1) **Change Table 143-3 as shown in red. Note that another comment suggested deleting this table.**

Table 143–3—Envelope Header EQ

EQ Bits	Value	Description
7-0	0x01	Control bits corresponding to TXC<3:0> in two successive MII transfers
15-8	0xFB	Start Control Code
16	0 for ECH 1 for ESH	EnvType flag
17	0	reserved
39-18	varies	Length of envelope (in EQ)
45-40	varies	Envelope Position Alignment Marker (Number of bits matches the size of wRow)
46[a]	0x0	E
47[b]	0x0	K
63-48	varies	LLID
71-64	varies	CRC8

2) **Change the value of IEI_EQ constant in 143.3.3.3 as shown in red:**

IEI_EQ

Value: 0x~~FF-~~08-08-08-08-08-08-08-08-FF

3) **Change the value of IBI_EQ constant in 143.3.3.3 as shown in red:**

IBI_EQ

Value: 0x~~FF-~~0A-0A-0A-0A-0A-0A-0A-0A-FF

4) **Change the value of RATE_ADJ_EQ constant in 143.3.3.3 as shown in red:**

RATE_ADJ_EQ

Value: 0x~~FF-~~09-09-09-09-09-09-09-09-FF

5) **Change the value of PREAMBLE_EQ constant in 143.3.3.3 as shown in red:**

PREAMBLE_EQ

Value: 0x~~80-FB-~~5D-55-55-55-55-55-55-~~5D-~~FB-01

6) **Change code of EnvContHeader(wCol) function in 143.3.3.5 as shown in red:**

```
EQ EnvContHeader(int col)
{
      EQ hdr;
      hdr<7:0> = 0x01;              //Control bits (1000-0000b)
      hdr<15:8> = 0xFB;             //S-character
      hdr<16> = 0;                  //EnvType identifies ECH
      hdr<39:18> = EnvLeft[col];    //EnvLength
      hdr<45:40> = EnvPam;          //EPAM
      hdr<63:48> = LinkId[col];     //LLID
      hdr<71:64> = CRC8(hdr<63:8>); //Calculate CRC8
      return hdr;
}
```

7) **Change code of EnvStartHeader(wCol) function in 143.3.3.5 as shown in red:**

```
EQ EnvStartHeader(int col)
{
      EQ hdr;

      // Use provided ‘epam’ value if this envelope starts a new burst
      if(!TxActive[0] && !TxActive[1] && … && !TxActive[NUM_CH-1])
          EnvPam = epam;

      hdr<7:0> = 0x01;              //Control bits (1000-0000b)
      hdr<15:8> = 0xFB;             //S-character
      hdr<16> = 1;                  //EnvType identifies ESH
      hdr<39:18> = EnvLeft[col];    //EnvLength
      hdr<45:40> = EnvPam;          //EPAM
      hdr<63:48> = LinkId[col];     //LLID
      hdr<71:64> = CRC8(hdr<63:8>); //Calculate CRC8
      return hdr;
}
```

8) **Change code of IsHeader(EQ eq) function in 143.3.4.4 as shown in red. Note that another comment also required changes to this function. Those changes are shown here as well.**

```
bool IsHeader(EQ eq)
{
      return( eq<7:0> == 0x01 AND                // Control bits
              eq<15:8> == 0xFB AND               // Start Control Code /S/
              eq<71:64> == CRC8(eq<63:8>));      // Matching CRC8
}
```

9) **Change code of IsMisaligned(EQ eq) function in 143.3.4.4 as shown in red. Note that another editorial comment also required changes to this function. Those changes are shown here as well.**

```
bool IsMisaligned(EQ eq)
{
      return ( eq<7:0> == 0x1F AND               // Control bits
               eq<39:8> == 0x0A-0A-0A-0A AND     // 1st Transfer: IBI_EQ
               eq<47:40> == 0xFB );              // 2nd Transfer: Env. Header
}
```