**< CID#492 >**

The coordinator tries to track its neighbor’s beacon frame during every BI. So a device that lost beacon frame can update beacon information in next time.

**< CID#493 >**

In page 175, at line 25 ~ 34.

Replace the sentence at line 25~34 with the following sentence

“

**The effect of collision is inevitable in multiple devices scenario, where more than one device try to use the same channel at the same time. In the case of collision, the device that can detect the collision of beacon frame tries to send a DSME-Beacon collision notification command to its neighbor devices. On receipt DSME-Beacon collision notification command, the device stops to send its beacon frame and seeks unused beacon slot by listening its neighbor’s beacon frame during BI. If the device finds unused beacon slot, it immediately sends to DSME-Beacon allocation command frame to its neighbor device.**

**In order to avoid beacon collision problem, a device set macDeferredBeaconUsed value to be TRUE. When the device notice macDeferredBeaconUsed value to be TRUE then it knows that coordinator uses CCA for transmitting its beacon. In that case, the device has to use Beacon Timestamp offset for delayed beacon timestamp.**

“

Change the sub clause 7.2.5.2.2.8 with the following sentence.

“

7.2.5.2.2.8 Time Synchronization Specification field

**The Time Synchronization Specification field is 4 octets in length and shall be formatted as illustrated in .**

| bits: 0 | 1-7 | 8-55 | 56-71 |
| --- | --- | --- | --- |
| Deferred Beacon Flag | Reserved | Beacon Timestamp | Beacon Timestamp offset |

Figure 53.r—Format of the Time Synchronization Specification field

**The Deferred Beacon Flag subfield is 1 bit in length and shall be set to one if the device uses CCA before transmitting beacon frame, otherwise the bit shall be set to zero if the device shall not use CCA before transmitting beacon.**

**The Beacon Timestamp subfield is 6 octets in length and shall specifies the time of beacon transmission in unit of 1us for time synchronization. Its value is the start time of beacon slot.**

**The beacon timestamp offset subfield is 2 bytes in length and specifies that the different time between the reference start time of each beacon slot and the actual time transmitted beacon. It is used for getting more précised beacon transmitted time. If the Deferred Beacon Flag bit is set to zero, this subfield shall be ignored.**

“

**< CID#494 >**

The granularity of time synchronization precision is already defined in beacon timestamp in unit of 1us for time synchronization.

In page 175, at line 33

Delete the following sentence

“ **Thus perfect time synchronization becomes possible**”

**< CID#594 >**

In page 27, at line 2

Add the following sentence

“

**7.1.3.4.3 Appropriate usage**

**On receipt of the association response command, the MLME of an unassociated device generates a DSME-Beacon allocation notification command frame. The command frame is sent to the neighbor devices to notify its beacon allocation information.**

“

In page 27, at line 4

Add the following sentence at the line 4

**“ Figure 31.a illustrates a sequence of messages for DSME device association.”**

Add Figure31a (refer visio file) at the line 4

**< CID#595 >**

Withdraw

**< CID#604 >**

In page 131

Insert the following PIB in Table 86h

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Attribute | Identifier | Type | Range | Description | Default |
| macNeighborInformationTable |  | List of Neighbor Information entries (see Table 86i) | - | A table of the neighbor device’s information entires | Null |

Add the following Table86i

Table 86i – Elements of NeighborInformation

|  |  |  |  |
| --- | --- | --- | --- |
| **Attribute** | **Type** | **Range** | **Description** |
| ShortAddress | Integer | 0x0000-0xffff | The 16-bit address of the neighbor device. |
| ExtendedAddress | IEEE address | An extended 64-bit IEEE address | The 64-bit(IEEE) address of the neighbor device. |
| SDIndex | Integer | 0x0000-0xffff | The allocating SD index number for beacon frame |
| ChannelOffset | Integer | 0x00-0xff | The offset value of ChannelHoppingSequence. |
| TrackBeacon | Boolean | TRUE or FALSE | TRUE if the MLME is to track all future beacons of the neighbor device. FALSE if the MLME is not to track beacon of the neighbor device. |