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Abstract	Mapping of DL-MAP to slots is undefined
Purpose	“
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Mapping of DL-MAP to slots is undefined

Yuval Lomnitz

1. Motivation

Mapping of DL-MAP to slots is undefined

The standard doesn't specify to which physical slots the DL-MAP is mapped

2. Changes summary

[Modify the text 8.4.4.3 "DL Frame Prefix" DL-Map_Length definition as follows:]

Defines the length in slots of the DL-Map message that follows immediately the DL_Frame_Prefix, after repetition code is applied.

[Create the following changes to section 8.4.4.4 of the baseline document:]

8.4.4.4 Allocation of subchannels for FCH and DL-MAP, and logical subchannel numbering

[Add the following text in the end of section 8.4.4.4 :]
The mapping of the DL-MAP to slots will be as follows:
Let R be the number of repetitions of the DL-MAP (1,2,4 or 6). For each sector, allocate to the DL-MAP the first contiguous group of R subchannels in the first symbol, which belong to the sector and are not used for FCH, continue in frequency-first order by allocating the next group of R continuous subchannels, until no such group exists in the current symbol, and then continue to the next symbol-couple, until the total number of slots allocated matches DL-Map_Length defined in the downlink frame prefix. If the number of available slots in any symbol does not divide by R, and the MAP spans to the next symbol(s), then these slots will remain unused and cannot be allocated by the DL-MAP. The first allocation in the DL-MAP may pertain only to the symbol in which the end of the DL-MAP appears, or the following symbols.