**Change from this:**

 leaf window {

 type uint64;

 description

 "The size of the window to use when monitoring for this

 threshold event. The units, default and upper and lower

 bounds depend on the threshold type as follows:

 Symbol Period:

 Units: number of symbols

 Default: number of symbols in one second for the

 underlying physical layer

 Min: number of symbols in one second for the

 underlying physical layer

 Max: number of symbols in one minute for the

 underlying physical layer

 Frame:

 Units: deciseconds

 Default: 1 second

 Min: 1 second

 Max: 1 minute

 Frame Period:

 Units: number of frames

 Default: number of minFrameSize frames in one second

 for the underlying physical layer

 Min: number of minFrameSize frames in one second for

 the underlying physical layer

 Max: number of minFrameSize frames in one minute for

 the underlying physical layer

 Frame Seconds:

 Units: deciseconds

 Default: 60 seconds

 Min: 10 seconds

 Max: 900 seconds

 The default value is implementation-dependent.";

**To this:**

 leaf window {

 type uint64;

 description

 "The size of the window to use when monitoring for

 this threshold event. The units, default and upper

 and lower bounds depend on the threshold type as

 follows:

 Symbol Period:

 Units: number of symbols

 Default: number of symbols in one second for the

 underlying physical layer

 Min: number of symbols in one second for the

 underlying physical layer

 Max: number of symbols in one minute for the

 underlying physical layer

 Frame:

 Units: deciseconds

 Default: 1 second

 Min: 1 second

 Max: 1 minute

 Frame Period:

 Units: number of frames

 Default: number of minFrameSize frames in one

 second for the underlying physical layer

 Min: number of minFrameSize frames in one

 second for the underlying physical layer

 Max: number of minFrameSize frames in one

 minute for the underlying physical layer

 Frame Seconds:

 Units: deciseconds

 Default: 60 seconds

 Min: 10 seconds

 Max: 900 seconds

 The default values are implementation-dependent.";