Project	**IEEE 802.16 Broadband Wireless Access Working Group <http://ieee802.org/16>**
Title	**Object_id Definitions for Service Primitives**
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Re:	
Abstract	This contribution proposes the Object_id definitions to be used in service primitives for identifying NCMS, BS, or MS entities.
Purpose	Adoption
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Table of Content

1. Introduction

This contribution proposes the Object_id definitions to be used in service primitives for identifying NCMS, BS, or MS entities.

2. Object_id Proposed Text

[Insert the following text to the end of subclause 14.1.2:]

14.1.2.3 Object_id Definitions

Figure 470 depicts the Object_id tree structure for the 802.16 Network Reference Model as shown in Figure 1b. At the BS side, a NCMS can manage multiple BSs. At the MS side, the NCMS can manage only one MS.

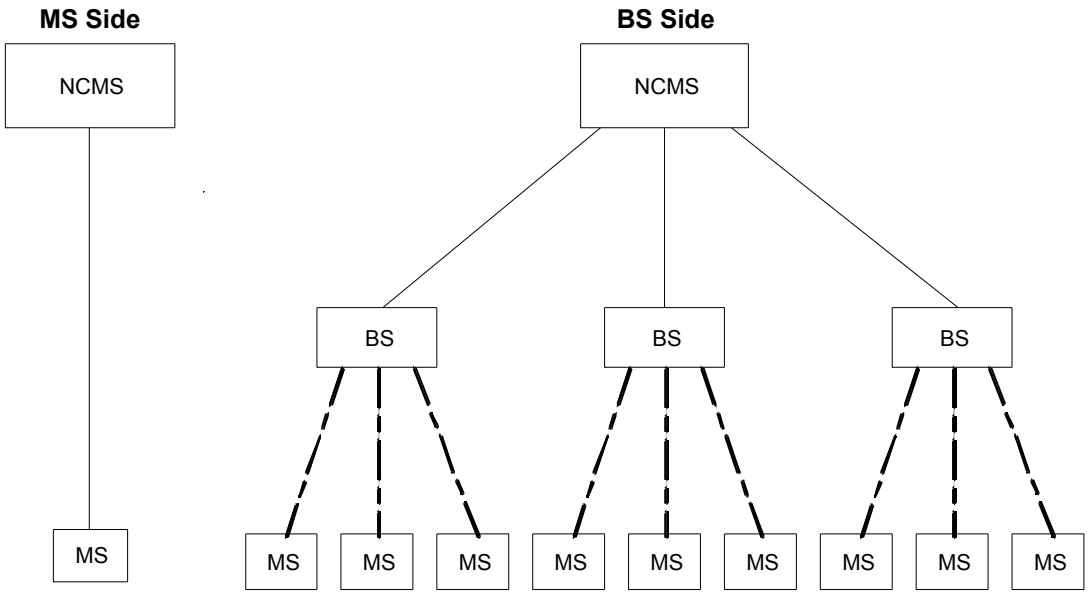

Figure 470—Object_id Tree Structure

Table 462 defines the object IDs that are used by the service primitives.

Managed Entities	Objects_id	Definitions

BS Side	NCMS_ID	Operator ID – The most significant 24 bits of the Base Station ID field, as shown in the DL-MAP message
	BS_ID	BS ID – The least significant 24 bits of the Base Station ID field, as shown in the DL-MAP message
MS Side	NCMS_ID	Operator ID – The most significant 24 bits of the Base Station ID field, as shown in the DL-MAP message
	MS_ID	48 bits MS MAC address

Table 462—Object_id Definitions