access requests in slot 3 of all these frames except any frames in which it will be performing dual watch or battery economy procedures.

#### 8.5.7.2.2 Monitoring frames available for requests

During occupation for a circuit mode call, the master DM-MAC shall monitor slot 3 of frames 2, 5, 8, 11, 14 and 17 for pre-emption or timing change requests addressed to itself.

NOTE 1: The master DM-MAC is not required to monitor slot 3 during the transmission of the DM-TX CEASED message at the end of circuit mode occupation.

During channel reservation, the master DM-MAC shall monitor slot 3 of frames 2, 5, 8, 11, 14 and 17, and also slot 3 of the frames indicated in the "requests bitmap", looking for pre-emption, timing change or changeover requests addressed to itself.

When sending SCH/F for a fragmented DM-SDS UDATA or DM-SDS DATA message, the master DM-MAC shall monitor slot 3 of frames 2, 5, 8, 11, 14 and 17 for pre-emption requests addressed to itself.

NOTE 2: If the protocol requires the DM-MS to transmit in any of the monitoring slots specified in this clause, the transmission takes precedence over the monitoring requirement.

### 8.5.7.2.3 Response to pre-emption or changeover request

On receipt of a pre-emption or changeover request addressed to itself, the master DM-MAC shall deliver the message to layer 3 in a DMA-UNITDATA indication primitive. Layer 3 will then issue a response to the message in a DMA-UNITDATA request primitive. For a changeover request, the DM-MAC shall send the response in the DSB. For a pre-emption request, and when sending the response in slot 1 of a frame in the ranges 1 to 17, the DM-MAC shall use the DNB during circuit mode occupation, or the DSB during reservation or short data occupation.

- a) If the master DM-MS accepts the request then it shall send the response several times, for reliability, using the "frame countdown" mechanism. It shall send the first transmission of the response within a time of 2 frame durations following receipt of the request for circuit mode occupation or channel reservation, or within a time of 6 frame durations for short data occupation.

The master DM-MS shall send the acceptance response in slot 1 in at least two frames (see note 2).

- If sending the response using the DNB in slot 1 (i.e. for pre-emption acceptance during circuit mode occupation), the master DM-MS shall send the DM-PRE ACCEPT in the same slot as the DM-TX CEASED or DM-RELEASE message, one in each of two stolen half slots. The master DM-MS shall also send DM-PRE ACCEPT (using the DSB) in each corresponding slot 3 if this is not a linearization frame. If the message transmission includes frame 18 then the master DM-MS shall also send DM-PRE ACCEPT (using the DSB) in slot 1 and slot 3 of that frame.
- If sending the response using the DSB in slot 1 (for either pre-emption or changeover), the master DM-MS shall repeat the response in each corresponding slot 3 if this is not a linearization frame. Optionally, the master DM-MS may send the response also in the preceding slot 3. (This may apply if the response is first ready to be sent in a slot 3.)

NOTE 1: Transmission of DM-PRE ACCEPT or DM-TX ACCEPT takes precedence over the transmission of channel occupation or reservation messages in frames 6, 12 and 18.

NOTE 2: When the master DM-MS sends a DM-PRE ACCEPT or DM-TX ACCEPT message announcing a timing change (i.e. with element "timing change announced" set to 1), it sends the message in at least three frames if the transmission includes frame 3.

A pre-emption request contains a "perceived channel state" element. If the requesting DM-MS indicated circuit mode occupation when the master is in reservation or short data occupation, or if the requesting DM-MS indicated reservation or short data occupation when the master is in circuit mode occupation, then the master shall send the DM-PRE ACCEPT in four frames.

NOTE 3: Thus, if there is a mismatch in the perceived channel state, the master uses the burst type appropriate to its own perception of the channel state. However, it increases the number of transmission frames since it is relying on the slot 3 transmissions.

If accepting a pre-emption request during short data occupation:

- For a DM-SDS UDATA message, the DM-MAC may finish its current message transmission if it can do so within the 6 frame durations constraint. Otherwise it shall send the Null PDU once on SCH/F to terminate its current transmission and then send the DM-PRE ACCEPT using DSBs.
- For a DM-SDS DATA message, and if the DM-MAC still has more than DN212 SCH/F slots to send to complete its message transmission, it shall send the Null PDU once on SCH/F to terminate its current transmission and then send the DM-PRE ACCEPT using DSBs. Otherwise the DM-MAC shall complete the current message transmission; then it shall not send the DM-PRE ACCEPT until it has received a DM-SDS ACK or DM-REJECT message from the short data recipient plus any repetitions within the recipient's frame countdown (and has monitored for a final fragment if appropriate) or until after the DT210 frame durations following the slot in which it transmitted the DMAC-END. In the latter case the DM-MAC should send a first transmission of the DM-PRE ACCEPT in slot 3 of the DT210<sup>th</sup> frame following the frame that contained the DMAC-END.

NOTE 4: For example: if  $DT210 = 4$ , and if the DMAC-END is sent in slot 1 of frame 4 and a response is not received from the short data recipient, then the first transmission of the DM-PRE ACCEPT is sent in slot 3 of frame 8 (with further transmissions in slots 1 and 3 of frames 9 and 10, and optionally in frame 11).

After accepting a pre-emption or changeover request, the DM-MS shall then stop being master. In normal cases, the DM-MS may expect the new master to use the same slot and frame numbering as it was using itself. The exception occurs if the requesting DM-MS included a "timing adjustment" element in its DM-PREEMPT or DM-TX REQUEST message. Then the old master should expect the timing to be modified according to the "timing adjustment" element.

NOTE 5: An acceptance response is repeated several times because, for simplicity, the DM-MS resigns its role of master after sending the response. If the requester does not receive any of the transmissions of the response then the channel will time out on inactivity.

The additional repetitions in slot 3 are defined to increase reliability. However, it is possible that collision may occur in these slots and so the slot 1 transmissions should normally be regarded as the principal transmissions. The transmissions in slot 3 always use the DSB. They are therefore the principal transmissions when there is a mismatch in the perceived channel state.

- b) If the master DM-MS rejects the request then it may send the DM-REJECT in a slot 1. It need not repeat the message. Alternatively, during circuit mode occupation, the master DM-MS may send the DM-REJECT using a DSB in one or more slot 3's, in frames 1, 4, 7, 9, 10, 13, 15 or 16.

NOTE 6: As defined above, the master need not repeat the DM-REJECT message. If it chooses to repeat the message, it may send the message in a slot 1 or alternatively, during circuit mode occupation, in slot 3 in frame 1, 4, 7, 9, 10, 13, 15 or 16. The master should not send the DM-REJECT in a slot that is available for requests.

The following procedures shall apply if the master DM-MS receives a pre-emption or changeover request near the end of reservation:

- In the case of acceptance of the pre-emption or changeover request, the master DM-MS may send the response provided that the transmission of the response starts before the end of the announced reservation period. If the transmission of the response starts in the final frame of the announced reservation period, the master DM-MS shall transmit the response in both slot 1 and slot 3 of that frame.

The master DM-MS shall then continue the transmission of the response using the frame countdown mechanism in the normal way.

- In the case of rejection of the pre-emption or changeover request, transmission of the response is only permitted during the reservation period. If the transmission could not be completed within the reservation period, the master DM-MS shall not send the DM-REJECT message.

#### 8.5.7.2.4 Response to timing change request

On receipt of a timing change request addressed to itself, the master DM-MAC shall decide whether to accept or reject the request (refer to clause 8.4) and shall send a response DM-TIMING ACK.

If sending the response DM-TIMING ACK during circuit mode occupation, the master DM-MAC shall use the DNB (STCH) if it sends the message in slot 1; it need not repeat the message (since an accepted timing change is not announced until the end of the current call transaction, in the DM-TX CEASED messages). Alternatively, the master DM-MS may send the DM-TIMING ACK using a DSB in one or more slot 3's, in frames 1, 4, 7, 9, 10, 13, 15 or 16.

If sending the response DM-TIMING ACK during reservation, and if it is accepting the timing change request, the master DM-MAC shall send the DM-TIMING ACK message in a DSB in slot 1 in at least two frames and shall repeat it in each corresponding slot 3 if this is not a linearization frame. In the case of timing change acceptance during reservation, the DM-TIMING ACK also announces the timing change to the other DM-MSs on the channel; refer to clause 8.4.7.15.

When the master DM-MAC sends a DM-TIMING ACK message accepting a timing change request during reservation (so element "timing change announced" is set to 1), it shall send the message in at least three frames if the transmission includes frame 3.

If sending the response DM-TIMING ACK during reservation, and if it is rejecting the timing change request, the master DM-MAC shall send the DM-TIMING ACK message in a DSB in a slot 1. It need not repeat the message.

The following procedures shall apply if the master DM-MS receives a timing change request near the end of reservation:

- Transmission of the DM-TIMING ACK message is only permitted during the reservation period. If there would not be sufficient time to complete the DM-TIMING ACK transmission within the reservation period, the master DM-MS shall not send the DM-TIMING ACK message.
- In the case of acceptance of the timing change request, if the DM-TIMING ACK transmission can be completed within the reservation period but there would not be sufficient time to complete the following DM-RESERVED transmission within the reservation period, it is an MS designer choice whether the master DM-MS:
  - transmits the DM-TIMING ACK not followed by DM-RESERVED; or
  - does not send the DM-TIMING ACK message.

### 8.5.7.3 Procedures for requesting DM-MS

This clause defines the procedures for a requesting DM-MS to make a random access attempt during a direct MS-MS call.

NOTE 1: If a DM-MS wishes to pre-empt a call through a DM-REP or gateway, it needs to use the random access procedures described in clause 8.5.7.3 of the part of EN 300 396 appropriate to the ongoing call. Thus, for example, if the DM-MS wishes to pre-empt a call through a type 1 DM-REP in order to make a direct MS-MS call, it needs to use the pre-emption procedures defined in clause 8.5.7.3 of EN 300 396-4 [4]; after a successful pre-emption, it then uses the procedures in the present document for the call set-up.

NOTE 2: A random access attempt takes place on one DM channel. The defined procedures relate only to signalling messages sent or received on that DM channel.

#### 8.5.7.3.1 Preparing for random access

During channel occupation for a circuit mode call, the DM-MAC shall note whether requests may be sent in slot 3 of frames 2, 5, 8, 11, 14 and 17 (pre-emption flag). During channel reservation, the DM-MAC shall note the most recently received values of the "requests flag" and "changeover requests flag" and also in which additional frames requests may be sent in slot 3 ("requests bitmap" element).

The DM-MS shall only make one random access attempt at a time, per DM channel. A random access attempt refers to the period from receipt of the DMA-UNITDATA request primitive from layer 3 (or initiation of the timing change request procedure) until a response is received or the procedure is abandoned.

#### 8.5.7.3.2 First transmission of request

For a pre-emption request, the DM-MAC shall transmit its request in the first valid access slot.

For a changeover request, the DM-MAC shall transmit its request in the first valid access slot unless the request has been held in the DMCC during occupation in which case, on receipt of DM-TX CEASED, the DM-MAC shall choose a slot as follows:

- If the DM-TX CEASED message had the "recent user priority flag" set to 1, and if this is a recent user changeover request, then the DM-MAC shall transmit its request in the first valid access slot.
- If the DM-TX CEASED message had the "recent user priority flag" set to 1, and if this is not a recent user changeover request, then the DM-MAC shall choose an integer J randomly from the ranges 2 to 4 (using a uniform distribution) and shall transmit the request in the J'th valid access slot.
- If the DM-TX CEASED message had the "recent user priority flag" set to 0, then the DM-MAC shall choose an integer J randomly from the ranges 1 to 4 (using a uniform distribution) and shall transmit the request in the J'th valid access slot.

For a timing change request, the DM-MAC shall choose an integer J randomly from the ranges 1 to 8 (using a uniform distribution) and shall transmit the request in the J'th valid access slot.

The request shall be sent in a DSB using the DMAC-SYNC PDU.

### 8.5.7.3.3 Valid access slots

For random access to send a pre-emption request, the "valid access slots" as used in clauses 8.5.7.3.2 and 8.5.7.3.5 are as follows:

- During circuit mode occupation: slot 3 of frames 2, 5, 8, 11, 14 and 17, if allowed by the "pre-emption flag".

NOTE 1: If requests are permitted during circuit mode occupation, the "valid access slots" as defined may be used after the completion of the frame countdown for the transmissions of the DM-SETUP or DM-CONNECT ACK message.

Slot 3 is not valid for access while the master is sending DM-TX CEASED at the end of circuit mode occupation. Therefore, if the DM-MAC receives a DM-TX CEASED message in slot 1 then it shall regard the corresponding slot 3 as not being a valid access slot. If it receives a DM-TX CEASED message with "frame countdown" element F not equal to 00<sub>2</sub> then it shall regard the slot 3 of the next F frames as not being valid access slots.

- During channel reservation and if the most recently received "requests flag" was set to 1: slot 3 of frames 2, 5, 8, 11, 14 and 17, and optionally also the slot 3's indicated by the "requests bitmap". It is a DM-MS choice whether to change the pattern of valid access slots in reservation.

NOTE 2: If requests are permitted during reservation, the "valid access slots" as defined may be used after the completion of the frame countdown for the transmissions of the DM-TX CEASED message.

- During short data occupation: slot 3 of frames 2, 5, 8, 11, 14 and 17, but restricted to those frames in which the master intends to send SCH/F in slot 1. Those frames were indicated by the combination of the "frame countdown" and "number of SCH/F slots" elements in the DMAC-SYNC PDU that contained the DM-SDS DATA or DM-SDS UDATA header.

For random access to send a changeover request during channel reservation, and if the most recently received "requests flag" and "changeover requests flag" were both set to 1, the "valid access slots" are slot 3 of frames 2, 5, 8, 11, 14 and 17 and those slot 3's indicated by the "requests bitmap" element. (Changeover requests shall not be sent during short data or circuit mode occupation.)

NOTE 3: If requests are permitted during reservation, the "valid access slots" as defined may be used after the completion of the frame countdown for the transmissions of the DM-TX CEASED message.

For random access to send a timing change request, and if the most recently received "timing flag" was set to 1, the "valid access slots" are as for pre-emption requests during circuit mode occupation or channel reservation. (Timing change requests shall not be sent during short data occupation.)

However if, during channel reservation or short data occupation, the DM-MAC receives any message other than DM-REJECT in slot 1 in a DSB, then it shall regard the corresponding slot 3 as not being a valid access slot. Also, if it receives a DM-RESERVED message with "frame countdown" element F not equal to 00<sub>2</sub> then it shall regard the slot 3 of the next F frames as not being valid access slots.

If the DM-MAC has not successfully decoded a message from the master indicating that the random access is permitted, within the previous time DT214, then it shall regard all slots as not being valid access slots until it decodes an appropriate message from the master.

NOTE 4: Messages defining the currently permitted types of random access (either explicitly or implicitly) are DM-SETUP, DM-CONNECT ACK, DM-OCCUPIED, DM-TX CEASED, DM-RESERVED, DSB of DM-SDS UDATA and DSB of DM-SDS DATA.

NOTE 5: DM-SETUP PRES does not invite random access messages.

If the DM-MS is not adequately linearized then it shall regard all slots as not being valid access slots until it has linearized its transmitter.

#### 8.5.7.3.4 Waiting for response

After sending a request, the DM-MAC shall wait for a valid response from the master, containing the same layer 2 addresses as in the request but with source and destination addresses reversed. It shall look for the response in slot 1 of the following frames. It shall also look for the response in each corresponding slot 3 if this is not a linearization frame.

The first slot in which the response may be received is slot 1 of the first frame following the request.

Valid response message types are as follows:

- for a pre-emption request: DM-PRE ACCEPT or DM-REJECT;
- for a changeover request: DM-TX ACCEPT or DM-REJECT;
- for a timing change request: DM-TIMING ACK.

On receipt of a valid response to a pre-emption or changeover message, the DM-MAC shall report the success of the random access procedure to layer 3 using the DMA-REPORT indication primitive. It shall also deliver the received message to layer 3 using the DMA-UNITDATA indication primitive.

If a response is not received within a time DT211 after transmission of the request for circuit mode occupation or channel reservation, or within a time DT212 for short data occupation, the DM-MAC shall assume that the transmission has failed. Then it shall either:

- a) abandon its random access attempt (see clause 8.5.7.3.6); or
- b) select an access slot randomly for a retry, as defined in clause 8.5.7.3.5; however, the DM-MAC shall continue to look for a response while waiting to send the repeat message; if the DM-MAC receives a response before sending the repeat message, it shall accept the response and not retransmit.

#### 8.5.7.3.5 Subsequent transmission of request

When the DM-MAC requires to select an access slot for a retry (the N'th transmission of the request, where  $N \geq 2$ ), it shall choose an integer K randomly from the ranges 1 to  $2^M$ , using a uniform distribution, and shall transmit the request in the K'th valid access slot (unless the random access attempt is abandoned - see clause 8.5.7.3.6):

- if the first transmission was sent without randomization then  $M = N - 1$ ;
- for a pre-emption or changeover request and if the first transmission was sent with randomization, then  $M = N$ ;
- for a timing change request,  $M = N + 1$ .

The DM-MAC shall then wait for a response, as defined in clause 8.5.7.3.4.

**NOTE:** In most cases, for pre-emption and changeover requests, the first request can be sent in the first valid access slot. Then, for subsequent retries, the DM-MAC chooses randomly from 2 access opportunities, then from 4, then from 8 etc. If randomization was needed for the first transmission then, for subsequent retries, the DM-MAC chooses randomly from 4 access opportunities, then from 8, then from 16, etc.

Retries for timing change requests are delayed more than this because there is a possibility that several DM-MSs may be asking for a timing change, and also because timing change requests can contend with pre-emption requests.

#### 8.5.7.3.6 Abandoning random access attempt

The DM-MAC shall cease attempting random access if it receives a response from the master (as described in clause 8.5.7.3.4), or if any of the following occurs:

- a) The DM-MAC has sent the maximum permitted number of random access transmissions without receiving a response. The maximum number of transmissions is DN213 for a message with priority 00<sub>2</sub>, 01<sub>2</sub> or 10<sub>2</sub> (or for a timing change request) and DN215 for an emergency message (i.e. priority 11<sub>2</sub>).

- b) The appropriate time has elapsed since layer 3 issued the DMA-UNITDATA request primitive (or since the timing change request procedure was initiated). The appropriate time is DT213 for a message with priority  $00_2$ ,  $01_2$  or  $10_2$  (or for a timing change request) and DT215 for an emergency message (i.e. priority  $11_2$ ).

If timer DT213 or DT215 expires while timer DT211 or DT212 is active following transmission of a request, the DM-MAC shall continue to wait for a response until timer DT211 or DT212 expires before it abandons the random access attempt.

- c) The DM-MAC receives a DM-PRE ACCEPT or DM-TX ACCEPT message with the current master as source but addressed to another DM-MS.

The DM-MAC shall also abandon a random access attempt immediately if the random access attempt is initiated when the DM-MAC is currently in reservation after receiving a DM-TX ACCEPT message or a DM-PRE ACCEPT message for the ongoing call.

- d) For a slave DM-MS:
- the DM-MAC receives a message (e.g. DM-SETUP, DM-SETUP PRES, DM-CONNECT ACK, DM-SDS DATA or DM-SDS UDATA) indicating that there is now a new master of the ongoing call; or
  - the DM-MAC receives a call set-up (or DM-OCCUPIED) message addressed to itself but not related to the ongoing call, and the DM-MS decides to obey the incoming call set-up.

For an idle DM-MS: the DM-MAC receives a message (e.g. DM-SETUP, DM-SETUP PRES, DM-CONNECT ACK, DM-SDS DATA or DM-SDS UDATA) indicating that there is now a new master.

NOTE 1: If the DM-MAC receives a DM-SETUP or DM-SETUP PRES message indicating that the current master is re-starting transmission then it may continue a pre-emption or timing change random access attempt after the frame countdown for the DM-SETUP or DM-CONNECT ACK message. If it receives a DM-SDS DATA or DM-SDS UDATA message from the same master then it may continue a pre-emption random access attempt (after the frame countdown for the initial DSBs).

- e) The channel leaves occupation/reservation and becomes free or of unknown state.

If the reservation time remaining expires while timer DT211 is active following transmission of a pre-emption or changeover request, the DM-MAC shall continue to wait for a response until timer DT211 expires before it abandons the random access attempt. If the reservation time remaining expires while timer DT211 is active following transmission of a timing change request, the DM-MAC shall abandon the random access attempt immediately.

NOTE 2: If the end of channel occupation is indicated by a DM-RELEASE message then the DM-MAC immediately stops sending requests. However, if it has already sent a pre-emption request then it should continue to wait for a response until the end of the frame countdown for the DM-RELEASE message.

- f) The user application indicates that the random access attempt is to be abandoned.
- g) For a timing change request: the DM-MAC receives a message indicating that the master is no longer prepared to accept requests to change the channel timing (i.e. "timing flag" set to 0).
- h) For a timing change request: the DM-MAC receives a DM-TIMING ACK message with "timing acceptance flag" set to 1, with the current master as source but addressed to another DM-MS.

In all cases a) to e), for a pre-emption or changeover request, the failure of the random access procedure shall be reported to layer 3 using the DMA-REPORT indication primitive.

NOTE 3: For a pre-emption or changeover request, the DM-MAC reports failure of the transmission by layer 2. Layer 3 may then decide to issue a further DMA-UNITDATA request. For example, in case c) or d), it may attempt to pre-empt the new master; or, in case e), it may attempt to set up a call directly e.g. sending DM-SETUP.

NOTE 4: A zero setting of the "requests flag" stops random access requests temporarily but does not force the random access attempt to be abandoned (unless one of the criteria a) to h) also occurs). Similarly, a zero setting of the "changeover requests flag" stops changeover requests temporarily but does not force a changeover request attempt to be abandoned.

## 8.6 MAC procedures in traffic mode

NOTE: A circuit mode call takes place on one DM channel i.e. channel A or channel B. The defined procedures in traffic mode refer to the DM channel being used for the call.

### 8.6.1 Introduction

During traffic transmission in DM, the master DM-MS transmits traffic TCH in slot 1 of frames 1 to 17. Slot 3 of frames 1 to 17, and slots 1 and 3 of frame 18, are available for synchronization and signalling purposes e.g. occupation messages and pre-emption requests; see clause 8.4.

In traffic mode, in slot 1 of frames 1 to 17, the master DM-MS may steal capacity from the circuit for signalling purposes, without changing the current mode of operation. For example: U-plane signalling (user-to-user signalling and/or encryption synchronization) is only ever sent on STCH; the DMCC message DM-TX CEASED is sent on STCH; DM-RELEASE and DM-PRE ACCEPT may be sent on STCH; and C-plane signalling messages unrelated to the call may also be sent on STCH (e.g. unacknowledged short data messages). The STCH steals a part or all of the TCH bits within a burst, stealing the first half of the burst first. Use of normal training sequence 2 indicates when stealing has occurred and the MAC header in the first half slot indicates whether the second half slot is also stolen.

See clause 8.2 for the configuration of the lower MAC in synchronization, signalling and traffic mode.

### 8.6.2 Criteria for transmission and reception of traffic

During a circuit mode call:

- a sending DM-MS needs to decide when to start sending traffic (and when to stop);
- a receiving DM-MS needs to know when to process any received TCH (and when to stop).

The basic process is performed by DMCC messages DM-SETUP, DM-CONNECT ACK, DM-TX CEASED and DM-RELEASE. Also, a receiving DM-MS may enter a call by late entry after receiving a DM-OCCUPIED message addressed to itself. The "message type" is visible at layer 2 for both transmission and reception, and shall be used by the DM-MAC to decide when to switch in and out of traffic mode; refer to clause 8.6.3.

Information about the circuit mode call transaction is passed from the DMCC to the DM-MAC at the start of the traffic: after transmission or reception of DM-SETUP if there is no presence check; or after transmission or reception of DM-CONNECT ACK if there is a presence check; or after reception of DM-OCCUPIED for late entry. For the purposes of the protocol description, it is assumed that the DMCC passes call information to the DM-MAC in a DMC-CONFIGURE request primitive containing parameter "circuit mode information", which may comprise the following sub-parameters:

- type of circuit (i.e. TCH/S, TCH/2,4, TCH/4,8, TCH/7,2);
- interleaving depth N;
- encryption flag (i.e. whether end-to-end encryption applies);
- call type flag (i.e. individual or group call);
- user device.

For reception of DM-SETUP and DM-OCCUPIED, the DMCC issues the DMC-CONFIGURE request only if the user application decides to accept the incoming call.

NOTE 1: The TCH type and interleaving depth are actually visible at layer 2 in PDUs (in order to allow for repeater operation). However, in the protocol description, it is assumed that the DMCC confirms this information using the DMC-CONFIGURE request.

The upper MAC shall inform the lower MAC of the appropriate type of TCH logical channel for transmission or reception (since this affects the coding/decoding method).

After starting to transmit traffic, the master DM-MS shall continue to transmit traffic - TCH and/or STCH - in slot 1 of frames 1 to 17 until termination of the transmission by sending the DM-TX CEASED or DM-RELEASE message. A temporary exception to this transmission requirement is if the master DM-MS is dual watching and needs to respond to a message received on the TMO system or to linearize on the TMO system.

After starting to receive traffic, a slave DM-MAC may remain in traffic mode, processing TCH and STCH received in slot 1 of frames 1 to 17, until one of the following occurs:

- 1) it receives a DM-TX CEASED or DM-RELEASE message for the call; or
- 2) it receives a DMC-CONFIGURE request primitive from the DMCC containing parameter "call release" (i.e. the user has indicated that he wishes to stop receiving traffic); or
- 3) it receives a DM-RESERVED message for the call; or
- 4) a time DT221 elapses without receipt of a DM-OCCUPIED message for the call; or
- 5) the channel surveillance procedures defined in clause 8.4.2.4 indicate that channel reception has been lost (or that the channel has become occupied by other users).

In case 3), the DM-MAC shall report to the higher layers that the channel is now in reservation for the call (using the DMC-REPORT indication primitive). In case 4), the DM-MAC shall report that the call has been lost. In case 5), the DM-MAC shall report that the call has been lost (or that the channel has become occupied by other users).

NOTE 2: In case 1): on reception of a DM-TX CEASED or DM-RELEASE message from the master, the DM-MAC performs an action itself (in this case, leaving traffic receive mode). Also, since the MS is addressed by the message, the DM-MAC delivers the received message and DM-SDU to layer 3 in a DMA-UNITDATA indication primitive. This principle applies also to reception of other messages.

## 8.6.3 Change of U-plane mode

### 8.6.3.1 Call set-up without presence check

#### 8.6.3.1.1 Outgoing call

At call set-up (or for a call continuation), the DMCC issues a DM-SETUP message in a DMA-UNITDATA request primitive. If a channel is available, the DM-MAC shall become master and shall send the message the appropriate number of times using the frame countdown mechanism to indicate the number of frames in which the message is being repeated. The master DM-MAC shall then switch to traffic mode in the frame following the frame with "frame countdown" element set to zero. It shall start sending traffic (TCH and/or STCH) in slot 1 of that frame (if it is in the ranges 1 to 17) or otherwise in slot 1 of frame 1.

#### 8.6.3.1.2 Incoming call

On receipt of a DM-SETUP message for one of its addresses, received in frame X and with "frame countdown" element set to F, and if the DMCC issues a DMC-CONFIGURE request primitive, a slave DM-MAC shall assume that traffic will start in slot 1 of frame  $Y = (X + F) \bmod 18 + 1$  (if Y is in the ranges 1 to 17) or otherwise in slot 1 of frame 1.

### 8.6.3.2 Call set-up with presence check

#### 8.6.3.2.1 Outgoing call

At call set-up (or for a call continuation), the DMCC issues a DM-SETUP PRES message. If a channel is available, the DM-MAC sends the message the appropriate number of times, as master, and waits for a response from the addressed DM-MS.

The master DM-MAC's switch into traffic mode is timed from the transmission of the DM-CONNECT ACK message. If the DMCC issues a DM-CONNECT ACK then the DM-MAC shall send the message the appropriate number of times using DSBs and using the frame countdown mechanism to indicate the number of frames in which the message is being repeated. The DM-MAC shall then switch to traffic mode in the frame following the frame with "frame countdown" element set to zero. It shall start sending traffic (TCH and/or STCH) in slot 1 of that frame (if it is in the ranges 1 to 17) or otherwise in slot 1 of frame 1.

NOTE: If the DMCC issues DM-RELEASE instead of DM-CONNECT ACK then the DM-MAC sends the message using DSBs and does not switch into traffic mode.

#### 8.6.3.2.2 Incoming call

After receiving a DM-SETUP PRES message, the addressed slave DM-MS sends DM-CONNECT or DM-DISCONNECT; refer to clause 6. This message shall be sent the appropriate number of times. After sending DM-CONNECT, the switch into traffic mode is timed from the reception of a DM-CONNECT ACK message from the master. If it receives a DM-CONNECT ACK message in frame X, with "frame countdown" element set to F, the DM-MAC shall switch to traffic receive mode and attempt to receive traffic in slot 1 of frame  $Y = (X + F) \bmod 18 + 1$  (if Y is in the ranges 1 to 17) or otherwise in slot 1 of frame 1.

NOTE 1: In some cases, traffic may not be received in the first few frames.

NOTE 2: If the DM-MS sends DM-DISCONNECT, or if it receives DM-RELEASE from the master, or if the DMCC issues a DMC-CONFIGURE request to layer 2 indicating "call release", then the DM-MAC does not switch into traffic mode.

#### 8.6.3.3 Late entry

On receipt of a DM-OCCUPIED message for one of its addresses, and if the DMCC issues a DMC-CONFIGURE request primitive, a slave DM-MAC shall assume that traffic is ongoing in slot 1 of frames 1 to 17.

#### 8.6.3.4 End of traffic transmission

##### 8.6.3.4.1 Master DM-MS

At the end of traffic transmission, the master DMCC issues a DM-TX CEASED or DM-RELEASE message. The DM-MAC shall send the message on STCH, sending the message at least once per slot in successive traffic slots (i.e. slot 1 of frames 1 to 17) up to the appropriate number of transmissions. It shall then switch out of traffic mode.

If the DM-TX CEASED or DM-RELEASE message is sent in slot 1 of frame 6 or 12 then the master DM-MAC should send the message also in slot 3 of that frame using the DSB (replacing the channel occupation message). If the STCH message transmission includes frame 18 then the master DM-MAC should send the message also in slot 1 and slot 3 of frame 18 (using the DSB).

NOTE 1: The exception is that, if the master DM-MS is also sending DM-PRE ACCEPT, then the DM-PRE ACCEPT takes precedence in slot 3 of frames 6 and 12 and may take precedence in frame 18.

NOTE 2: DM-TX CEASED and DM-RELEASE are sent in slot 3 of other frames in addition to frames 6, 12 and 18 (see clauses 8.4.5.1.8 and 8.4.5.1.6).

##### 8.6.3.4.2 Slave DM-MS

On receipt of a DM-TX CEASED or DM-RELEASE message from the master, a slave DM-MAC shall switch out of traffic reception immediately (unless it has sent a pre-emption request, in which case it should not switch out of traffic mode until the end of the frame countdown for the DM-TX CEASED or DM-RELEASE message).

#### 8.6.4 Exchange of information at the DMD-SAP

In the protocol model, the actual user traffic is transferred between the U-plane application (e.g. the speech CODEC or circuit mode data application) and the DM-MAC via the DMD-SAP. The DMD-SAP is used for the transfer of speech frames or circuit mode data. It is also used if the U-plane application steals from the traffic capacity to send U-plane signalling.

For the purposes of the protocol description, the following service primitives are used.

NOTE 1: This does not imply any specific implementation. The word "shall" is used with the primitives and their parameters for traceability reasons in the protocol model, but the primitives are not testable.

NOTE 2: In an implementation, additional parameters may be included in the primitives in order to exchange additional information between the U-plane application and the DM-MAC.

- The DMD-UNITDATA request primitive shall be used when the U-plane application wishes to send information to the peer entity.
- The DMD-UNITDATA indication primitive shall be used for the DM-MAC to deliver information from the peer entity.
- The DMD-REPORT indication shall be used by the sending DM-MAC to issue reports to the U-plane application e.g. at the start and stop of traffic transmission, and when the DM-MAC has stolen from the traffic capacity. It shall also be used by the receiving DM-MAC at the start of traffic reception.

For the purposes of the protocol description, the unit of exchange at the DMD-SAP is a half slot. Under normal circumstances in traffic mode, two primitive exchanges each containing the equivalent of half a slot capacity are required to fill the physical MAC block that is to be transmitted over the air interface.

The parameters specific to the DMD-UNITDATA primitive are as follows (see also clause 7):

a) Half slot content:

The unit of information in the DMD-UNITDATA primitive is one half slot. The U-plane application shall provide a DM-SDU of the correct size for the appropriate logical channel, so that the DM-MAC does not have to insert filler bits to complete the DM-MAC block nor have to remove filler bits on reception.

In particular, when the U-plane application steals from the traffic capacity for U-plane signalling, the DM-SDU shall always be 121 bits. The upper DM-MAC shall then add a 3-bit MAC header, making the MAC block up to the 124 bits required for STCH. The U-plane signalling may be for user-to-user signalling or for encryption synchronization. However, the DM-MAC is not aware of the intended purpose of the U-plane signalling. (Any necessary discrimination shall be included within the DM-SDU.)

User traffic TCH does not have a MAC header.

b) Half slot position:

Each transferred half slot (in either direction) should be accompanied by a marker identifying it as the first or second half slot of a timeslot.

In both transmitting and receiving DM-MS, half slots should be grouped in pairs, equivalent to the data transmitted over the air interface in one slot. The binding between these pairs shall remain intact and the correct timing/ordering relationships with adjacent half slots preserved, even when a half slot is stolen and the half slots are processed separately by the DM-MAC.

c) Stolen indication:

At the transmitting side, this parameter shall indicate whether the half slot is stolen for U-plane signalling or not stolen.

At the receiving side, this parameter shall indicate whether the half slot was stolen for C-plane signalling, stolen for U-plane signalling or not stolen.

d) Half slot importance:

This parameter may be used only in the DMD-UNITDATA request primitive. It indicates the importance of the U-plane information, enabling the sending DM-MAC to decide when and whether to steal from the traffic capacity.

e) Half slot condition:

This parameter may be used only in the DMD-UNITDATA indication primitive. It indicates to the receiving U-plane application whether a half traffic slot was received successfully. It may take the following values:

- "Good" if the half slot was decoded successfully;
- "Bad" if a valid training sequence was detected but the CRC check failed;
- "Null" if no valid training sequence was detected.

The distinction between "Good" and "Bad" is not appropriate for TCH/7,2.

NOTE 3: For the purposes of the protocol description, channel encoding and decoding are performed in the lower MAC. However, this does not imply any particular implementation. If, for example, the implementers were to choose to perform the channel coding of TCH directly in the CODEC, then the descriptions of half slot transfer generally still apply (though the distinction between "Good" and "Bad" in the "half slot condition" parameter is no longer relevant).

NOTE 4: For the purposes of the protocol description, the unit of exchange at the DMD-SAP is always a half slot (corresponding to one speech frame). However, this does not imply any particular implementation. For example, implementers may prefer to use a full slot of data as the unit of exchange for circuit mode data TCH.

NOTE 5: It is assumed that the U-plane application provides valid data in the "half slot content" parameter even if the "half slot importance" is set to "no importance". Use of U-plane Discontinuous Traffic transmission (DTX) is not permitted in DM.

#### 8.6.4.1 Interface at transmitting DM-MS

At the start of a traffic transmission, the DM-MAC shall issue a report to the U-plane application to supply the "circuit mode information" parameter. The report shall also indicate the initial half slot synchronization i.e. whether the first valid U-plane half slot is a first or second half slot; that half slot may then be used either for TCH or for U-plane signalling.

NOTE 1: An initial half slot synchronization of "second half slot" applies only if the DM-MAC steals the first half slot for C-plane signalling e.g. to send encrypted transmitting party number identification (DM-INFO message).

A report should also be issued to the U-plane application at the end of traffic transmission.

When transmitting a slot in traffic mode, the sending DM-MAC is generally given the first half slot by the U-plane application, in a DMD-UNITDATA request primitive. That half slot may be either TCH, or U-plane signalling in the case of stealing by the U-plane application.

If the DM-MAC decides to steal the first half slot for C-plane signalling then the DM-MAC should issue a DMD-REPORT indication, enabling the U-plane application to revise the intended use of the second half slot.

The DM-MAC is then given the second half slot in another DMD-UNITDATA request primitive. Again, if the DM-MAC decides to steal the half slot for C-plane signalling then it should issue a DMD-REPORT indication.

In the case of circuit mode data with low or high protection: if the U-plane application steals the first half slot but not the second half slot then it should issue two DMD-UNITDATA request primitives for the first half slot (one containing the U-plane signalling data and the other containing TCH) and one DMD-UNITDATA request primitive for the second half slot (containing TCH). In the case of circuit mode data with interleaving depth  $N = 4$  or  $8$ : if the U-plane application steals both half slots then it should issue two DMD-UNITDATA request primitives for each half slot (one containing the U-plane signalling data and the other containing TCH).

At this time, the DM-MAC has the contents of one slot. Permitted combinations for the two half slots are as follows:

- a) Not stolen i.e. TCH / Not stolen i.e. TCH;
- b) Stolen for C-plane / Not stolen i.e. TCH;
- c) Stolen for U-plane / Not stolen i.e. TCH;

- d) Stolen for C-plane / Stolen for C-plane;
- e) Stolen for C-plane / Stolen for U-plane;
- f) Stolen for U-plane / Stolen for C-plane;
- g) Stolen for U-plane / Stolen for U-plane.

In case a), the MS shall transmit in the slot using normal training sequence 1, with a full slot of TCH (DMAC-TRAFFIC PDU). In all the other cases, normal training sequence 2 shall be used and the stealing procedure described in clause 8.6.5 shall apply.

In cases b) and c), for a speech call or unprotected data, the upper MAC shall issue a half slot of STCH and a half slot of TCH to the lower MAC. In cases d), e), f) and g), for a speech call or unprotected data, the upper MAC shall issue two half slots of STCH to the lower MAC.

In cases b) and c), for a circuit mode data call with low or high protection, the upper MAC shall issue both a half slot of STCH and a full slot of TCH to the lower MAC. In cases d), e), f) and g), for a circuit mode data call with  $N = 1$ , the upper MAC shall issue two half slots of STCH to the lower MAC. In cases d), e), f) and g), for a circuit mode data call with  $N = 4$  or  $8$ , the upper MAC shall issue two half slots of STCH and also a full slot of TCH to the lower MAC.

NOTE 2: Not stolen + Stolen for C-plane is not a permitted combination.

If the MAC receives Not stolen + Stolen for U-plane from the U-plane application, it could use case e), replacing the traffic with a null C-plane message. However, this would make inefficient use of the channel. It is recommended that the U-plane application does not request this form.

NOTE 3: In an implementation, it may be preferred that (when practicable) the MAC informs the U-plane application as soon as it knows that it will perform C-plane stealing. For example, for a high priority C-plane message, the MAC may intend to steal irrespective of the U-plane half slot importance.

NOTE 4: The above procedure specifies that, for protected circuit mode data with stealing in a slot, the upper MAC may issue both the STCH and a full slot of TCH to the lower MAC. This is because, for protected circuit mode data, the lower MAC replaces traffic bits with STCH bits after normal coding and interleaving of the TCH (see EN 300 396-2 [2], clause 8). This contrasts with the method for speech, where the second half slot is half-slot interleaved if the first half slot is stolen.

#### 8.6.4.2 Interface at receiving DM-MS

At the start of traffic reception, the DM-MAC shall issue a report to the U-plane application to supply the "circuit mode information" parameter.

The following procedures in this clause shall apply for reception in slot 1 of frames 1 to 17 by a DM-MS that is authorized to receive TCH, i.e. if the DM-MS was addressed by the DM-SETUP, DM-CONNECT ACK or DM-OCCUPIED message and the user application accepted the call.

TCH shall be passed to the U-plane application.

U-plane signalling shall be passed to the U-plane application after removal of the 3-bit MAC header.

C-plane STCH shall be processed by the DM-MAC, and any suitably addressed messages shall be passed to layer 3.

In all cases, for each half slot, the DM-MAC shall issue the DMD-UNITDATA indication primitive to the U-plane application containing any U-plane information (TCH or STCH) and indicating whether the half slot was stolen for C-plane signalling, stolen for U-plane signalling or not stolen.

For protected circuit mode data, in the case of a slot in which only the first half slot was stolen, the upper MAC should receive a half slot of STCH and a full slot of TCH from the lower MAC. The upper MAC shall issue a DMD-UNITDATA indication primitive to the U-plane application containing the U-plane signalling data (if the first half slot was stolen for U-plane signalling) and shall issue two DMD-UNITDATA indication primitives containing TCH, one for each half slot. For circuit mode data with  $N = 4$  or  $8$ , in the case that both half slots are stolen, the upper MAC should receive two half slots of STCH and a full slot of TCH from the lower MAC. The upper MAC shall issue the appropriate DMD-UNITDATA indication primitive(s) to the U-plane application containing U-plane signalling data (if either half slot was stolen for U-plane signalling) and shall issue two DMD-UNITDATA indication primitives containing TCH.

NOTE 1: For the purposes of the protocol description, in the case of U-plane stealing from circuit mode data with  $N = 1$ : when the U-plane signalling data is delivered to the U-plane application, it is associated with the same half slot as the circuit mode data delivered for that half slot. In any instances for which it is necessary to define the relative order of the two types of data associated with a half slot, it is recommended that the U-plane application considers the U-plane signalling data associated with the half slot to be available before the circuit mode data associated with that half slot.

The same principle applies to circuit mode data with  $N = 4$  or  $8$ . However, the  $N - 1$  traffic frame delay procedure for U-plane signalling also applies, as described below.

For the purposes of the protocol description (see note 3): in the case of U-plane stealing from circuit mode data with  $N = 4$  or  $8$ , the receiving upper MAC shall delay the issuing of the DMD-UNITDATA indication primitive(s) containing the U-plane signalling data by  $N - 1$  traffic frames.

NOTE 2: This procedure for delaying the delivery of signalling data for  $N = 4$  and  $8$  applies only to U-plane stealing (not to C-plane stealing).

The procedure is defined so that the U-plane signalling is delivered to the U-plane application with the same U-plane circuit mode data as when it was given by the sending U-plane application to the sending upper MAC. The need for the procedure arises because the multi-slot interleaving causes the circuit mode data to be delayed by  $N - 1$  traffic frames across the air interface, whereas the U-plane signalling is not delayed.

NOTE 3: For the purposes of the protocol description, the U-plane signalling is delayed in the upper MAC. However, in an implementation, it may be preferred that the upper MAC delivers the U-plane signalling to the U-plane application as soon as it is received. In this case, the U-plane application delays position-sensitive signalling (such as end-to-end encryption synchronization) before use.

In the case of un-decodeable TCH, the DM-MAC may pass the received data to the U-plane application, but shall set the "half slot condition" parameter appropriately in the DMD-UNITDATA indication primitive.

## 8.6.5 Stealing from circuit mode capacity

### 8.6.5.1 Transmission on STCH

Stealing from circuit mode capacity shall only be used by a DM-MS that is currently transmitting traffic.

The appropriate PDUs for C-plane STCH shall be:

DMAC-DATA PDU:	first or second half slot;
DMAC-END PDU:	second half slot only (final fragment).

The appropriate PDU for U-plane STCH shall be:

DMAC-U-SIGNAL PDU:	first or second half slot.
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The MAC header of a DMAC-DATA or DMAC-U-SIGNAL PDU sent in a first half slot shall indicate whether the second half slot is also stolen (using the second half slot stolen flag). The MAC header of a DMAC-DATA PDU shall also indicate whether this is the start of fragmentation (using the fragmentation flag) or whether this is a Null PDU (using the Null PDU flag).

- If the second half slot is not stolen then it shall contain TCH (DMAC-TRAFFIC PDU).
- If the second half slot is stolen, it may contain either U-plane or C-plane signalling (as indicated by the MAC header in the second half slot).
- If the MAC header of a DMAC-DATA PDU indicates start of fragmentation then it shall also indicate that the second half slot is stolen (and that this is not a Null PDU). The final fragment shall be sent in the second half slot, using the DMAC-END PDU.

After the first transmission of a C-plane message, the DM-MAC shall issue an interim report to layer 3 (DMA-REPORT indication primitive). After transmitting the message the required number of times, the DM-MAC shall report to layer 3 that the message transmission has been completed. If the traffic transmission stops before the DM-MAC has sent the message the required number of times, the DM-MAC shall report the failure of the message transmission.

NOTE: The MS may use the Null PDU as a dummy C-plane message on STCH, in either the first half slot, second half slot or both. For example, if the master MS sends DM-SETUP but then TCH from the U-plane application is not ready immediately, the DM-MAC may send C-plane STCH + STCH e.g. containing Null PDUs.

### 8.6.5.2 Criteria for C-plane stealing

When a DM-MS is transmitting, the DM-MAC may steal from the traffic capacity to send C-plane signalling. The DM-MAC then sends C-plane signalling instead of the data received from the U-plane application. The DM-MAC shall not move the replaced U-plane data (neither traffic nor signalling) to a different half slot or slot.

The DM-MAC should report C-plane stealing to the U-plane application, enabling the application to revise the intended use of subsequent half slots, or to retransmit any U-plane signalling that has been overwritten by the MAC.

The following rules apply for the transmission of C-plane messages:

- a) For C-plane messages other than DM-TX CEASED, DM-RELEASE and DM-PRE ACCEPT (e.g. for short data messages and DM-INFO messages), the MS designer should choose suitable criteria for deciding when the DM-MAC may steal, based on the stealing priority of the C-plane message, the half slot importance and the time since the last stealing occurrence. It is recommended that the DM-MAC does not re-steal over U-plane signalling. Also, the MS designer should note that frequent stealing would degrade the quality of the circuit.

If the message is sent more than once then the DM-MAC should use the stealing criteria independently for each repetition.

- b) For DM-TX CEASED and DM-RELEASE, the DM-MAC shall send the message at the first opportunity - without regard to the half slot importance. The DM-MAC shall repeat the message the appropriate number of times, sending the message on STCH at least once per slot in successive traffic slots (i.e. slot 1 of frames 1 to 17). It shall then switch out of traffic mode.
- c) For DM-PRE ACCEPT sent on STCH during traffic transmission, the DM-MAC shall send the message in the same traffic slots as the DM-TX CEASED or DM-RELEASE PDU, with the two messages sent in the two halves of the same traffic slots. It should send the DM-PRE ACCEPT in the first half slot and the DM-TX CEASED or DM-RELEASE in the second half slot.

NOTE: The DM-TX CEASED (or DM-RELEASE) PDU terminates the traffic transmission. Note therefore that, for a circuit mode data call with an interleaving depth of  $N = 4$  or  $8$ , the DMCC in the transmitting MS should normally ensure that the MS has been able to issue  $N - 1$  slots containing tail bits (zeros) to the lower MAC at the end of the required data transmission before sending the transaction termination PDU. These tail bits are needed to complete the interleaving of the circuit mode data. (Exceptions to this rule may occur in the case of pre-emption.)

### 8.6.5.3 Reception on STCH

This procedure may be used by all DM-MSs that are receiving the DM channel and shall be used by DM-MSs that are receiving traffic.

DM-MSs obeying this procedure shall inspect slots containing STCH and shall check whether the STCH contains C-plane or U-plane signalling. The parts of C-plane signalling messages that are visible at layer 2 may be used by all DM-MSs that are receiving the DM channel. Only those DM-MSs addressed by a C-plane message shall deliver the DM-SDU to layer 3. Only DM-MSs that are currently permitted to receive traffic shall pass the TCH, and the DM-SDU in U-plane signalling (DMAC-U-SIGNAL PDU), to the U-plane application.

The training sequence in each slot shall indicate whether stealing has occurred.

For normal training sequence 1, the receiving DM-MS shall assume that the slot contains only TCH.

For normal training sequence 2, the first half slot shall be assumed to be STCH. Then the MAC PDU type shall indicate whether the first half slot was stolen for C-plane signalling (DMAC-DATA PDU) or for U-plane signalling (DMAC-U-SIGNAL PDU). The receiving DM-MAC shall inspect the "second half slot stolen flag" in the MAC header to discover whether the second half slot is also stolen. Also, for the DMAC-DATA PDU, if the MAC header contains "fragmentation flag" set to 1, the addressed DM-MS(s) shall assume the start of fragmentation and shall store the DM-SDU fragment.

If the first half slot is not decodeable, the MS designer should choose an appropriate method for processing the second half of the slot.

**NOTE:** For example, the MS might make a first assumption that the second half slot is stolen, but revise that decision if the CRC fails. (This method could be particularly useful at the start of an encrypted transmission when encryption synchronization might be sent in both halves of the slot.) Otherwise the MS could treat the second half slot as "CRC fail" TCH.

If the second half slot is not stolen, the receiving DM-MS shall interpret the second half slot as TCH.

If the second half slot is stolen, the DM-MS shall interpret the second half slot as STCH. Then the MAC PDU type shall indicate whether the second half slot was stolen for C-plane signalling (DMAC-DATA or DMAC-END PDU) or for U-plane signalling (DMAC-U-SIGNAL PDU). If the second half slot is not decodeable, the DM-MS should regard the MAC block as C-plane signalling with CRC failure.

If the second half slot is not decodeable, or if the second half slot does not include a DMAC-END PDU, a DM-MAC that stored a first fragment in the first half slot shall discard that fragment. Otherwise, it shall append the fragment from the DMAC-END PDU to the already received fragment, and shall deliver the complete message to layer 3.

## 9 PDU descriptions

This clause describes the PDUs which apply to the DM air interface layers 2 and 3.

The following clauses contain descriptions of the PDUs and the information elements contained within them. The structure of the PDU definitions represented by the tables is as follows:

- the information element column gives the name of the contained element(s);
- the element length column defines the length of the element in bits;
- the element types (C/M) are:
  - Mandatory (M): these elements shall always be present and shall appear in the position and order shown;
  - Conditional I: these elements are conditional depending on other preceding elements; if they are included then they shall appear in the position and order shown;
- the remarks column contains other information on the information element.

The elements shall be transmitted in the order specified by the table with the top element being transmitted first (before interleaving). The content of an information element is represented by a binary value and the most significant bit of that binary value shall be transmitted first (before interleaving).

### 9.1 Layer 2 PDUs sent in DSB

#### 9.1.1 DMAC-SYNC PDU

The DMAC-SYNC PDU shall always be transmitted using the 60 available bits of the logical channel SCH/S and the 124 available bits of the logical channel SCH/H. Its purpose is to enable MSs to synchronize to the transmissions of the master MS in order to establish the DM channel in the desired configuration. It may also be used for transmissions of a slave or idle MS. Its content shall be as defined in tables 21 and 22.

Table 21: DMAC-SYNC PDU contents in SCH/S

Information element	Length	Type	Remark
System code	4	M	
SYNC PDU type	2	M	Value 00 <sub>2</sub> indicates DMAC-SYNC PDU
Communication type	2	M	Set to 00 <sub>2</sub> for direct MS-MS operation
Master/slave link flag	1	C	Included if communication type = 01 <sub>2</sub> or 11 <sub>2</sub>
Reserved	1	C	Included if communication type = 00 <sub>2</sub> or 10 <sub>2</sub> Default value = 0
Gateway generated message flag	1	C	Included if communication type = 10 <sub>2</sub> or 11 <sub>2</sub>
Reserved	1	C	Included if communication type = 00 <sub>2</sub> or 01 <sub>2</sub> Default value = 0
A/B channel usage	2	M	
Slot number	2	M	
Frame number	5	M	
Air interface encryption state	2	M	Determines interpretation of following 39 bits
Time Variant Parameter	29	C	Included if air interface encryption state ≠ 00 <sub>2</sub>
Reserved	1	C	Included if air interface encryption state ≠ 00 <sub>2</sub> Default value = 0
KSG number	4	C	Included if air interface encryption state ≠ 00 <sub>2</sub>
Encryption key number	5	C	Included if air interface encryption state ≠ 00 <sub>2</sub>
Reserved	39	C	Included if air interface encryption state = 00 <sub>2</sub> Default value = all zeros

Table 22: DMAC-SYNC PDU contents in SCH/H

Information element	Length	Type	Remark
Repeater address	10	C	Included if communication type = 01 <sub>2</sub>
Gateway address	10	C	Included if communication type = 10 <sub>2</sub> or 11 <sub>2</sub>
Reserved	10	C	Included if communication type = 00 <sub>2</sub> . Default value = all zeros
Fill bit indication	1	M	
Fragmentation flag	1	M	
Number of SCH/F slots	4	C	Included if fragmentation flag = 1
Frame countdown	2	M	
Destination address type	2	M	See note
Destination address	24	C	Included if destination address type ≠ 10 <sub>2</sub> (so always present for direct MS-MS operation and for operation with a DM-REP)
Source address type	2	M	Note
Source address	24	C	Included if source address type ≠ 10 <sub>2</sub> (so always present for direct MS-MS operation and for operation with a DM-REP)
Mobile Network Identity	24	C	Always present if communication type = 00 <sub>2</sub> or 01 <sub>2</sub> . For communication type = 10 <sub>2</sub> or 11 <sub>2</sub> see EN 300 396-5 [5]
Message type	5	M	
Message dependent elements	varies	C	
DM-SDU	varies	C	
NOTE:	Neither the destination address type nor the source address type in DMAC-SYNC shall be set to 10 <sub>2</sub> for direct MS-MS operation or for operation with a DM-REP.		

## 9.2 Layer 2 PDUs sent in DNB

The following clauses describe the content of layer 2 PDUs transmitted in the DM Normal Burst either in the logical channel SCH/F or the stealing channel STCH.

## 9.2.1 DMAC-DATA PDU

The DMAC-DATA PDU may be used to send C-plane signalling data in a full slot (SCH/F). It may also be used to send C-plane signalling data in the first half slot of a burst using the STCH. If the second half of a slot is also stolen, the DMAC-DATA PDU may also be used to send another C-plane PDU in the second half slot using the STCH. Its contents shall be as defined in table 23.

**Table 23: DMAC-DATA PDU contents**

Information element	Length	Type	Remark
MAC PDU type	2	M	Value 00 <sub>2</sub> indicates DMAC-DATA PDU
Fill bit indication	1	M	
Second half slot stolen flag	1	M	See note 1
Fragmentation flag	1	M	See note 2
Null PDU flag	1	M	See note 3
Frame countdown	2	M	
Air interface encryption state	2	M	
Destination address type	2	M	See note 4
Destination address	24	C	Included if destination address type $\neq$ 10 <sub>2</sub> (so always present for direct MS-MS operation and for operation with a DM-REP)
Source address type	2	M	
Source address	24	C	Included if source address type $\neq$ 10 <sub>2</sub>
Mobile Network Identity	24	C	Always present if communication type = 00 <sub>2</sub> or 01 <sub>2</sub> . For communication type = 10 <sub>2</sub> or 11 <sub>2</sub> see EN 300 396-5 [5]
Message type	5	M	
Message dependent elements	varies	C	
DM-SDU	varies	C	
NOTE 1: If DMAC-DATA is sent on SCH/F or in the second half of a slot, the second half slot stolen flag shall still be present but its content shall be ignored.			
NOTE 2: If DMAC-DATA is sent on SCH/F or in the second half of a slot, the fragmentation flag shall be set to 0.			
NOTE 3: For a Null PDU (i.e. if Null PDU flag = 1), there shall be no further information in the PDU after the Null PDU flag; in this case the Null PDU flag is the last element in the PDU.			
NOTE 4: The destination address type in DMAC-DATA shall not be set to 10 <sub>2</sub> for direct MS-MS operation or for operation with a DM-REP.			

## 9.2.2 DMAC-FRAG PDU

The DMAC-FRAG PDU shall be used to send continuation fragments of fragmented C-plane signalling data using SCH/F in a full timeslot. Its contents shall be as defined in table 24.

**Table 24: DMAC-FRAG PDU contents**

Information element	Length	Type	Remark
MAC PDU type	2	M	Value 01 <sub>2</sub> indicates DMAC-FRAG or DMAC-END PDU
MAC PDU subtype	1	M	Value 0 indicates DMAC-FRAG PDU
Fill bit indication	1	M	
DM-SDU	varies	M	
NOTE: The first two bits of the MAC header distinguish between the possible MAC PDU types which can be sent using a full slot. A PDU subtype bit distinguishes between DMAC-FRAG and DMAC-END which share the same PDU type.			

## 9.2.3 DMAC-END PDU

The DMAC-END PDU shall be used to send the final fragment of fragmented C-plane signalling data using SCH/F in a full timeslot. It shall also be used to send the last fragment of fragmented C-plane signalling in the second half of a stolen full slot. Its contents shall be as defined in table 25.

Table 25: DMAC-END PDU contents

Information element	Length	Type	Remark
MAC PDU type	2	M	Value 01 <sub>2</sub> indicates DMAC-FRAG or DMAC-END PDU
MAC PDU subtype	1	M	Value 1 indicates DMAC-END PDU
Fill bit indication	1	M	
DM-SDU	varies	M	
NOTE: The first two bits of the MAC header distinguish between the possible PDU types which can be sent on the SCH/F or STCH. A PDU subtype bit distinguishes between DMAC-FRAG and DMAC-END which share the same PDU type.			

## 9.2.4 DMAC-U-SIGNAL PDU

The DMAC-U-SIGNAL PDU shall be transmitted in the DNB. It shall be used to send U-plane signalling data using STCH in a half slot. Its contents shall be as defined in table 26.

Table 26: DMAC-U-SIGNAL PDU contents

Information element	Length	Type	Remark
MAC PDU type	2	M	Value 11 <sub>2</sub> indicates DMAC-U-SIGNAL
Second half slot stolen flag	1	M	See note 1
U-plane DM-SDU	121	M	See note 2
NOTE 1: If DMAC-U-SIGNAL is sent in the second half of a full slot, the second half slot stolen flag shall still be present but its content shall be ignored.			
NOTE 2: The U-plane DM-SDU contains the user information which is received from the U-plane application for transmission in this PDU or passed to the U-plane application on receipt of this PDU. It shall be the responsibility of the U-plane application to specify the meaning of the contents of the DM-SDU. The DM-SDU length shall always be 121 bits. If the U-plane application requires fewer bits, it is the responsibility of that application to insert filler bits to ensure a 121-bit DM-SDU length.			

## 9.2.5 DMAC-TRAFFIC PDU

The DMAC-TRAFFIC PDU shall be used for sending U-plane traffic data using TCH/S, TCH/7,2, TCH/4,8 or TCH/2,4. This PDU has no header and all capacity shall be devoted to traffic information passed to and from the U-plane application. When the MAC is in traffic mode, this PDU type shall be assumed unless the training sequence indicates the presence of the STCH.

When stealing does not occur, the DMAC-TRAFFIC PDU shall occupy the full slot.

If stealing occurs and only the first half of the slot is stolen then, for TCH/S or TCH/7,2, the DMAC-TRAFFIC PDU shall occupy the second half of the slot. (In the case of TCH/4,8 or TCH/2,4, refer to clause 8.6.4.1.)

## 9.3 Layer 2 information element coding

The following clauses contain descriptions of the information elements contained within the layer 2 PDUs, and provide a description of what the elements represent in relation to their bit representation. The structure of the tables is as follows:

- the information element column gives the name of the element;
- the element length column defines the length of the element in bits;
- the value column denotes fixed values or a range of values;
- the remarks column defines the meaning of the information element against each of its bit represented values.

### 9.3.1 A/B channel usage

The A/B channel usage element is used to indicate whether the call is taking place on a channel A or channel B. For channel A, it also indicates whether normal or frequency efficient mode is in operation.

Information element	Length	Value	Remark
A/B channel usage	2	00 <sub>2</sub>	Channel A, normal mode
		01 <sub>2</sub>	Channel A, frequency efficient mode
		10 <sub>2</sub>	Channel B
		11 <sub>2</sub>	Reserved

### 9.3.2 Air interface encryption state

The air interface encryption state element indicates whether the current PDU includes encryption and if so at what point(s) in the PDU the encryption is applied.

Information element	Length	Value	Remark
Air interface encryption state	2	00 <sub>2</sub>	Security class DM-1: no air interface encryption applied
		01 <sub>2</sub>	Security class DM-2-C: in the DMAC-SYNC PDU, the PDU is encrypted from the destination address element and onwards except for the source address type element, and any related traffic is air interface encrypted. In the DMAC-DATA PDU, the PDU is encrypted from the destination address type element and onwards
		10 <sub>2</sub>	Security class DM-2-A: the DM-SDU and any related traffic are air interface encrypted. Addresses are not encrypted
		11 <sub>2</sub>	Security class DM-2-B: the destination address (SSI), DM-SDU and any related traffic are air interface encrypted

NOTE 1: Except in DMAC-DATA PDUs for class DM-2-C, the destination and source address type elements are never encrypted.

NOTE 2: DM-1 is considered the lowest level of security.

NOTE 3: DM-2-A through DM-2-B to DM-2-C provide progressively increased levels of security by encrypting more of the signalling content.

### 9.3.3 Communication type

The communication type element is used to indicate whether the call is a direct communication between MSs, or whether it is being routed via a DM-REP, DM-GATE or DM-REP/GATE. The setting of this element affects how the address information is to be handled.

Information element	Length	Value	Remark
Communication type	2	00 <sub>2</sub>	Direct MS-MS
		01 <sub>2</sub>	Via DM-REP; see EN 300 396-4 [4] and EN 300 396-7 [i.2]
		10 <sub>2</sub>	Via DM-GATE; see EN 300 396-5 [5]
		11 <sub>2</sub>	Via DM-REP/GATE; see EN 300 396-5 [5]

### 9.3.4 Destination address

The destination address element is an SSI used to identify the intended recipient(s) of the message. The destination address can be either an ISSI or a GSSI, or a pseudo (false) address may be used in some cases.

### 9.3.5 Destination address type

The destination address type element is used to indicate the status of the 24-bit destination address which may follow this element in the PDU.

Information element	Length	Value	Remark
Destination address type	2	00 <sub>2</sub>	True SSI, with MNI as given in PDU
		01 <sub>2</sub>	Pseudo SSI
		10 <sub>2</sub>	No destination address This value is not used in the present document
		11 <sub>2</sub>	Reserved

### 9.3.6 DM-SDU

The DM-SDU is the service user data message from layer 3.

### 9.3.7 Encryption key number

The encryption key number element selects the currently valid SCK from a set of 32 SCKs.

Information element	Length	Value	Remark
Encryption key number	5	00000 <sub>2</sub>	SCK number 1
		00001 <sub>2</sub>	SCK number 2
		etc.	etc.
		11111 <sub>2</sub>	SCK number 32

NOTE: The usage of the encryption key number is defined in EN 300 396-6 [6].

### 9.3.8 Fill bit indication

The fill bit indication element indicates whether there are any fill bits in the MAC block, which shall be added whenever the combined size of the MAC PDU header and the DM-SDU is less than the available capacity of the MAC block.

Information element	Length	Value	Remark
Fill bit indication	1	0	No fill bits present
		1	Fill bit(s) are present

### 9.3.9 Fragmentation flag

The fragmentation flag indicates whether the DM-SDU is fragmented across a number of MAC blocks.

Information element	Length	Value	Remark
Fragmentation flag	1	0	No fragmentation
		1	Start of fragmentation

### 9.3.10 Frame countdown

The frame countdown element indicates the relative position of the current message in relation to the final repeat(s) of the same message. It indicates the number of frames in which the PDU may be repeated.

Information element	Length	Value	Remark
Frame countdown	2	00 <sub>2</sub>	Final transmission frame
		01 <sub>2</sub>	One transmission frame to follow
		10 <sub>2</sub>	Two transmission frames to follow
		11 <sub>2</sub>	Three transmission frames to follow

### 9.3.11 Frame number

The frame number element indicates in which frame within the multiframe structure the synchronization message occurs in order that the slave and idle MS(s) may set their frame counter appropriately.

Information element	Length	Value	Remark
Frame number	5	00000 <sub>2</sub>	Reserved
		00001 <sub>2</sub>	Frame 1
		etc.	etc.
		10010 <sub>2</sub>	Frame 18
		others	Reserved

### 9.3.12 Gateway address

The gateway address element is a 10-bit address by which a particular gateway is addressed in order to provide a distinct and specific routing of a call via a DM-GATE or DM-REP/GATE.

NOTE: The gateway address element is not used in the present document.

### 9.3.13 Gateway generated message flag

The gateway generated message flag indicates, for operation with a DM-GATE or DM-REP/GATE, whether this DMAC-SYNC PDU was generated by the gateway or originated by a DM-MS.

NOTE 1: When re-transmitting a DM-MS's message on the DM channel, a DM-REP/GATE leaves the gateway generated message flag unchanged (i.e. set to 0).

NOTE 2: The gateway generated message flag is not used in this part of the EN.

Information element	Length	Value	Remark
Gateway generated message flag	1	0	Message originated by DM-MS
		1	Message generated by gateway

### 9.3.14 Key Stream Generator (KSG) number

The KSG number is used as a means to identify which air interface encryption algorithm applies to the current message.

Information element	Length	Value	Remark
KSG number	4	0xxx <sub>2</sub>	TETRA standard algorithms. See EN 300 396-6 [6]
		1xxx <sub>2</sub>	Proprietary TETRA algorithms

### 9.3.15 MAC PDU subtype

The MAC PDU subtype flag indicates whether DMAC-FRAG or DMAC-END is being sent when MAC PDU type = 01<sub>2</sub>.

Information element	Length	Value	Remark
MAC PDU subtype	1	0	DMAC-FRAG
		1	DMAC-END

### 9.3.16 MAC PDU type

The MAC PDU type element indicates which MAC PDU is being sent in a DNB.

Information element	Length	Value	Remark
MAC PDU type	2	00 <sub>2</sub>	A-SAP, DMAC-DATA
		01 <sub>2</sub>	A-SAP, DMAC-FRAG or DMAC-END
		10 <sub>2</sub>	Reserved
		11 <sub>2</sub>	D-SAP, DMAC-U-SIGNAL

### 9.3.17 Master/slave link flag

The master/slave link flag indicates, for operation with a DM-REP or DM-REP/GATE, whether this transmission is being sent on the master link or slave link. Its inclusion is in order to avoid erroneous detection of transmissions to a DM-REP or DM-REP/GATE.

NOTE: The master/slave link flag is not used in the present document.

Information element	Length	Value	Remark
Master/slave link flag	1	0	Transmission on slave link
		1	Transmission on master link

### 9.3.18 Message dependent elements

The message dependent elements element in the PDU varies in content depending on which of the layer 3 messages are subsequently sent in the PDU, i.e. it varies with the message type element. The content of this element for each of the layer 3 messages is specified along with the layer 3 PDUs in clause 9.5.

### 9.3.19 Message type

The message type element indicates the type of layer 3 PDU or layer 2 message sent over the air interface. The interpretation of subsequent elements in the PDU is dependent on the value of the message type element.

Information element	Length	Value	Remark
Message type	5	00000 <sub>2</sub>	DM-RESERVED
		00001 <sub>2</sub>	DM-SDS OCCUPIED
		00010 <sub>2</sub>	DM-TIMING REQUEST
		00011 <sub>2</sub>	DM-TIMING ACK
		00100 <sub>2</sub>	Reserved
		00101 <sub>2</sub>	Reserved
		00110 <sub>2</sub>	Reserved
		00111 <sub>2</sub>	Reserved
		01000 <sub>2</sub>	DM-SETUP
		01001 <sub>2</sub>	DM-SETUP PRES
		01010 <sub>2</sub>	DM-CONNECT
		01011 <sub>2</sub>	DM-DISCONNECT
		01100 <sub>2</sub>	DM-CONNECT ACK
		01101 <sub>2</sub>	DM-OCCUPIED
		01110 <sub>2</sub>	DM-RELEASE
		01111 <sub>2</sub>	DM-TX CEASED
		10000 <sub>2</sub>	DM-TX REQUEST
		10001 <sub>2</sub>	DM-TX ACCEPT
		10010 <sub>2</sub>	DM-PREEMPT
		10011 <sub>2</sub>	DM-PRE ACCEPT
		10100 <sub>2</sub>	DM-REJECT
		10101 <sub>2</sub>	DM-INFO
		10110 <sub>2</sub>	DM-SDS UDATA
		10111 <sub>2</sub>	DM-SDS DATA
		11000 <sub>2</sub>	DM-SDS ACK
		11001 <sub>2</sub>	Gateway-specific messages; see [5]
		11010 <sub>2</sub>	Reserved
		11011 <sub>2</sub>	Reserved
		11100 <sub>2</sub>	Reserved
		11101 <sub>2</sub>	Reserved
		11110 <sub>2</sub>	Available for proprietary uses
		11111 <sub>2</sub>	Available for proprietary uses

### 9.3.20 Mobile Network Identity (MNI)

The MNI element provides the mobile network identity of either the source or destination MS, dependent on the content of the source address type and destination address type elements. The MNI element shall be sent with the most significant bit first (before interleaving).

NOTE: The MNI element comprises a 10-bit Mobile Country Code (MCC) and a 14-bit Mobile Network Code (MNC). Refer to EN 300 396-1 [1], clause 6.2.

### 9.3.21 Null PDU flag

The Null PDU flag indicates whether this is a Null PDU. If a Null PDU is indicated then there shall be no further information in the PDU after the Null PDU flag.

Information element	Length	Value	Remark
Null PDU flag	1	0	Not a Null PDU
		1	Null PDU

### 9.3.22 Number of SCH/F slots

The number of SCH/F slots element is a 4-bit element used in the case of fragmentation to indicate the number of following SCH/F slots.

Information element	Length	Value	Remark
Number of SCH/F slots	4	0000 <sub>2</sub>	Reserved
		0001 <sub>2</sub>	1 SCH/F slot
		etc.	etc.
		1001 <sub>2</sub>	9 SCH/F slots
		others	Reserved

### 9.3.23 Repeater address

The repeater address element is a 10-bit address by which a particular repeater is addressed in order to provide a distinct and specific routing of a call via a DM-REP.

NOTE: The repeater address element is not used in the present document.

### 9.3.24 Second half slot stolen flag

The second half slot stolen flag indicates whether the second half of a slot is also stolen. If the second half is stolen it may contain U-plane or C-plane signalling as indicated by the MAC header.

Information element	Length	Value	Remark
Second half slot stolen flag	1	0	Second half slot not stolen
		1	Second half slot stolen

### 9.3.25 Slot number

The slot number element indicates in which timeslot of a particular frame the synchronization message occurs in order that the slave and idle MS(s) may set their timeslot counter appropriately.

Information element	Length	Value	Remark
Slot number	2	00 <sub>2</sub>	Slot 1
		01 <sub>2</sub>	Slot 2
		10 <sub>2</sub>	Slot 3
		11 <sub>2</sub>	Slot 4

### 9.3.26 Source address

The source address element is an SSI used to identify the originator of the message. The source address is always an ISSI, but a pseudo (false) address may be used in some cases.

### 9.3.27 Source address type

The source address type element is used to indicate the status of the 24-bit source address which may follow this element in the PDU.

Information element	Length	Value	Remark
Source address type	2	00 <sub>2</sub>	True SSI, with MNI as given in PDU
		01 <sub>2</sub>	Pseudo SSI
		10 <sub>2</sub>	No source address
		11 <sub>2</sub>	Reserved

### 9.3.28 SYNC PDU type

The SYNC PDU type element indicates which of the synchronization PDUs is being sent in the DSB.

Information element	Length	Value	Remark
SYNC PDU type	2	00 <sub>2</sub>	DMAC-SYNC
		01 <sub>2</sub>	DPRES-SYNC; see EN 300 396-4 [4], EN 300 396-5 [5], EN 300 396-7 [i.2] and EN 300 396-10 [i.3]
		10 <sub>2</sub>	Reserved
		11 <sub>2</sub>	Reserved

### 9.3.29 System code

The system code element indicates to which TETRA system the transmission belongs.

Information element	Length	Value	Remark
System code	4	0xxx <sub>2</sub>	TMO system, see EN 300 392-2 [3]
		100y <sub>2</sub>	Reserved
		1010 <sub>2</sub>	DMO reserved
		1011 <sub>2</sub>	DMO reserved
		1100 <sub>2</sub>	ETS 300 396-3 [8] (DMO)
		1101 <sub>2</sub>	EN 300 396-3 [9] V1.2.1 to the version of the present document (DMO AI) and EN 300 396-6 [6] versions 1.2.1 to 1.4.1 (DMO Security)
		1110 <sub>2</sub>	DMO reserved
		1111 <sub>2</sub>	DMO reserved

NOTE: The version of the present document and EN 300 396-6 [6] may change in future enhancements of these documents without a change of the System code value.

DM-MSs shall not reject a synchronization PDU containing a reserved system code in the DMO range (i.e. "DMO reserved") without further investigation of the content of the PDU e.g. investigation of the SYNC PDU type, and the message type and/or call characteristics in the case of a DMAC-SYNC PDU.

DM-MSs should not reject a DMAC-SYNC PDU containing a recognized DMO system code without further investigation of the content of the PDU e.g. investigation of the message type and/or call characteristics.

DM-MSs may decide not to use a repeater or gateway based on a recognized DMO system code contained in a DPRES-SYNC PDU.

NOTE: Thus, in a presence signal, the system code may be regarded as a shorthand indication for what the repeater or gateway is supporting or, more accurately, what the repeater or gateway does not support.

### 9.3.30 Time Variant Parameter (TVP)

The TVP is a 29-bit element used to initialize the KSG at the start of every slot. The TVP shall be represented as TVP(0)...TVP(28), where TVP(0) shall be the least significant bit and TVP(28) the most significant bit of TVP.

NOTE: TVP is independent of FN and TN.

### 9.3.31 U-plane DM-SDU

The U-plane DM-SDU is the service user data message from the U-plane application.

## 9.4 Messages generated by layer 2

The messages detailed in the following clauses are generated by layer 2.

### 9.4.1 DM-RESERVED

Message Name: DM-RESERVED

Response to: -

Response Expected: -

Short Description: DM-RESERVED shall be the message sent in DSB during the channel reservation period (following the DM-TX CEASED messages) in frames 6, 12 and 18 holding the channel for the MS(s) indicated by the destination address. It is also sent by a gateway during a call set-up through that gateway; see EN 300 396-5 [5].

**Table 27: DM-RESERVED message dependent elements**

Information element	Length	Type	Remark
Channel reservation type	1	M	Always set to 0 for direct MS-MS operation and for operation with a DM-REP
Reservation time remaining	6	M	
Timing flag	1	M	
Requests flag	1	M	
Changeover requests flag	1	M	
Requests bitmap	8	C	Included if requests flag = 1
Power class	3	M	
Power control flag	1	M	
Priority level	2	M	
Dual watch synchronization flag (note)	1	M	
Two-frequency call flag (note)	1	M	Always set to 0 for direct MS-MS operation
NOTE:	These two elements were not present in the first version of the present document. Therefore, when a DM-MS receives this PDU, these elements will not always be present. If they are not present, the DM-MS shall not regard this as an error and shall process the other elements of the PDU in the normal way.		

### 9.4.2 DM-SDS OCCUPIED

Message Name: DM-SDS OCCUPIED

Response to: -

Response Expected: -

Short Description: DM-SDS OCCUPIED shall be the message sent during short data in frames 6, 12 and 18 to indicate that the channel is in use.

**Table 28: DM-SDS OCCUPIED message dependent elements**

Information element	Length	Type	Remark
SDS time remaining	4	M	
SDS transaction type	1	M	
Priority level	2	M	

### 9.4.3 DM-TIMING REQUEST

Message Name: DM-TIMING REQUEST

Response to: -

Response Expected: DM-TIMING ACK

Short Description: DM-TIMING REQUEST shall be the message used to request timing adjustment.

**Table 29: DM-TIMING REQUEST message dependent elements**

Information element	Length	Type	Remark
Timing adjustment	12	M	

### 9.4.4 DM-TIMING ACK

Message Name: DM-TIMING ACK

Response to: DM-TIMING REQUEST

Response Expected: -

Short Description: DM-TIMING ACK shall be the message used to indicate whether a timing change request is accepted or rejected.

**Table 30: DM-TIMING ACK message dependent elements**

Information element	Length	Type	Remark
Timing acceptance flag	1	M	
Timing change announced	1	M	
Timing adjustment	12	C	Included if timing change announced = 1

## 9.5 Layer 3 PDUs

Due to the nature of TETRA DMO, with close interaction between layers 2 and 3, and with a high degree of information about the state of the DM channel being needed, the layer 3 messages detailed in the following clauses may include two element types:

- **Message dependent elements:**

- These elements are visible to layer 2 and may be used by any MS (that is able to decrypt them if encrypted), irrespective of addressing. These elements depend on the message type element. Some are generated by layer 2 when it constructs the complete message whereas others are generated by layer 3.

- **DM-SDU elements:**

- These are "true" layer 3 elements and are encrypted (except for when air interface encryption state = 00<sub>2</sub> in the MAC PDU). They are only processed by the MS(s) to which they are addressed.

Where both types exist in the PDU they are shown separately.

## 9.5.1 DM-SETUP

Message Name: DM-SETUP

Response to: -

Response Expected: -

Short Description: The DM-SETUP PDU shall be the call set-up message sent to the called MS(s) for call set-up without presence check.

**Table 31: DM-SETUP PDU contents**

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
Timing flag	1	M	
LCH in frame 3 flag	1	M	
Pre-emption flag	1	M	
Power class	3	M	
Power control flag	1	M	
Reserved	2	M	Default value = 00 <sub>2</sub>
Dual watch synchronization flag	1	M	
Two-frequency call flag	1	M	Always set to 0 for direct MS-MS operation
Circuit mode type	4	M	
Reserved	4	M	Default value = 0000 <sub>2</sub>
Priority level	2	M	
<b>DM-SDU elements</b>			
End-to-end encryption flag	1	M	
Call type flag	1	M	
External source flag	1	M	Always set to 0 for direct MS-MS operation and for operation with a DM-REP
Reserved	2	M	Default value = 00 <sub>2</sub>

## 9.5.2 DM-SETUP PRES

Message Name: DM-SETUP PRES

Response to: -

Response Expected: DM-CONNECT or DM-DISCONNECT

Short Description: The DM-SETUP PRES PDU shall be the call set-up message sent to the called MS for call set-up with presence check (individual calls only).

Table 32: DM-SETUP PRES PDU contents

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
Reserved	3	M	Default value = 000 <sub>2</sub>
Power class	3	M	
Power control flag	1	M	
Reserved	2	M	Default value = 00 <sub>2</sub>
Dual watch synchronization flag	1	M	
Two-frequency call flag	1	M	Always set to 0 for direct MS-MS operation
Circuit mode type	4	M	
Reserved	4	M	Default value = 0000 <sub>2</sub>
Priority level	2	M	
<b>DM-SDU elements</b>			
End-to-end encryption flag	1	M	
Call type flag	1	M	
External source flag	1	M	Always set to 0 for direct MS-MS operation and for operation with a DM-REP
Reserved	2	M	Default value = 00 <sub>2</sub>

### 9.5.3 DM-CONNECT

Message Name: DM-CONNECT

Response to: DM-SETUP PRES

Response Expected: DM-CONNECT ACK

Short Description: The DM-CONNECT PDU shall be the message sent by the called MS to accept a DM-SETUP PRES requesting an individual call with presence check.

Table 33: DM-CONNECT PDU contents

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
Circuit mode type	4	M	
Reserved	4	M	Default value = 0000 <sub>2</sub>
<b>DM-SDU elements</b>			
Reserved	4	M	Default value = 0000 <sub>2</sub>

### 9.5.4 DM-DISCONNECT

Message Name: DM-DISCONNECT

Response to: DM-SETUP PRES

Response Expected: -

Short Description: The DM-DISCONNECT PDU shall be the message sent by the called MS to reject a DM-SETUP PRES requesting an individual call with presence check.

Table 34: DM-DISCONNECT PDU contents

Information element	Length	Type	Remark
<b>DM-SDU elements</b>			
Disconnect cause	4	M	

## 9.5.5 DM-CONNECT ACK

Message Name: DM-CONNECT ACK

Response to: DM-CONNECT

Response Expected: -

Short Description: The DM-CONNECT ACK PDU shall be the message sent by the calling MS to accept a DM-CONNECT from the called MS for individual call set-up with presence check.

**Table 35: DM-CONNECT ACK PDU contents**

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
Timing flag	1	M	
LCH in frame 3 flag	1	M	
Pre-emption flag	1	M	
Power class	3	M	
Power control flag	1	M	
Reserved	2	M	Default value = 00 <sub>2</sub>
Dual watch synchronization flag	1	M	
Two-frequency call flag	1	M	Always set to 0 for direct MS-MS operation
Circuit mode type	4	M	
Reserved	4	M	Default value = 0000 <sub>2</sub>
Priority level	2	M	
<b>DM-SDU elements</b>			
End-to-end encryption flag	1	M	
Call type flag	1	M	
External source flag	1	M	Always set to 0 for direct MS-MS operation and for operation with a DM-REP
Reserved	2	M	Default value = 00 <sub>2</sub>

## 9.5.6 DM-OCCUPIED

Message Name: DM-OCCUPIED

Response to: -

Response Expected: -

Short Description: The DM-OCCUPIED PDU shall be the message sent during channel occupation in frames 6, 12 and 18 to indicate details of the current call on the channel.

Table 36: DM-OCCUPIED PDU contents

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
Timing flag	1	M	
LCH in frame 3 flag	1	M	
Pre-emption flag	1	M	
Power class	3	M	
Power control flag	1	M	
Reserved	2	M	Default value = 00 <sub>2</sub>
Dual watch synchronization flag	1	M	
Two-frequency call flag	1	M	Always set to 0 for direct MS-MS operation
Circuit mode type	4	M	
Reserved	4	M	Default value = 0000 <sub>2</sub>
Priority level	2	M	
<b>DM-SDU elements</b>			
End-to-end encryption flag	1	M	
Call type flag	1	M	
External source flag	1	M	Always set to 0 for direct MS-MS operation and for operation with a DM-REP
Reserved	2	M	Default value = 00 <sub>2</sub>

### 9.5.7 DM-RELEASE

Message Name: DM-RELEASE

Response to: -

Response Expected: -

Short Description: The DM-RELEASE PDU shall be the message sent by the master to indicate premature call termination.

Table 37: DM-RELEASE PDU contents

Information element	Length	Type	Remark
<b>DM-SDU elements</b>			
Release cause	4	M	
Release cause extension	5	C	Included if release cause = 1111 <sub>2</sub>

### 9.5.8 DM-TX CEASED

Message Name: DM-TX CEASED

Response to: -

Response Expected: -

Short Description: The DM-TX CEASED PDU shall be the message sent as indication that transmission of the current call transaction is ceasing.

Table 38: DM-TX CEASED PDU contents

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
Reservation time remaining	6	M	
Timing flag	1	M	
Requests flag	1	M	Cannot be set to 1 if timing change announced = 1
Changeover requests flag	1	M	
Requests bitmap	8	C	Included if requests flag = 1
Recent user priority flag	1	M	
Timing change announced	1	M	
Timing adjustment	12	C	Included if timing change announced = 1
Priority level	2	M	
<b>DM-SDU elements</b>			
Cease cause	4	M	

### 9.5.9 DM-TX REQUEST

Message Name: DM-TX REQUEST

Response to: -

Response Expected: DM-TX ACCEPT or DM-REJECT

Short Description: The DM-TX REQUEST PDU shall be the message sent as a request for changeover of the DM channel.

Table 39: DM-TX REQUEST PDU contents

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
Timing change required	1	M	
Timing adjustment	12	C	Included if timing change required = 1
Priority level	2	M	

### 9.5.10 DM-TX ACCEPT

Message Name: DM-TX ACCEPT

Response to: DM-TX REQUEST

Response Expected: -

Short Description: The DM-TX ACCEPT PDU shall be the message sent to accept a changeover request.

Table 40: DM-TX ACCEPT PDU contents

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
Timing change announced	1	M	
Timing adjustment	12	C	Included if timing change announced = 1

### 9.5.11 DM-PREEMPT

Message Name: DM-PREEMPT

Response to: -

Response Expected: DM-PRE ACCEPT or DM-REJECT

Short Description: The DM-PREEMPT PDU shall be the message sent addressed to the current master to request pre-emption of the DM channel.

**Table 41: DM-PREEMPT PDU contents**

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
Perceived channel state	2	M	
Timing change required	1	M	
Timing adjustment	12	C	Included if timing change required = 1
New call pre-emption	1	M	
Type of pre-emption	4	M	
Priority level	2	M	

### 9.5.12 DM-PRE ACCEPT

Message Name: DM-PRE ACCEPT

Response to: DM-PREEMPT

Response Expected: -

Short Description: The PDU shall be the message sent by the current master addressed to the requester for pre-emption of the DM channel accepting the pre-emption request.

**Table 42: DM-PRE ACCEPT PDU contents**

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
Timing change announced	1	M	
Timing adjustment	12	C	Included if timing change announced = 1
New call pre-emption	1	M	
Type of pre-emption	4	M	

### 9.5.13 DM-REJECT

Message Name: DM-REJECT

Response to: DM-PREEMPT or DM-TX REQUEST or DM-SDS DATA

Response Expected: -

Short Description: The PDU shall be the message sent by the current master addressed either to the requester for pre-emption of the DM channel or to a DM-MS requesting changeover rejecting their request. It may also be used by a called DM-MS to reject a short data message.

**Table 43: DM-REJECT PDU contents**

Information element	Length	Type	Remark
<b>DM-SDU elements</b>			
Reject cause	4	M	

## 9.5.14 DM-INFO

Message Name: DM-INFO

Response to: -

Response Expected: -

Short Description: The PDU shall be sent to indicate address and any other details which are not available at call set-up.

**Table 44: DM-INFO PDU contents**

Information element	Length	Type	Remark
<b>DM-SDU elements</b>			
Information type	3	M	
Calling party TSI	48	C	True calling party address, included for information type = 000 <sub>2</sub>

## 9.5.15 DM-SDS UDATA

Message Name: DM-SDS UDATA

Response to: -

Response Expected: -

Short Description: The PDU shall be the message used for sending unacknowledged precoded status messages or user defined data.

**Table 45: DM-SDS UDATA PDU contents**

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
SDS time remaining	4	M	
SDS transaction type	1	M	
Priority level	2	M	
FCS flag	1	M	
<b>DM-SDU elements</b>			
Additional addressing flag	1	M	
Additional address type(s)	4	C	Included if additional addressing flag = 1
Calling party TSI	48	C	Conditional on additional address type(s)
Short Data Type Identifier	4	M	SDTI
User defined data 1	16	C	Conditional on SDTI
User defined data 2	32	C	Conditional on SDTI
User defined data 3	64	C	Conditional on SDTI
Length indicator	11	C	Conditional on SDTI
User defined data 4	variable	C	Conditional on SDTI
Precoded status	16	C	Conditional on SDTI
FCS	32	C	Included if FCS flag = 1

## 9.5.16 DM-SDS DATA

Message Name: DM-SDS DATA

Response to: -

Response Expected: DM-SDS ACK or DM-REJECT

Short Description: The PDU shall be the message used for sending acknowledged precoded status messages or user defined data.

Table 46: DM-SDS DATA PDU contents

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
SDS time remaining	4	M	
SDS transaction type	1	M	
Priority level	2	M	
FCS flag	1	M	
<b>DM-SDU elements</b>			
Additional addressing flag	1	M	
Additional address type(s)	4	C	Included if additional addressing flag = 1
Calling party TSI	48	C	Conditional on additional address type(s)
Short Data Type Identifier	4	M	SDTI
User defined data 1	16	C	Conditional on SDTI
User defined data 2	32	C	Conditional on SDTI
User defined data 3	64	C	Conditional on SDTI
Length indicator	11	C	Conditional on SDTI
User defined data 4	variable	C	Conditional on SDTI
Precoded status	16	C	Conditional on SDTI
FCS	32	C	Included if FCS flag = 1

### 9.5.17 DM-SDS ACK

Message Name: DM-SDS ACK

Response to: DM-SDS DATA

Response Expected: -

Short Description: The PDU shall be sent to acknowledge reception of short data or status messages.

Table 47: DM-SDS ACK PDU contents

Information element	Length	Type	Remark
<b>Message dependent elements</b>			
FCS flag	1	M	Always set to 0 if acknowledgement type $\neq 0001_2$
<b>DM-SDU elements</b>			
Acknowledgement type	4	M	
Short Data Type Identifier	4	C	Included for acknowledgement type = $0001_2$
User defined data 1	16	C	Conditional on SDTI
User defined data 2	32	C	Conditional on SDTI
User defined data 3	64	C	Conditional on SDTI
Length indicator	11	C	Conditional on SDTI
User defined data 4	variable	C	Conditional on SDTI
Precoded status	16	C	Conditional on SDTI
FCS	32	C	Included if FCS flag = 1

## 9.6 Message dependent elements coding

### 9.6.1 Changeover requests flag

The changeover requests flag indicates whether changeover requests may currently be sent during the reservation period.

Information element	Length	Value	Remark
Changeover requests flag	1	0	Changeover requests not invited
		1	Changeover requests invited (provided that the "requests flag" is set to 1)

### 9.6.2 Channel reservation type

The channel reservation type element indicates the type of reservation period. It is always set to 0 for direct MS-MS operation and for operation with a DM-REP.

Information element	Length	Value	Remark
Channel reservation type	1	0	Channel reservation after call transaction
		1	Channel reservation during call set-up through gateway

### 9.6.3 Circuit mode type

The circuit mode type element is used to indicate the basic traffic service which is requested for a circuit mode call. In the case of circuit mode data, it indicates the traffic channel (TCH) type and the interleaving depth N (see EN 300 396-2 [2], clause 8).

Information element	Length	Value	Remark
Circuit mode type	4	0000 <sub>2</sub>	TETRA encoded speech
		0001 <sub>2</sub>	Unprotected circuit mode data: TCH/7,2
		0010 <sub>2</sub>	Low protection circuit mode data: TCH/4,8, N = 1
		0011 <sub>2</sub>	Low protection circuit mode data: TCH/4,8, N = 4
		0100 <sub>2</sub>	Low protection circuit mode data: TCH/4,8, N = 8
		0101 <sub>2</sub>	High protection circuit mode data: TCH/2,4, N = 1
		0110 <sub>2</sub>	High protection circuit mode data: TCH/2,4, N = 4
		0111 <sub>2</sub>	High protection circuit mode data: TCH/2,4, N = 8
		1000 <sub>2</sub>	Proprietary encoded speech
others	Reserved		

#### 9.6.3A Dual watch synchronization flag

The dual watch synchronization flag indicates whether the master DM-MS considers that this message is being sent using the full dual watch synchronization appropriate for this type of operation. For example:

- If the DM-MS is performing dual watch then it may set the dual watch synchronization flag to 1 if the message is being sent using the dual watch synchronization for full dual watch.
- If the DM-MS is not performing dual watch then:
  - for a new call, the DM-MS may set the dual watch synchronization flag to 1 if it is using a DM timing reference based on the timing defined by a previous call for which the dual watch synchronization flag was set to 1;

- for a new call made using frequency efficient mode when one DM channel is in use, the DM-MS may set the dual watch synchronization flag to 1 if the dual watch synchronization flag for the call on the busy DM channel is set to 1;
- for a call transaction in an ongoing call, the DM-MS may set the dual watch synchronization flag to 1 if it is using the same timing as the previous master in the call and the dual watch synchronization flag for the last circuit mode call transaction was set to 1.

Thus the dual watch synchronization flag may indicate only an assumption by the DM-MS. The DM-MS may set the flag to 1 even if it has only an approximate view of the dual watch synchronization or based on information that may not necessarily be accurate.

The dual watch synchronization flag is provided only for guidance to other DM-MSs (particularly to those DM-MSs that are not performing dual watch). When a non-dual-watching DM-MS makes a call on a free carrier, it may use the dual watch synchronization flag to decide whether to choose a DM timing reference based on the timing of a previous call.

Information element	Length	Value	Remark
Dual watch synchronization flag	1	0	No information provided about the dual watch synchronization
		1	DM-MS considers that this message is sent using the dual watch synchronization appropriate for this type of operation

#### 9.6.4 FCS flag

The FCS flag is used to indicate whether an FCS is applied to the DM-SDU.

Information element	Length	Value	Remark
FCS flag	1	0	No FCS
		1	FCS applied

#### 9.6.5 LCH in frame 3 flag

The LCH in frame 3 flag indicates whether timeslot 3 of frame 3 is available for MSs to carry out linearization.

Information element	Length	Value	Remark
LCH in frame 3 flag	1	0	TN3 of FN3 not available for LCH
		1	TN3 of FN3 available for LCH

#### 9.6.6 New call pre-emption

The new call pre-emption element is used to indicate whether the pre-emption relates to the ongoing call or to a new call.

Information element	Length	Value	Remark
New call pre-emption	1	0	Pre-emption relates to the ongoing call (so call release is not required).
		1	Pre-emption relates to a new call. This includes all cases for which call release is required (even if the pre-emptor does not intend to send call set-up signalling e.g. for a late entering gateway).

### 9.6.7 Perceived channel state

The perceived channel state element is used by a pre-empting MS to indicate whether it regards the DM channel as being in circuit mode occupation, or in reservation or short data occupation, and as such whether it is expecting a response to its pre-emption request to appear in either the DNB or the DSB in slot 1 of frames 1 to 17.

Information element	Length	Value	Remark
Perceived channel state	2	00 <sub>2</sub>	Circuit mode occupation
		01 <sub>2</sub>	Reservation
		10 <sub>2</sub>	Short data occupation
		11 <sub>2</sub>	Used in EN 300 396-5 [5]

### 9.6.8 Power class

The power class element is used to indicate the power level of the transmitting party.

Information element	Length	Value	Remark
Power class	3	000 <sub>2</sub>	Null value (power class not defined)
		001 <sub>2</sub>	Power class 1 or 1L (note)
		010 <sub>2</sub>	Power class 2 or 2L
		011 <sub>2</sub>	Power class 3 or 3L
		100 <sub>2</sub>	Power class 4 or 4L
		101 <sub>2</sub>	Power class 5 or 5L
		110 <sub>2</sub>	Reserved
		111 <sub>2</sub>	Reserved
NOTE: Not valid for DM-MS.			

The nominal output power for each power class shall be as defined in clause 6.4.2 of EN 300 396-2 [2].

### 9.6.9 Power control flag

The power control flag is used to indicate whether or not power control by slave (and idle) DM-MSs is permitted.

Information element	Length	Value	Remark
Power control flag	1	0	Power control not allowed
		1	Power control allowed

### 9.6.10 Pre-emption flag

The pre-emption flag is used to indicate whether pre-emption is allowed in the pre-assigned pre-emption frames during circuit mode occupation.

Information element	Length	Value	Remark
Pre-emption flag	1	0	Pre-emption not allowed
		1	Pre-emption allowed

### 9.6.11 Priority level

The priority level element is used to indicate the priority level which applies to the current call or to a pre-emption or changeover request.

Information element	Length	Value	Remark
Priority level	2	00 <sub>2</sub>	Normal priority call
		01 <sub>2</sub>	High priority call
		10 <sub>2</sub>	Pre-emptive priority call
		11 <sub>2</sub>	Emergency pre-emptive priority call

### 9.6.12 Recent user priority flag

The recent user priority flag is used to give the previously transmitting DM-MS the possibility to start a new transmission after the current master DM-MS, with priority over other group DM-MS(s).

Information element	Length	Value	Remark
Recent user priority flag	1	0	Not invoked
		1	Invoked

### 9.6.13 Requests bitmap

The requests bitmap element is an 8-bit bitmap used to indicate the frames in which random access requests are allowed (in addition to the pre-emption frames).

Information element	Length	Value	Remark
Timeslot 3 of frame 1	1	0	Random access requests not allowed
		1	Random access requests allowed
Timeslot 3 of frame 4	1	0	Random access requests not allowed
		1	Random access requests allowed
Timeslot 3 of frame 7	1	0	Random access requests not allowed
		1	Random access requests allowed
Timeslot 3 of frame 9	1	0	Random access requests not allowed
		1	Random access requests allowed
Timeslot 3 of frame 10	1	0	Random access requests not allowed
		1	Random access requests allowed
Timeslot 3 of frame 13	1	0	Random access requests not allowed
		1	Random access requests allowed
Timeslot 3 of frame 15	1	0	Random access requests not allowed
		1	Random access requests allowed
Timeslot 3 of frame 16	1	0	Random access requests not allowed
		1	Random access requests allowed

### 9.6.14 Requests flag

The requests flag indicates whether requests may currently be sent during the reservation period.

Information element	Length	Value	Remark
Requests flag	1	0	Requests not invited
		1	Requests invited

### 9.6.15 Reservation time remaining

The reservation time remaining element is used by a master MS to indicate how long the DM channel will be held in reservation mode following completion of a call transaction (or during call set-up with a gateway).

The element indicates the reservation time remaining, in units of 6 frames, measured to the end of a frame 6, 12 or 18. If sent in a frame 6, 12 or 18, the reservation time remaining shall be measured from the end of that frame. If sent in a frame other than frame 6, 12 or 18, the reservation time remaining shall be measured from the end of the next occurring frame 6, 12 or 18.

Information element	Length	Value	Remark
Reservation time remaining	6	000000 <sub>2</sub>	0 frames remaining (i.e. end of reservation time if sent in a frame 6, 12 or 18)
		000001 <sub>2</sub>	6 frames remaining
		000010 <sub>2</sub>	12 frames remaining
		000011 <sub>2</sub>	18 frames remaining
		000100 <sub>2</sub>	24 frames remaining
		etc.	etc.
		111111 <sub>2</sub>	378 frames remaining

### 9.6.16 SDS time remaining

The SDS time remaining element is used by an MS transmitting an SDS message to indicate its current estimate of the SDS channel occupation time, measured from the end of the frame in which the SDS time remaining element is sent. In the DM-SDS OCCUPIED message, it indicates the occupation time remaining. For an SDS message sent on STCH, the SDS time remaining element is set to 0000<sub>2</sub> (null value).

Information element	Length	Value	Remark
SDS time remaining	4	0000 <sub>2</sub>	End of SDS occupation
		0001 <sub>2</sub>	1 frame remaining
		0010 <sub>2</sub>	2 frames remaining
		0011 <sub>2</sub>	3 frames remaining
		0100 <sub>2</sub>	4 frames remaining
		etc.	etc.
		1001 <sub>2</sub>	9 frames remaining
		1010 <sub>2</sub>	10 to 15 frames remaining
		1011 <sub>2</sub>	16 to 21 frames remaining
		1100 <sub>2</sub>	22 to 27 frames remaining
		1101 <sub>2</sub>	28 to 45 frames remaining
		1110 <sub>2</sub>	46 to 63 frames remaining
1111 <sub>2</sub>	64 to 84 frames remaining		

### 9.6.17 SDS transaction type

The SDS transaction type element is used to indicate whether the short data is stand-alone or whether it is sent as a transaction within a circuit mode call.

Information element	Length	Value	Remark
SDS transaction type	1	0	SDS sent as stand-alone transaction (or on STCH)
		1	SDS sent as transaction within a circuit mode call

### 9.6.18 Timing acceptance flag

The timing acceptance flag is supplied by the master MS to inform a slave MS which submitted a timing change request whether the timing change request is accepted.

Information element	Length	Value	Remark
Timing acceptance flag	1	0	Timing change request rejected
		1	Timing change request accepted

### 9.6.19 Timing adjustment

The timing adjustment element is used by a slave MS to indicate its wish to reset the absolute timing of the synchronization provided by the master MS. This may be used for example where the slave MS was able to dual watch and wishes to align the timing instances of the TMO and DM channels so that it can continue to dual watch. The element is also used by the master MS to announce the timing change.

The timing adjustment element defines the required delay in the channel timing, in units of 5 symbol durations.

Information element	Length	Value	Remark
Timing adjustment	12	000000000000 <sub>2</sub>	Reserved
		000000000001 <sub>2</sub>	Delay of 5 symbol durations
		000000000010 <sub>2</sub>	Delay of 10 symbol durations
		etc.	etc.
		111001010111 <sub>2</sub>	Delay of 18 355 symbol durations (i.e. 1 multiframe minus 5 symbol durations)
		others	Reserved

### 9.6.20 Timing change announced

The timing change announced element is used to inform MSs of an upcoming adjustment in the timing of the DM channel, which will require their re-synchronization.

Information element	Length	Value	Remark
Timing change announced	1	0	Timing change not announced
		1	Timing change announced

### 9.6.21 Timing change required

The timing change required element is used to indicate whether a timing adjustment element is included within a pre-emption or changeover request.

Information element	Length	Value	Remark
Timing change required	1	0	Timing change not required
		1	Timing change required

### 9.6.22 Timing flag

The timing flag is used to indicate whether the master MS is prepared to accept requests for changes in the DM channel absolute timing.

Information element	Length	Value	Remark
Timing flag	1	0	Channel timing change not allowed
		1	Channel timing change allowed

### 9.6.22A Two-frequency call flag

The two-frequency call flag indicates whether the call is taking place on one DM RF carrier or on a pair of duplex-spaced DM RF carriers. The two-frequency call flag is provided for information to idle DM-MSs that may need to pre-empt the call, and to called DM-MS(s). It is always set to 0 for direct MS-MS operation.

Information element	Length	Value	Remark
Two-frequency call flag	1	0	One DM RF carrier
		1	Pair of duplex-spaced DM RF carriers

### 9.6.23 Type of pre-emption

The type of pre-emption element is used to indicate the type of pre-emption required e.g. whether the pre-emptor wishes to make a circuit mode call transaction or send short data or neither.

Information element	Length	Value	Remark
Type of pre-emption	4	0000 <sub>2</sub>	Pre-emption by DM-MS for circuit mode transmission
		0001 <sub>2</sub>	Pre-emption by DM-MS for short data
		0010 <sub>2</sub>	Pre-emption by late entering gateway (see note)
		0011 <sub>2</sub> to 1000 <sub>2</sub>	Used in EN 300 396-5 [5]
		others	Reserved
NOTE:	Pre-emption by a late entering gateway may be performed when the gateway is activated on a DM RF carrier; the gateway may pre-empt an ongoing direct MS-MS call using the normal part 3 procedures for a new call pre-emption. For example, the gateway may wish to announce its presence to the MSs on the RF carrier.		

## 9.7 DM-SDU elements coding

### 9.7.1 Acknowledgement type

The acknowledgement type element provides information relating to the reception of short data.

Information element	Length	Value	Remark
Acknowledgement type	4	0000 <sub>2</sub>	Data message fully received, no data in acknowledgement
		0001 <sub>2</sub>	Data message fully received, data in acknowledgement (as indicated by SDTI)
		0010 <sub>2</sub>	Message received but FCS failed
		0011 <sub>2</sub>	Message not fully received
		others	Reserved

### 9.7.2 Additional addressing flag

The additional addressing flag indicates whether additional addressing follows in the PDU.

Information element	Length	Value	Remark
Additional addressing flag	1	0	No additional addressing included
		1	Additional addressing included

### 9.7.3 Additional address type(s)

The additional address type(s) element indicates the type(s) of addressing that follow it in the PDU.

Information element	Length	Value	Remark
Additional address type(s)	4	0000 <sub>2</sub>	Reserved
		0001 <sub>2</sub>	Calling party TSI
		0010 <sub>2</sub> to 0101 <sub>2</sub>	Used in EN 300 396-5 [5]
		others	Reserved

### 9.7.4 Calling party TSI

The calling party TSI element is used to convey the ITSI of the originator of a circuit mode call transaction in the case where the intrinsic service "Talking Party Number Identification" (TPNI) is required and if full (true) addressing is not provided at layer 2. It is also used to identify the originator of a short data message if full (true) addressing is not provided at layer 2.

NOTE: The 48-bit TSI comprises a 24-bit MNI followed by a 24-bit SSI.

### 9.7.5 Call type flag

The call type flag is used to indicate whether a circuit mode call is an individual or group call.

Information element	Length	Value	Remark
Call type flag	1	0	Individual call
		1	Group call

### 9.7.6 Cease cause

The cease cause element is used to indicate the reasons why the current call transaction is terminating.

Information element	Length	Value	Remark
Cease cause	4	0000 <sub>2</sub>	Cause not defined or unknown
		0001 <sub>2</sub>	Normal end of transmission
		0010 <sub>2</sub>	Pre-emptive use of resource
		0011 <sub>2</sub>	Transmission time limit reached
		0100 <sub>2</sub> to 1000 <sub>2</sub>	Used in EN 300 396-5 [5]
		others	Reserved

### 9.7.7 Disconnect cause

The disconnect cause element is used to indicate the reasons why a called party is refusing an incoming call set-up with presence check.

Information element	Length	Value	Remark
Disconnect cause	4	0000 <sub>2</sub>	Cause not defined or unknown
		0001 <sub>2</sub>	Called party does not support end-to-end encryption
		0010 <sub>2</sub>	Called party does not support requested service
		0011 <sub>2</sub>	Call rejected by the called party
		0100 <sub>2</sub>	Static cipher key number failure
		0101 <sub>2</sub>	Call rejected by the called party because lower layer quality is not sufficient
		0110 <sub>2</sub>	Called party requires end-to-end encryption
		0111 <sub>2</sub>	Security parameter mismatch
		others	Reserved

### 9.7.8 End-to-end encryption flag

The end-to-end encryption flag is used to indicate whether the traffic in a circuit mode call will be end-to-end encrypted.

Information element	Length	Value	Remark
End-to-end encryption flag	1	0	Clear mode
		1	With TETRA end-to-end encryption

### 9.7.9 External source flag

The external source flag is used to indicate whether a call is known to have originated in an external network (i.e. beyond the TMO system). It is always set to 0 for direct MS-MS operation and for operation with a DM-REP.

Information element	Length	Value	Remark
External source flag	1	0	Null value (i.e. no information provided)
		1	Call is known to have originated in an external network

### 9.7.10 FCS

The FCS element is 32 bits long.

These bits shall be placed in decreasing order for the power of  $x$ . The coefficient of  $x^{31}$  shall be mapped onto the most significant bit. The coefficient of  $x^0$  shall be mapped onto the least significant bit. The FCS calculation is defined in annex B.

When included, the FCS shall be calculated over the preceding DM-SDU elements.

### 9.7.11 Information type

The information type element is used to indicate which type of information follows this element in the PDU.

Information element	Length	Value	Remark
Information type	3	000 <sub>2</sub>	Calling party TSI (used for TPNI)
		001 <sub>2</sub> and 010 <sub>2</sub>	Used in EN 300 396-5 [5]
		others	Reserved

### 9.7.12 Length indicator

The length indicator element defines the length of variable-length short data. (For example, for  $SDTI = 0011_2$  it defines the length of the user defined data 4 element.)

Information element	Length	Value	Remark
Length indicator	11	0	Variable-length short data is 0 bits long
		1	Variable-length short data is 1 bit long
		etc.	etc.
		$(2^{11}-1)$	Variable-length short data is 2 047 bits long

### 9.7.13 Pre-coded status

The pre-coded status element is used to define general purpose status messages known to all TETRA systems. It also provides support for the SDS-TL protocol.

Information element	Length	Value	Remark
Pre-coded status	16	0	Emergency
		1	See EN 300 392-2 [3] for the status number definitions
		etc.	etc.
		$32\ 767_{10}$	See EN 300 392-2 [3] for the status number definitions
		$32\ 768_{10}$	Available for TETRA network and user specific definitions
		etc.	etc.
		$65\ 535_{10}$	Available for TETRA network and user specific definitions

### 9.7.14 Reject cause

The reject cause element is used to indicate the reasons why a changeover or pre-emption request is being denied. It is also used to indicate that short data is being rejected.

Information element	Length	Value	Remark
	4	$0000_2$	Cause not defined or unknown
		$0001_2$	Request invalid
		$0010_2$	Master to start another transmission
		$0011_2$	Called mobile does not support short data
		$0100_2$ and $0101_2$	Used in EN 300 396-5 [5]
		$0110_2$	Security parameter mismatch
		others	Reserved

## 9.7.15 Release cause

The release cause element is used to indicate the reason why the current call is terminating prematurely.

Information element	Length	Value	Remark
Release cause	4	0000 <sub>2</sub>	Cause not defined or unknown
		0001 <sub>2</sub>	Pre-emptive use of resource
		0010 <sub>2</sub>	User initiated release
		0011 <sub>2</sub>	Called party offered unacceptable service
		0100 <sub>2</sub>	Called party is not reachable
		0101 <sub>2</sub>	Called party rejected call (i.e. called DM-MS sent DM-DISCONNECT in response to DM-SETUP PRES)
		0110 <sub>2</sub>	Pre-emption by late entering gateway
		0111 <sub>2</sub>	Used in EN 300 396-4 [4]
		1000 <sub>2</sub> to 1100 <sub>2</sub>	Used in EN 300 396-5 [5]
		1101 <sub>2</sub>	Used in EN 300 396-4 [4], EN 300 396-5 [5] and EN 300 396-10 [i.3]
		1110 <sub>2</sub>	Used in EN 300 396-5 [5]
		1111 <sub>2</sub>	The reason for the release is given in the release cause extension element

### 9.7.15A Release cause extension

The release cause extension element is used to indicate the reason why the current call is terminating prematurely in those cases when the reason is not provided in the release cause element (i.e. when the release cause element is set to 1111<sub>2</sub>).

Information element	Length	Value	Remark
Release cause extension	5	00000 <sub>2</sub>	Channel has become occupied by other users
		00001 <sub>2</sub> to 00110 <sub>2</sub>	Used in EN 300 396-5 [5]
		00111 <sub>2</sub> to 11111 <sub>2</sub>	Reserved

### 9.7.16 Short Data Type Identifier (SDTI)

The Short Data Type Identifier element is used to indicate the type of the short data sent.

Information element	Length	Value	Remark
Short Data Type Identifier	4	0000 <sub>2</sub>	User defined data 1
		0001 <sub>2</sub>	User defined data 2
		0010 <sub>2</sub>	User defined data 3
		0011 <sub>2</sub>	Length Indicator + User defined data 4
		0100 <sub>2</sub>	Pre-coded status
		others	Reserved

### 9.7.17 User defined data 1

The user defined data 1 element shall be a user defined fixed length message field of 16 bits, the value or content of which is defined in the user application.

### 9.7.18 User defined data 2

The user defined data 2 element shall be a user defined fixed length message field of 32 bits, the value or content of which is defined in the user application.

### 9.7.19 User defined data 3

The user defined data 3 element shall be a user defined fixed length message field of 64 bits, the value or content of which is defined in the user application.

### 9.7.20 User defined data 4

The user defined data 4 element shall be a user defined variable length message field of up to 2 047 bits (including the protocol identifier). Refer to annex E and EN 300 392-2 [3] for the structure of this element.

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## Annex A (normative): Timers and constants in DM-MS

This annex lists the timers and constants in a DM-MS when operating in direct MS-MS mode.

Where indicated, a value should be chosen by the MS designer from within the specified range. For other timers and constants, a default value is specified and the value of these timers and constants shall be configurable within the DM-MS.

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### A.1 Layer 3 timers

DT303	Time-out waiting for response to DM-SETUP PRES. Value to be chosen by MS designer. Suggested value = 250 ms.
DT307	Time-out waiting for response to DM-CONNECT. Value to be chosen by MS designer. Suggested value = 350 ms.
DT311	Call transaction timer. Value to be chosen by MS designer or given by configuration. Suggested maximum value = 300 s.
DT314	Time-out for reporting SDS failure after sending DM-PRE ACCEPT. Value to be chosen by MS designer. Suggested value = 500 ms.
DT316	Time-out waiting for response to DM-SDS DATA. Value to be chosen by MS designer. Suggested value = 400 ms.

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### A.2 Layer 3 constants

DN303	Maximum number of attempts to send DM-SETUP PRES if no response received. MS designer choice from the ranges 1 to 3.
DN314	Number of transmissions of DM-SDS UDATA. Value may be chosen by MS designer (or may be message dependent) from the ranges 1 to 6.
DN315	Maximum number of attempts to send DM-SDS DATA if negative response received. MS designer choice from the ranges 2 to 6.
DN316	Maximum number of attempts to send DM-SDS DATA if no response received. MS designer choice from the ranges 1 to 4.

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### A.3 Layer 2 timers

DT204	Time-out for increased surveillance after receiving gateway signalling. Value to be chosen by MS designer. Minimum value = $2 \times$ DT264 if the gateway's value of DT264 has been received. Minimum value = $2 \times 60$ multiframe durations if the gateway's value of DT264 has not been received.
DT205	Time when randomization is required for call set-up after channel becomes free. Default value = 18 frame durations.

DT206	Time when longer randomization is required for call set-up after new call pre-emption acceptance. Value to be chosen by MS designer. Minimum value = 9 frame durations.
DT207	Inactivity time-out for idle DM-MS in channel occupation or reservation. Default value = 90 frame durations.
DT210	Time allowed by master for response to DM-SDS DATA before sending DM-PRE ACCEPT. Default value = 4 frame durations. Minimum value = 2 frame durations, maximum value = 5 frame durations. Should be at least one more frame duration than DN210 in any slave DM-MS the master can send DM-SDS DATA to.
DT211	Time-out waiting for random access response (circuit mode occupation or channel reservation). Default value = 3 frame durations. Minimum value = 3 frame durations.
DT212	Time-out waiting for random access response (short data occupation). Default value = 7 frame durations. Minimum value = 7 frame durations.
DT213	Random access time-out for non-emergency message. MS designer choice from the ranges 2 to 60 multiframe durations.
DT214	Validity time-out when attempting random access. Default value = 36 frame durations.
DT215	Random access time-out for emergency message. Value to be chosen by MS designer from the ranges 2 to 60 multiframe durations or given by configuration.
DT221	Inactivity time-out for slave DM-MS in channel occupation or reservation. Default value = 90 frame durations.

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## A.4 Layer 2 constants

DN204	Minimum randomization for call set-up after channel becomes free. Default value = 1.
DN205	Maximum randomization for call set-up after channel becomes free. Default value = 8.
DN206	Minimum randomization for non-immediate retransmission of call set-up. Default value = 8.
DN207	Maximum randomization for non-immediate retransmission of call set-up. Default value = 12.
DN210	Maximum number of frames containing slave's response DSB. Default value = 3. Minimum value = 1, maximum value = 4.
DN212	Number of SCH/F slots of DM-SDS DATA that may be sent before pre-emption acceptance. Default value = 2. Maximum value = 6 - DT210 (expressed in frames)
DN213	Maximum number of non-emergency random access transmissions. Default value = 8.
DN215	Maximum number of emergency random access transmissions. Default value = 16.

## A.5 Maximum number of frame transmissions by DM-MAC

Table A.1 shows the minimum and maximum number of frames in which each message may be sent by the DM-MAC in the source DM-MS when using the frame countdown mechanism.

**Table A.1: Number of frame transmissions by DM-MAC**

Message type	Minimum to maximum number of frames in which the message may be sent
DM-SETUP	2 to 4 for new call set-up 2 to 4 for continuation of ongoing call
DM-SETUP PRES	3 or 4 for new call set-up 2 to 4 for continuation of ongoing call
DM-CONNECT	1 to DN210
DM-DISCONNECT	1 to DN210
DM-CONNECT ACK	1 to 4
DM-TX CEASED	2 to 4
DM-RELEASE	2 to 4
DM-TX ACCEPT	2 to 4
DM-PRE ACCEPT	2 to 4
DM-REJECT	1 to 4
DM-TIMING ACK	1 to 4 during occupation 1 to 4 during reservation for rejection 2 to 4 during reservation for acceptance
DM-SDS DATA (DSB)	2 to 4 for new call set-up, for fragmented data 3 or 4 for new call set-up, for non-fragmented data 2 to 4 for continuation of ongoing call
DM-SDS UDATA (DSB)	2 to 4 for new call set-up 2 to 4 for continuation of ongoing call
DM-SDS ACK (DSB)	1 to DN210

NOTE 1: The numbers of frames in which each message is sent may be set by the MS designer, or otherwise the MS designer may choose to allow some or all of the values to be configurable.

NOTE 2: During operation, the DM-MS usually uses the chosen number of transmission frames. However, it sometimes over-rides the chosen number of frames when required by the protocol. For example, the protocol requires that messages announcing a timing change are sent in at least three frames if the transmission includes frame 3.

NOTE 3: As indicated in table A.1, the number of transmission frames may be chosen from within a range. The choice of the number of transmission frames generally involves a trade-off between speed and reliability.

For example, the minimum number of transmission frames for a new call set-up is 2 for DM-SETUP, DM-SDS-UDATA and fragmented DM-SDS DATA, and 3 for DM-SETUP PRES and non-fragmented DM-SDS DATA. The maximum number of transmission frames is 4. Choice of a small number of transmission frames gives faster call set-up. However choice of a large number gives more reliability - both for achieving reception of the message by the called MS(s) and for detection of the call by other MSs on the RF carrier (thereby providing the call with better protection from interference). This may apply particularly if the DM-MS is transmitting only in timeslots 1 and 3 in each of the transmission frames.

NOTE 4: Messages not included in table A.1 (e.g. occupation messages, random access messages and DM-INFO) are not required to use the frame countdown mechanism, and so the "frame countdown" element may be set to 00<sub>2</sub> in each transmission. These messages are sent using different processes. For example, DM-OCCUPIED messages are sent at regular intervals throughout a circuit mode transmission.

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## Annex B (normative): Mathematical definition of FCS

The FCS value corresponding to a given frame is defined by the following procedure:

- 1) the first 4 octets (first 32 bits) of the frame are complemented. If there are less than 32 bits, then those bits will be complemented;
- 2) the  $n$  bits of the frame are then considered to be the coefficients of a polynomial  $M(x)$  of degree  $n - 1$ ;
- 3)  $M(x)$  is multiplied by  $x^{32}$  and divided by  $G(x)$ , producing a remainder  $R(x)$  of degree less than 32;
- 4) the coefficients of  $R(x)$  are considered to be a 32-bit sequence;
- 5) the 32-bit sequence is complemented and the result is the FCS.

The generator polynomial is defined as:

$$G(x) = 1 + X + X^2 + X^4 + X^5 + X^7 + X^8 + X^{10} + X^{11} + X^{12} + X^{16} + X^{22} + X^{23} + X^{26} + X^{32}$$

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## Annex C (informative): Limitations of Dual Watch operation

An I-DW-MS is capable of TETRA DMO and TMO operation. When idle it is capable to periodically monitor both modes. Idle Dual Watch does not require a mobile engaged in a "call" either on the DMO or TMO side to monitor the other side. From the user's point of view this implies that he would not be reachable through the TMO network while engaged in a DMO call and from the DMO side while engaged in a TMO call.

A F-DW-MS is capable of TETRA DMO and TMO operation. When idle it is capable to periodically monitor both modes. When it is engaged in a call it is capable to monitor the DM RF carrier while in a TMO service and a TMO control channel while in a DM service. From the user's point of view this implies that he will be reachable through the TMO network while engaged in a DMO call and from the DMO side while engaged in a TMO call. There will also be some times when a full dual watching MS is not able to receive a call set-up on one side when it is involved in a call on the other side. For example this may apply when it is involved in a multi-slot TMO call or in a DM call that is using an unsuitable timing.

In both contexts the generic term "call" includes circuit mode calls, SDS and Packet Data. The user is always aware of these ongoing activities.

It is important to note that there exist many activities, besides calls, that may force an I-DW-MS to suspend its dual watch monitoring or a F-DW-MS to act as involved in a TMO service. There are some "limiting services" like authentication, DGNA, OTAR, monitoring, background scanning of adjacent cells, new DM RF carrier selection or periodic registration that might suspend as well the effective dual watch activity. These services may have different duration and only some of them are visible to the user while others are hidden.

Depending on the duration of these services (usually 1 frame or more), the used EG and the hardware capability, the DW-MS might actually be precluded from receiving "circuit mode call" on one side when involved in a "limiting service" on the other side.

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### C.1 Energy saving economy mode

A F-DW-MS needs energy saving with an EG2 or higher in order to monitor the downlink TMO common control channel during DMO operation, while I-DW-MS (according to EN 300 392-2 [3] version 2.4.2) may work even without energy saving on the TMO side. That allows an MS to offer to its user a dual watch capability while operating under a network that does not support energy saving mode. However it should be understood that performing idle dual watch without energy saving mode implies both advantages and disadvantages.

#### C.1.1 Idle Dual Watch without EG (i.e. EG0, receiving TMO in one slot every frame)

When idle dual watch is performed without the application of any energy saving economy mode the I-DW-MS should monitor all downlink slots of the TMO common control channel. In such a case, for each frame, the I-DW-MS has only three slots to switch to the DMO carrier, perform the appropriate DMO channel surveillance and then switch back to the TMO main carrier.

From the hardware point of view, an I-DW-MS using EG0 needs to be capable of switching between operating on the selected DM channel frequency and the TMO channel frequency within 0,5 of timeslot duration (approximately 7 ms).

Assuming a half-slot switch between TMO and DM, it is possible for a I-DW-MS using EG0 to detect and attempt to decode at least one DSB from a sequence of 8 DSBs sent in consecutive slots (normal mode call set-up), where the timing of the sequence of DSBs is arbitrary.

Using a half-slot switch, it is not always possible for the I-DW-MS to detect and attempt to decode at least one DSB from a sequence of 4 DSBs sent in alternate slots (channel B frequency efficient mode call set-up), where the timing of the sequence of DSBs is arbitrary. It is possible for some timing, e.g. for the DW synchronization, but not for all timings.

Sometimes it is not possible for the I-DW-MS to perform the required DM channel surveillance on a busy channel - e.g. if there is a collision between the TMO slot (plus switching times each side) with DM slot 3 and if the DNB in slot 1 cannot be decoded due to encryption causes.

Therefore EG0 can be generally used with normal mode and fast call set-up surveillance (as usual with occasional loss of calls because of TMO "limiting services"), while calls may be missed if using frequency efficient mode.

It is important to note that due to the intensive reception activity performed on both sides by an I-DW-MS using EG0, an MS is likely to have poor battery life.

### C.1.2 Idle Dual Watch with EG1 (i.e. receiving TMO in one slot every 2 frames)

When idle dual watch is performed with the application of energy saving the I-DW-MS should monitor the TMO common control channel on the downlink active slots only. In such a case, the I-DW-MS has 7 slots to switch to the DMO carrier, perform the appropriate DMO channel surveillance and then switch back to the TMO main carrier.

It is possible for an I-DW-MS using EG1 to detect and attempt to decode at least one DSB from a sequence of 8 DSBs sent in consecutive slots (normal mode call set-up), where the timing of the sequence of DSBs is arbitrary.

It is also possible for the I-DW-MS to detect and attempt to decode at least one DSB from a sequence of 4 DSBs sent in alternate slots (channel B frequency efficient mode call set-up), where the timing of the sequence of DSBs is arbitrary.

Sometimes it is not possible for the I-DW-MS to perform the required DM channel surveillance on a busy channel. For example this applies with some relative timing if slot 1 cannot be used due to encryption causes, the DM signalling are not sent in 4 frames and the only received slot 3 belongs to frame 3.

Therefore EG1 can be generally used with fast call set-up surveillance (as usual with occasional loss of calls because of TMO "limiting services") for both normal and frequency efficient mode (without needing a half-slot switch hardware capability).

Regarding to the reduced reception activity performed on TMO sides by an I-DW-MS using EG1, an MS is likely to have a longer battery life.

### C.1.3 Idle Dual Watch with EG2 and above

When idle dual watch is performed with the application of energy saving the I-DW-MS should monitor the TMO common control channel on the downlink active slots only. In such a case, the I-DW-MS has at least 11 slots to switch to the DMO carrier, perform the appropriate DMO channel surveillance and then switch back to the TMO main carrier.

It is possible for a DW-MS using EG2 or above to detect and attempt to decode at least one DSB from a sequence of 8 DSBs sent in consecutive slots (normal mode call set-up), where the timing of the sequence of DSBs is arbitrary.

It is also possible for the DW-MS to detect and attempt to decode at least one DSB from a sequence of 4 DSBs sent in alternate slots (channel B frequency efficient mode call set-up), where the timing of the sequence of DSBs is arbitrary.

So, EG2 and above can be always used with fast call set-up surveillance (as usual with occasional loss of calls because of TMO "limiting services") for both normal and frequency efficient mode (without needing a half-slot switch hardware capability).

Regarding to the reduced reception activity performed on TMO sides by an I-DW-MS using EG, an MS is likely to have a longer battery life.

### C.1.4 Drawbacks on EG usage

Generally the use of energy saving mode guarantees a better quality of the dual watch service as it reduces the required monitoring on the TMO side and leave more flexibility in fitting together TMO activities and DM channel monitoring. It also improves on MS the battery life.

On the other hand the application of energy saving mode to idle dual watch (and the same applies anyway to full dual watch or to any TMO mobile using EG) would incur the usual drawbacks of EGs. The main, related to SwMI behaviour, may be the delay of the group call set-up for the whole group or at least for the members using EG.

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## C.2 Small failures on dual watch surveillance

When involved in a limiting service on TMO side a DW-MS may use the slots between two consecutive receptions on the TMO common control channel for TMO purposes, instead of using them for DM channel surveillance. In this case the DW-MS might be precluded from receiving any DMO carrier looking for DSBs and consequently it might happen that the DW-MS misses a call set-up on the DMO carrier.

Whenever it missed a monitoring opportunity on the DM channel (small failure) due to one of the above TMO limiting services, the DW-MS would actually lose a reliable perception of the DM channel state and may perform again a continuous monitoring to verify the channel state. During such continuous DM channel monitoring, the mobile would not be able to properly monitor the TMO control channel.

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## C.3 User's perception

From the user's point of view a DW-MS is capable of both TETRA DMO and TETRA TMO operation. When idle, the MS periodically monitors both the DM RF carrier and the TMO control channel in order to detect any incoming circuit mode call or service.

Whenever the DW-MS is not able to implement the required DM channel surveillance due to one of the previous described "limiting services", it loses a reliable DM RF carrier state perception. In order to recover it the DW-MS should perform again the continuous monitoring. The same surveillance is also applied at the end of any TMO circuit mode call.

During such a continuous monitoring (about 1 second) the mobile does not monitor the TMO control channel. Consequently it should be clear that the above services, that may be not visible to the user, reduce the time during which the mobile is able to really dual watch.

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## C.4 Conclusions

Idle dual watch operation may be performed without the application of energy saving (e.g. if the network does not support energy saving) but with a reduced quality of service due to possible incompatibility among DM channel monitoring and TMO activities.

The use of energy saving mode for idle dual watch operation would guarantee a better quality of service as it will reduce the required monitoring on the TMO side thus leaving more flexibility in fitting together TMO activities and DM channel monitoring.

In any case, the application of longer call set-up sequences (instead of 2 frames) would improve the DW-MS performance. For example 4 frames for EG1 and 3 frames for other EG.

Both for I-DW-MS and F-DW-MS the occasional loss of incoming calls or the loss of a reliable DM RF carrier perception because of "limiting services" cannot be avoided by any EG selection.

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## Annex D (informative): Use of threshold in channel surveillance procedures

In clause 8.4, it is noted that a DM-MS is permitted to implement a signal strength threshold where it need not regard the channel as busy (i.e. occupied or reserved) as a result of receiving DSBs below that threshold.

EXAMPLE: The signal strength threshold may be set to the receiver sensitivity level.

Use of such a threshold may be useful in order to avoid penalizing a DM-MS that has good receiver performance. It could also allow the DM RF carrier to be re-used for a new call when there is a very distant call in progress. However, some problems may arise from the use of a threshold, particularly if the threshold is significantly above the receiver sensitivity level.

One problem is that, if a DM-MS uses a threshold to decide that it may make a call in the presence of an ongoing call, this may result in interference between the new call and the ongoing call, reducing the quality of the provided service for both calls.

There are also some protocol issues that arise for DM-MSs that are within range of both calls. This applies particularly for DM-MSs that are geographically between the two master DM-MSs. For example:

- A slave DM-MS needs to decide what to do if it considers that it is in a call and then detects that there is signalling for another call on that channel (either addressed to itself or not addressed to itself).
- A DM-MS normally regards the channel as free when it perceives the end of a call, so it may attempt to set-up a call on the free channel. This may then result in interference if there is actually another call on the channel (already in progress during the call that has just ended).
- Idle DM-MSs using the fast call set-up surveillance on a busy channel monitor the channel using the timing of the ongoing call. If a new master DM-MS tries to set up a call to those DM-MSs using a different slot timing then those DM-MSs may not receive the new call set-up unless they use additional procedures in order to detect DSBs sent with an arbitrary timing. Because of the framing structure, this may occur even if the new call is at a higher signal strength than the ongoing call.

Due to the absence of a controlling infrastructure, these types of issue may arise in DMO even if a threshold is not used, for example:

- if a second master DM-MS sets up a call because it did not see the first call as a result of radio propagation errors;
- if two master DM-MSs set up calls when they are out of range of each other, but then move closer so that they come within range;
- if two master DM-MSs set up calls when they are out of range of each other, but then there is a changeover such that the new master is now within range of the other call;
- if two master DM-MSs are out of range of each other but slave and idle DM-MSs geographically between the masters are within range of both calls.

However the likelihood of these types of issue arising may be increased if using a surveillance threshold, particularly if that threshold is significantly above the receiver sensitivity level.

## Annex E (normative): SDS-TL use in DMO

This annex lists the TMO PDUs with the restrictions and/or clarifications for use in DMO and use of store and forward in DMO.

### E.1 Use of SDS-TL PDUs in DM-SDS DATA/UDATA PDUs

SDS-TL PDUs format in DMO should be the same as in TMO, with the following comments applied to the DMO usage.

#### E.1.1 SDS-TRANSFER

The SDS-TRANSFER PDU (see clause 29.4.2.4 in EN 300 392-2 [3]) is carried over in the User Defined Data 4 element of DM-SDS DATA/UDATA PDU.

**Table E.1: SDS-TRANSFER PDU contents**

Information element	DMO Usage Remark
Protocol identifier	Same as TMO
Message type	Same as TMO
Delivery report request	Same as TMO
Service selection / Short form report	The element is used only as the "short form report" element in DMO.
Storage	See clause E.2
Message reference	Same as TMO
Validity period	Same as TMO
Forward address type	Same as in TMO. (see clause E.2 for usage of the Forward Address field)
Forward address short number address	Not applicable for DMO
Forward address SSI	Same as TMO
Forward address extension	Same as TMO
Number of external subscriber number digits	Same as TMO but only applicable to part 5
External subscriber number digit	Same as TMO but only applicable to part 5
Dummy digit	Same as TMO but only applicable to part 5
User data	Same as TMO (see clause 29.5.3.3 in EN 300 392-2 [3])

#### E.1.2 SDS-ACK

The SDS-ACK PDU (see clause 29.4.2.1 in EN 300 392-2 [3]) is carried over in the User Defined Data 4 element of DM-SDS DATA/UDATA PDU or using DM-SDS ACK.

**Table E.2: SDS-ACK PDU contents**

Information element	DMO Usage Remark
Protocol identifier	Same as TMO
Message type	Same as TMO
Reserved	Same as TMO
Delivery status	Same as TMO
Message reference	Same as TMO

### E.1.3 SDS-REPORT

The SDS-REPORT PDU (see clause 29.4.2.2 in EN 300 392-2 [3]) is carried over in the User Defined Data 4 element of DM-SDS DATA/UDATA PDU or using DM-SDS ACK.

**Table E.3: SDS-REPORT PDU contents**

Information element	DMO Usage Remark
Protocol identifier	Same as TMO
Message type	Same as TMO
Acknowledgement required	Same as TMO
Reserved	Same as TMO
Storage	Same as TMO (see remark in SDS-TRANSFER PDU)
Delivery status	Same as TMO
Message reference	Same as TMO
Validity period	Same as TMO
Forward address type	Same as TMO (see note in SDS-TRANSFER)
Forward address short number address	Not applicable for DMO
Forward address SSI	Same as TMO
Forward address extension	Same as TMO
Number of external subscriber number digits	Same as TMO but only applicable to part 5
External subscriber number digit	Same as TMO but only applicable to part 5
User data	Same as TMO

### E.1.4 SDS-SHORT REPORT

The SDS-SHORT REPORT PD (see clause 29.4.2.3 in EN 300 392-2 [3]) is carried over in the pre-coded status element of DM-SDS DATA/UDATA or using DM-SDS ACK PDU.

**Table E.4: SDS-SHORT REPORT PDU contents**

Information element	DMO Usage Remark
SDS-TL PDU	Same as TMO
Short report type	Same as TMO
Message reference	Same as TMO

## E.2 Use of SDS-TL Store and Forward in DMO

The use of the SDS-TL Forward Address element in TMO is defined in clauses 29.3.1 and 29.3.2.7 of EN 300 392-2 [3]. The main rules for using the Forward Address are defined by tables 425, 426 and 427. Following are the suggested rules for using the Forward Address in DMO:

- DM-MS to DM-MS (no Store and Forward):  
No use of forward address. That is, for DM-MS to DM-MS with no Storage, table 425 of EN 300 392-2 [3] will be applicable.
- DM-MS to other target via the DM gateway:  
Forward address is used the same way it is used when TM-MS sends the message, whether Store and Forward is defined or not. That is, tables 425, 426 and 427 of EN 300 392-2 [3] may be applicable.
- DM-MS to DM-MS via DM-MS acting as Service Centre:  
In this case, the DM-MS that does the Store and Forward functionality is functioning as an SDS Service Centre (see table E.5).

NOTE 1: A DM repeater can not be a service centre and not support Store and Forward functionality.

NOTE 2: A DM-MS or a DM gateway may implement Store and Forward functionality as a service centre.

**Table E.5: DM-MS1 to DM-MS2 using forward address via DM Service Centre (DM-SC)  
(based on table 426 of EN 300 392-2 [3])**

PDU and hop	Source address in the DM-SDS U/DATA PDU	Destination address in the DM-SDS U/DATA PDU	Forward address	Remark
SDS-TRANSFER MS1 → DM-SC	MS1	DM-SC	MS2, note 1	Forward address indicates the true destination.
SDS-REPORT DM-SC → MS1 (delivered / stored)	DM-SC	MS1	MS2, note 3	If present forward address indicates the destination of the original SDS-TRANSFER PDU.
SDS-TRANSFER DM-SC → MS2	DM-SC	MS2	MS1	Forward address indicates the true source.
SDS-REPORT MS2 → DM-SC (received)	MS2	DM-SC	MS1, note 2	Forward address indicates the original source of the reported SDS-TRANSFER PDU.
SDS-REPORT DM-SC → MS1 (received)	DM-SC	MS1	MS2, note 3	If present forward address indicates the destination of the original SDS-TRANSFER PDU.
SDS-ACK MS1 → DM-SC (received-ack)	MS1	DM-SC	N/A	
SDS-REPORT MS2 → DM-SC (consumed)	MS2	DM-SC	MS1, note 2	Forward address indicates the original source of the reported SDS-TRANSFER PDU.
SDS-ACK DM-SC → MS2 (consumed-ack)	DM-SC	MS2	N/A	
SDS-REPORT DM-SC → MS1 (consumed)	DM-SC	MS1	MS2, note 3	If present forward address indicates the destination of the original SDS-TRANSFER PDU.
SDS-ACK MS1 → DM-SC (consumed-ack)	MS1	DM-SC	N/A	
NOTE 1: If DM-SC does not support Store and Forward it should reject the message.				
NOTE 2: The forward address is used because the original SDS-TRANSFER PDU to MS2 contained a forward address.				
NOTE 3: The forward address is optional.				

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## Annex F (informative): Change requests

The present document contains change requests as described in table F.1.

**Table F.1: Change requests**

No	CR vers.	Standard Version	TS	EN	Clauses affected	Title
001	01	1.2.1		X	9.7.15A	Additional release cause extension values
002	01	1.3.1		X	6.2.1.2	Gateway and repeater inter-working improvements
003	01	1.3.1		X	9.3.29	Reception of reserved system code values in the DMO range
004	02	1.3.1		X	9.6.8	DMO power class definition

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# History

<b>Document history</b>		
Edition 1	March 1998	Publication as ETS 300 396-3
V1.2.1	December 2004	Publication
V1.3.1	August 2006	Publication
V1.4.0	August 2011	One-step Approval Procedure      OAP 20111222: 2011-08-24 to 2011-12-22