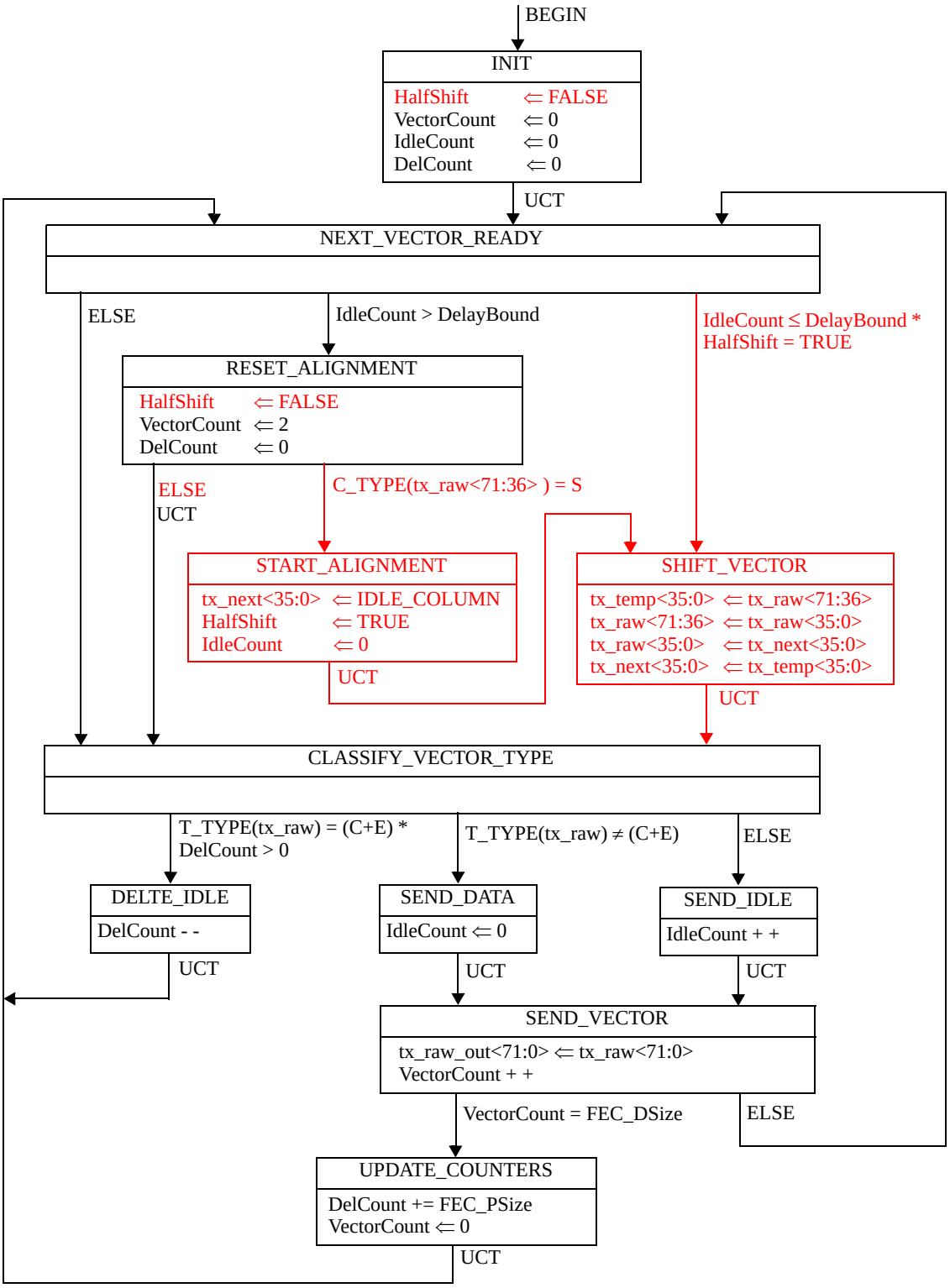

Figure 76–10—ONU Idle Deletion state diagram

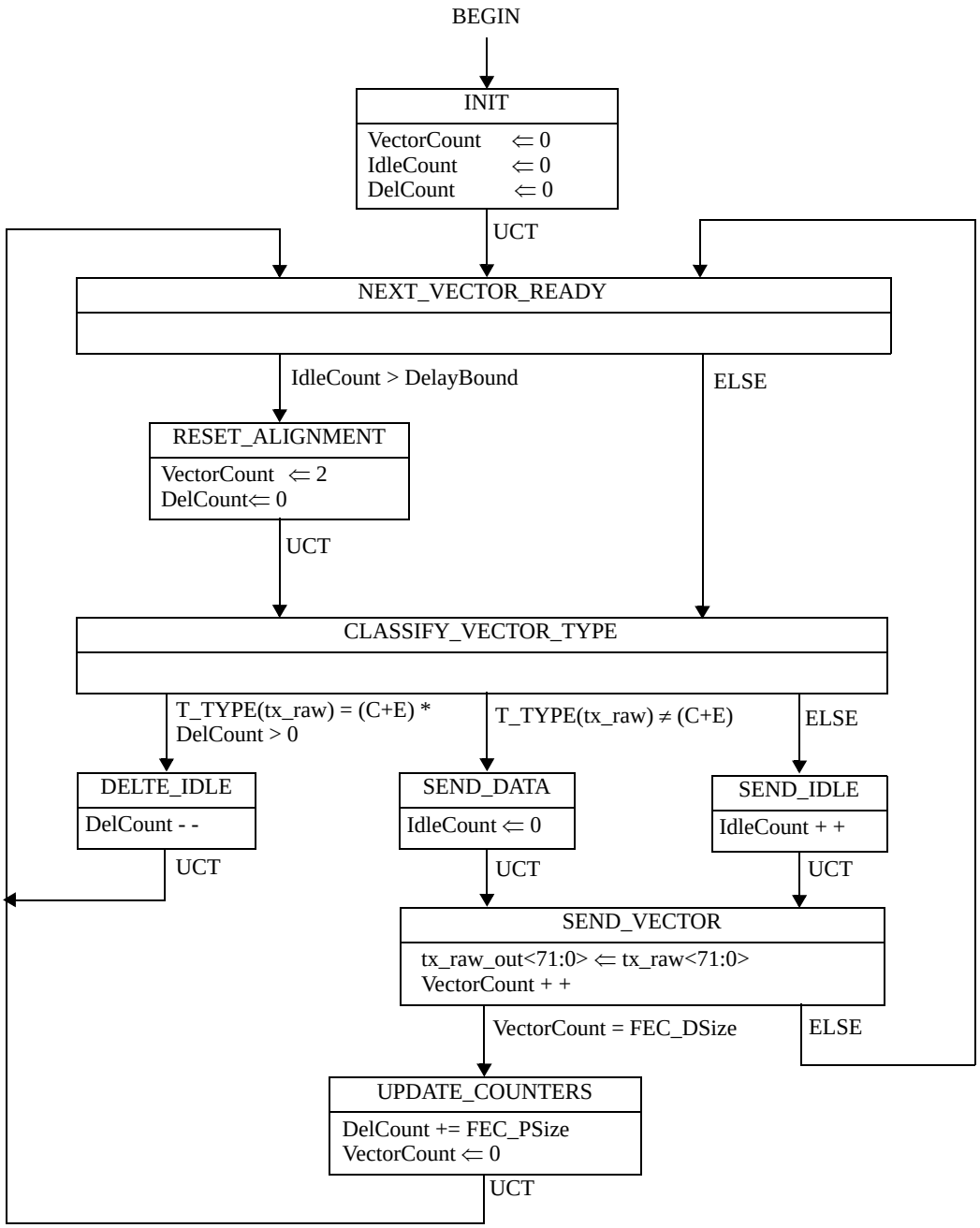

Figure 76–10—ONU Idle Deletion state diagram

Remove definitions of the following variables:

HalfShift, tx_next<35:0>, tx_temp<35:0>

Remove definitions of the following functions:

C_TYPE (wherever it is defined)

Modify contents of 76.2.2.1 to read as follows:

76.2.2.1 Idle control character deletion

The Idle Deletion process is responsible for deleting excess Idle characters to allow the parity data be inserted without increasing the PMD line rate. This process deletes four 72-bit vectors containing Idle characters per every thirty-one 72-bit vectors received from the XGMII, always ensuring that the minimum IPG has been preserved between two adjacent packets.

The Idle Detection function is implemented in the PCS as depicted in Figure 76–10 for ONUs and as depicted in Figure 76–9 for OLTs.

Modify the penultimate paragraph of 76.2.2.5 to read as follows:

Two consecutive XGMII transfers provide eight characters that are encoded into one 66-bit transmission block. The burst may occasionally be required to transmit an extra 4 bytes of data, causing the burst to extend into the next grant period.

Modify PICS 76.4.4.5 Alignment and Idle control character deletion as follows

76.4.4.5 Idle control character deletion

Item	Feature	Subclause	Value/Comment	Status	Support
AIC1	Idle Deletion function implementation in ONU	76.2.2.1.5	Meets the requirements of Figure 76–10	ONU:M	Yes [ ] No [ ]
AIC2	Idle Detection function implementation in OLT	76.2.2.1.5	Meets the requirements of Figure 76–9	OLT:M	Yes [ ] No [ ]