92.2.4.6.1 Constants

All the relevant constants defined in 49.2.13.2.1 are inherited. In addition, the following items are defined.

SH_CW_PATTERN[0..30]
: 31 element array of codeword sync header bit counts, where each element is set to the value 1 except for elements number 28, 29, 30 and 31, which have the following values:
SH_CW_PATTERN[27]=0
SH_CW_PATTERN[28]=2
SH_CW_PATTERN[29]=2
SH_CW_PATTERN[30]=0
TYPE: array of 8-bit unsigned

92.2.4.6.2 Variables

All the relevant variables defined in 49.2.13.2.2 are inherited. In addition, the following items are defined.

sh_valid[i]
: Boolean indication that is set true if received block rx_coded has valid sync header bits for the supposed current position in the FEC codeword. That is, sh_valid[i] is asserted if (rx_coded<0> + rx_coded<1>) == SH_CW_PATTERN[i mod 31] and de-asserted otherwise.
TYPE: boolean array

cword_lock
: Boolean variable that is set to true when receiver acquires codeword delineation.
TYPE: boolean

92.2.4.6.3 Functions

All the relevant functions defined in 49.2.13.2.3 are inherited. In addition, the following items are defined.

Force(i)
: Forces the sync header to the state that preserves FEC frame lock. Note that for parity blocks, the pattern is known a priori. For payload blocks, the first bit is forced to be the complement of the second bit. While this may duplicate a bit error, it will not propagate, as the FEC decoder discards the first bit before decoding. The Force(i) operation is presented below:

```
Force(i)
{
    If (cword_lock == true)
        If ( i > 26 )
            If ( i == 30 )
                rx_coded<0> = 1
                rx_coded<1> = 1
            else
                rx_coded<0> = 0
                rx_coded<1> = 0
        else
            rx_coded<0> =! rx_coded<1>
}
```


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