1 Revision History
Revision 0: Blue Text
Initial proposal

2 Discussion
In ADT revision 6, section 4.7.1.3 refers to a list of “link level” errors, yet the list includes both link level and upper-layer protocol errors.

This proposal applies to ADT Revision 6.

2.1 Change 4.7.1.3
Current Text:

4.7.1.3 Error detection by the frame receiver

The port that receives a frame shall detect and report the following link level errors:

a) Checksum, over-length, under-length, or improperly formatted frames.
b) Unsupported PROTOCOL or FRAME TYPE values.
c) Frames with protocol other than link server when logged out.
d) Frames with non-sequential Frame Numbers (see 4.6.3)

When a port detects an error on a frame it receives it shall send a NAK IU to the other port with the appropriate status so that the port that sent the frame in error can initiate recover steps. The FRAME NUMBER field of the NAK IU shall be set to the Expected Frame Number counter value (see 4.6.3) when the error was detected.

Proposed text:

4.7.1.3 Error detection by the frame receiver

The port that receives a frame shall detect and report an error in a frame that prevents it from being processed. The following list provides examples of link layer errors:

a) Checksum, over-length, under-length, or improperly formatted frames.
b) Frames with non-sequential Frame Numbers (see 4.6.3)
c) Unsupported PROTOCOL values.
d) Unsupported FRAME TYPE values.
e) Frames with protocol other than link service when logged out.
f) Payload size too large

g) ACK offset too large

When a port detects an error on a frame it receives it shall send a NAK IU to the other port with the appropriate status (see table 15) so that the port that sent the frame in error can initiate recover steps. The FRAME NUMBER field of the NAK IU shall be set to the Expected Frame Number counter value (see 4.6.3) when the error was detected.