

Table 7-1—CTE rule TLV structure

Field Size (octets)	Field Name	Value	Description
1	<i>Type</i>	0xC0	Type code identifying the condition-encoding TLV
		0xAC	Type code identifying the action-encoding TLV
		0x00	Type code indicating that there are no more TLVs to process. The Length field and other fields (if present) are ignored. The TLV with Type = 0x00 shall be the last TLV in every <i>UMT_CONFIG</i> UMT PDU and it may be the only TLV in the <i>UMT_CONFIG</i> UMT PDU.
1	<i>Length</i>	$\underline{L}V+M+4$	The <i>Length</i> field encompasses the entire TLV, including the <i>Type</i> and <i>Length</i> fields. A TLV with length of 0x00 or through 0x01-0x03 is invalid, and on reception, should be treated as TLV with Type 0x00.
1	<i>Operation</i> ^a	per Table 6-1	Comparison operator code, if the TLV <i>Type</i> = 0xC0
		per Table 6-3	Action code, if the TLV <i>Type</i> = 0xAC
1	<i>FieldCode</i> ^a	per Table 6-2	Identifies a field to be used in a comparison, or to be modified by an action.
$\underline{L}V$	<i>Value</i>	various	The value to be used in a comparison or by an Add/Change action. Some TLVs may omit this field.
M^b	<i>Mask</i>	various	<u>The mask pattern to be used in a comparison condition. The mask pattern is applied as a bitwise-AND operation to both the value to be used in a comparison (see the <i>Value</i> field above) as well the value of the field identified by the <i>FieldCode</i> parameter of this TLV. Some TLVs may omit this field^c. When <i>Mask</i> is omitted, the comparison applies to the entire field.</u>

2 **NOTE—**a – Fields *Operation* and *FieldCode* ~~are~~ shall be present in all TLVs, even if they are not used.
3 When these fields are not used, they ~~are~~ should be set to the value of zero.

4 b – The length *M* of *Mask* field shall be the same as the length of *Value* field, if mask field is present.
5 Otherwise, the length *M* is considered to be equal to zero.

6 c – If a CTE rule TLV omits the *Value* field, the *Mask* field shall also be omitted.