

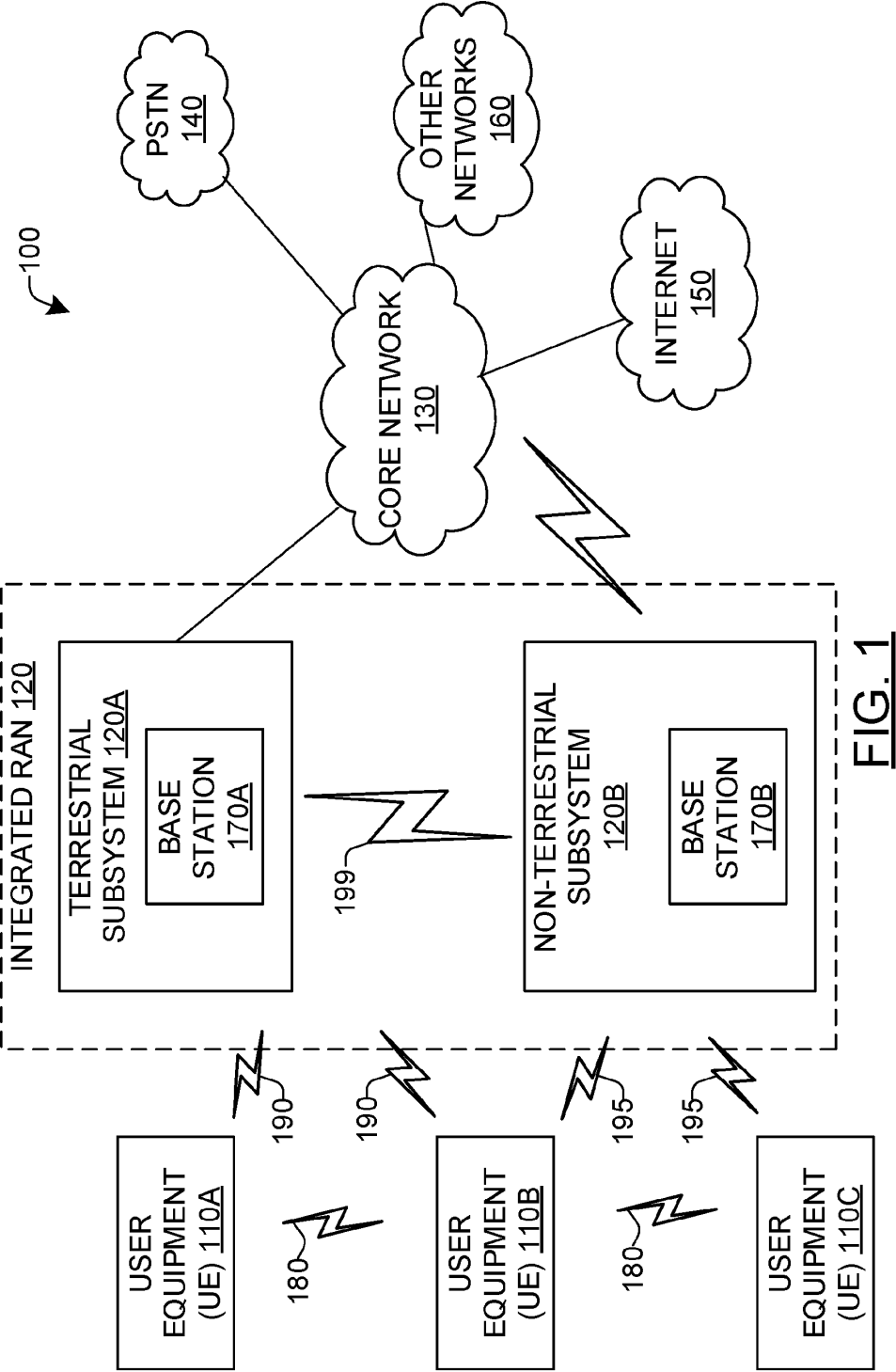


FIG. 1

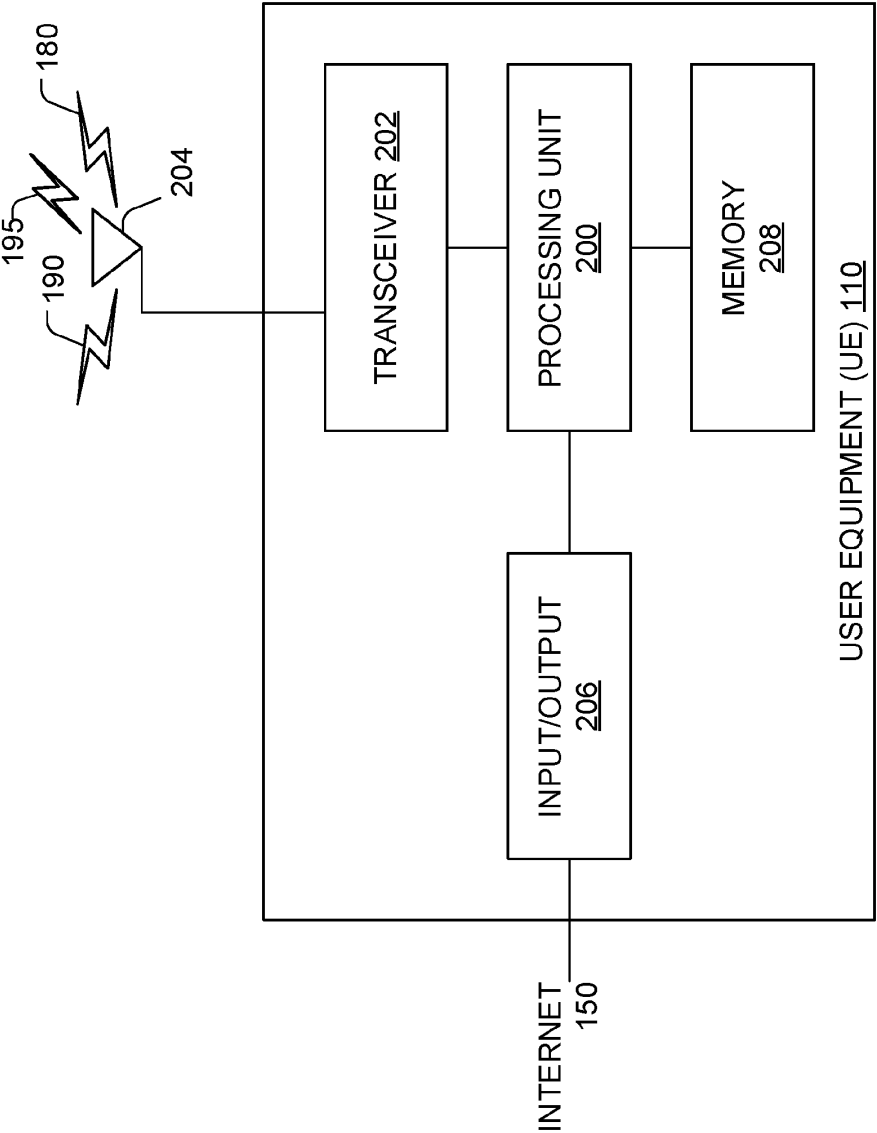


FIG. 2

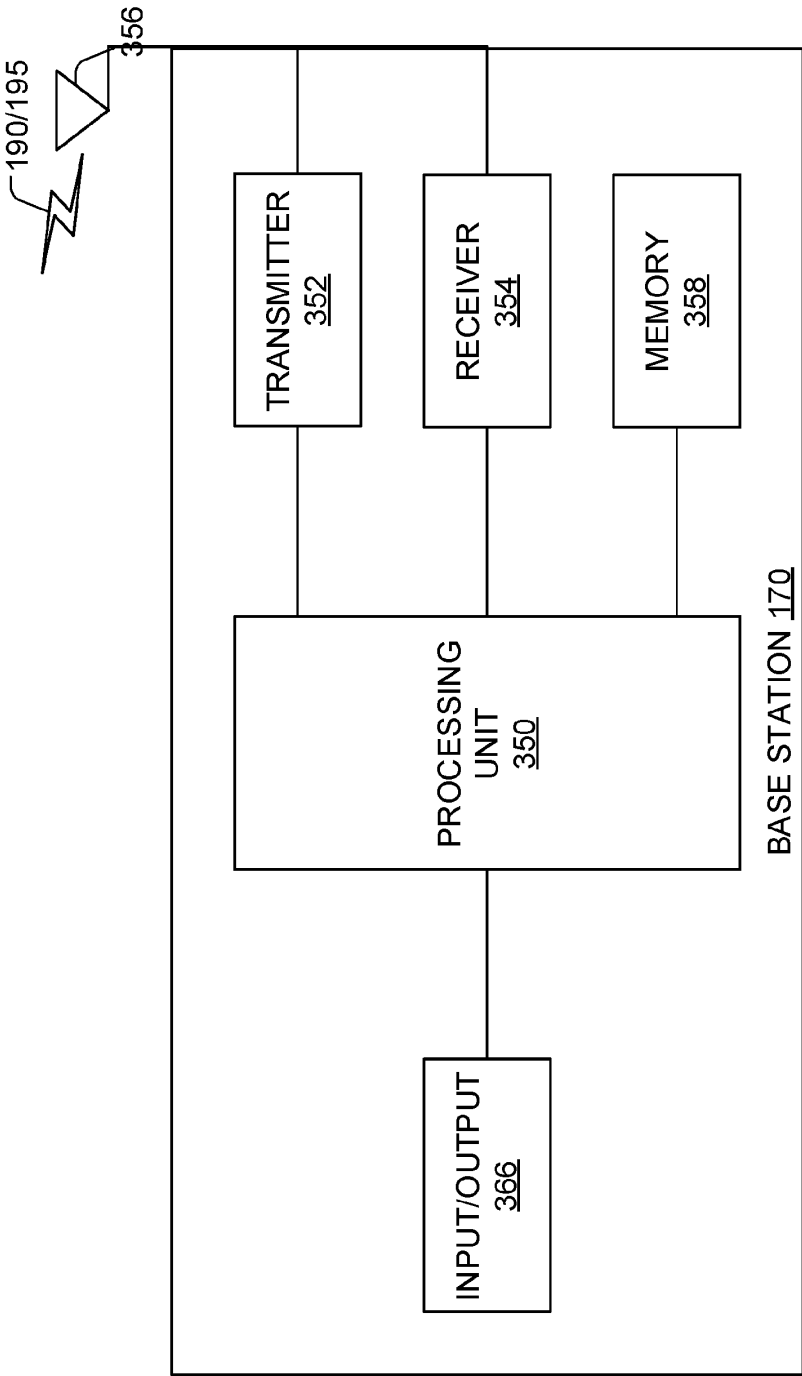


FIG. 3

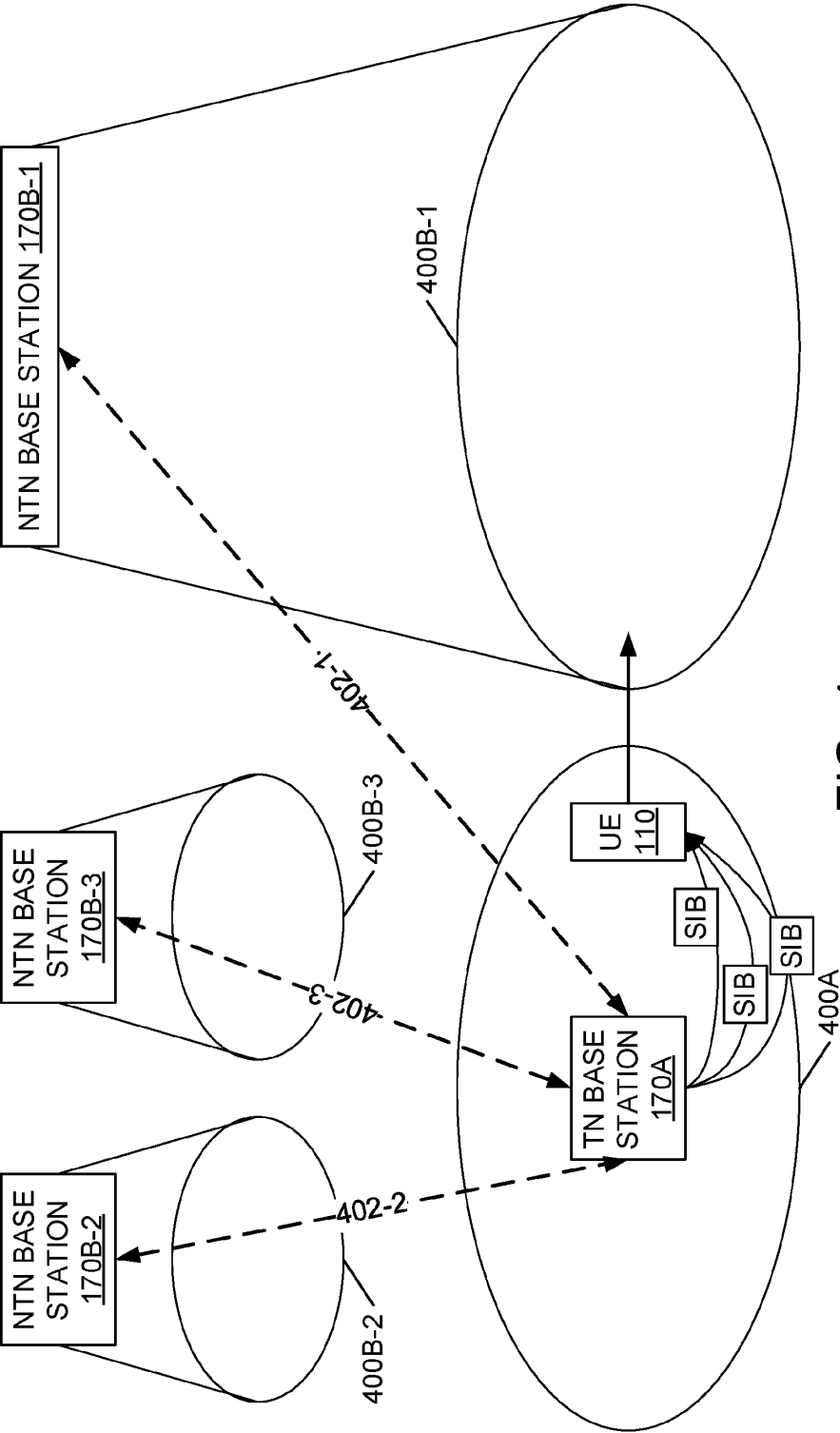


FIG. 4

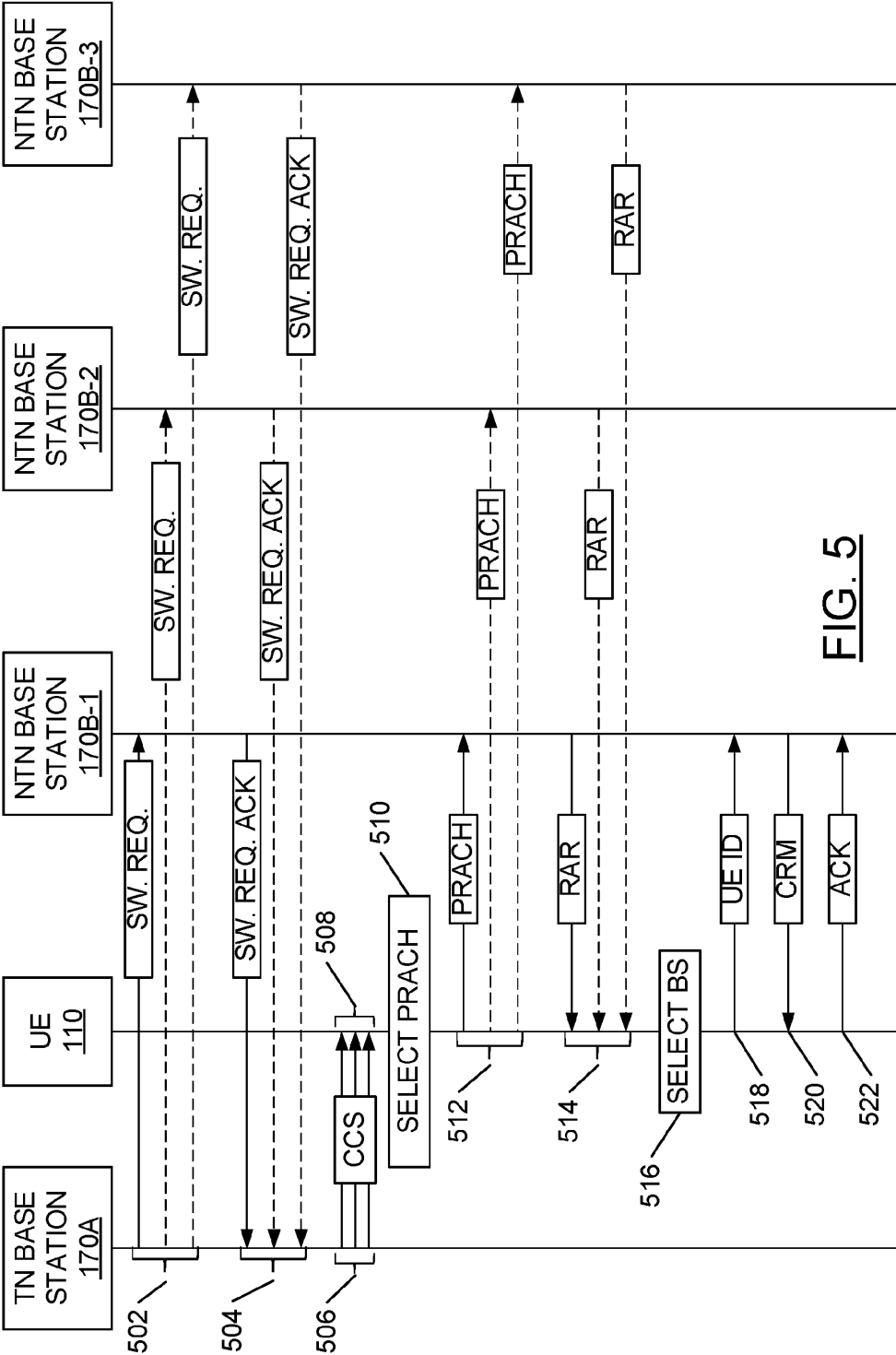


FIG. 5

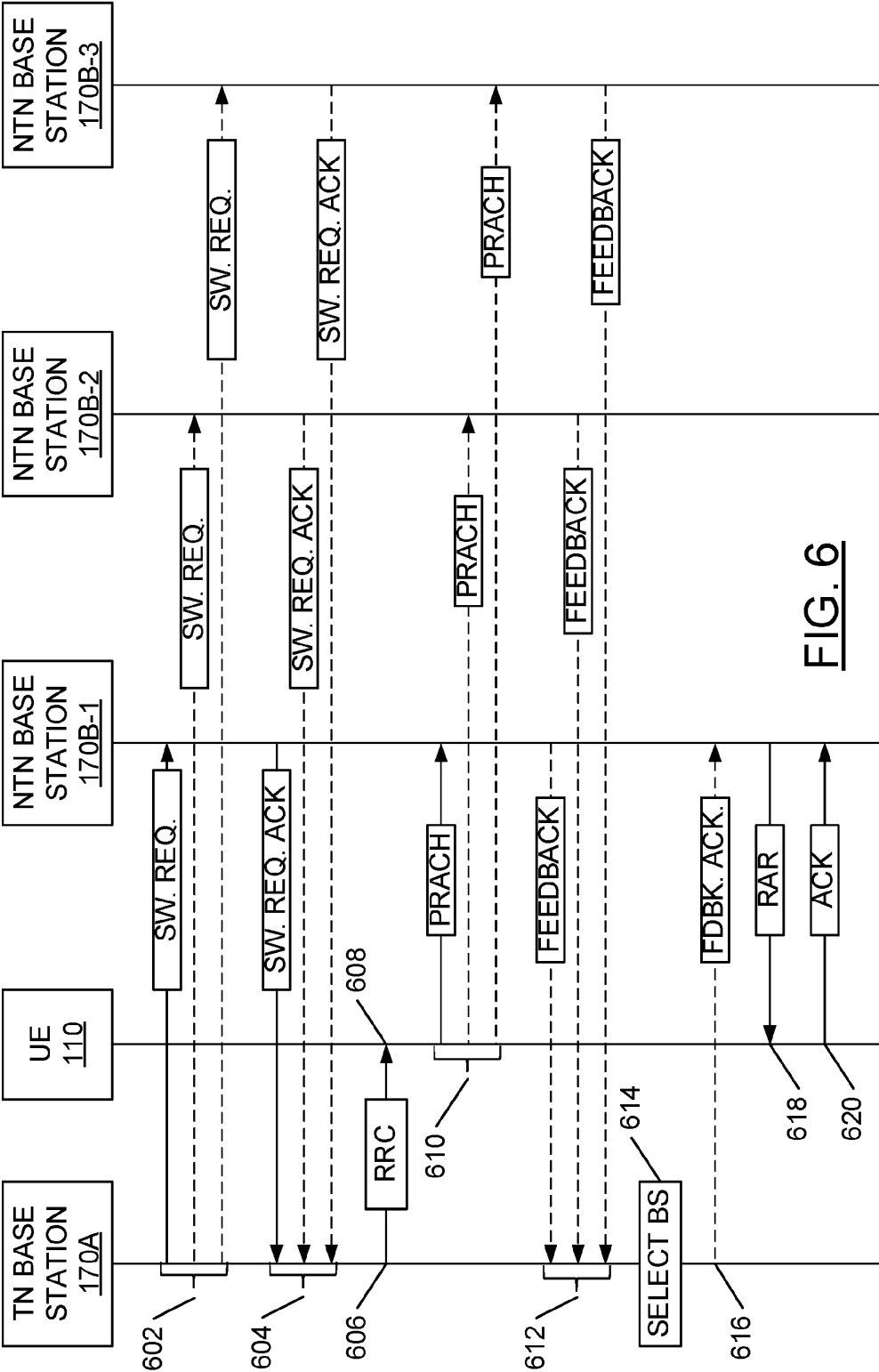


FIG. 6

700

- 1> MobilityResourceSet
  - 2> MobilityResourceSetId
  - 2> TierType = {terrestrial; non-terrestrial}
  - 2> TierId
  - 2> MobilityResourceList
    - 3> MobilityResourceId
    - 3> MobilityResourcePeriodicity = {5; 10; 20; 40; 80; 160}
    - 3> MobilityResourceFrequency
      - 4> StartingResourceBlock
      - 4> NumberOfResourceBlocks
    - 3> MobilityResourceSequenceGenerationId
    - 3> MobilityResourceBeamInformation
      - 4> AzimuthAngle
      - 4> ZenithAngle

FIG. 7

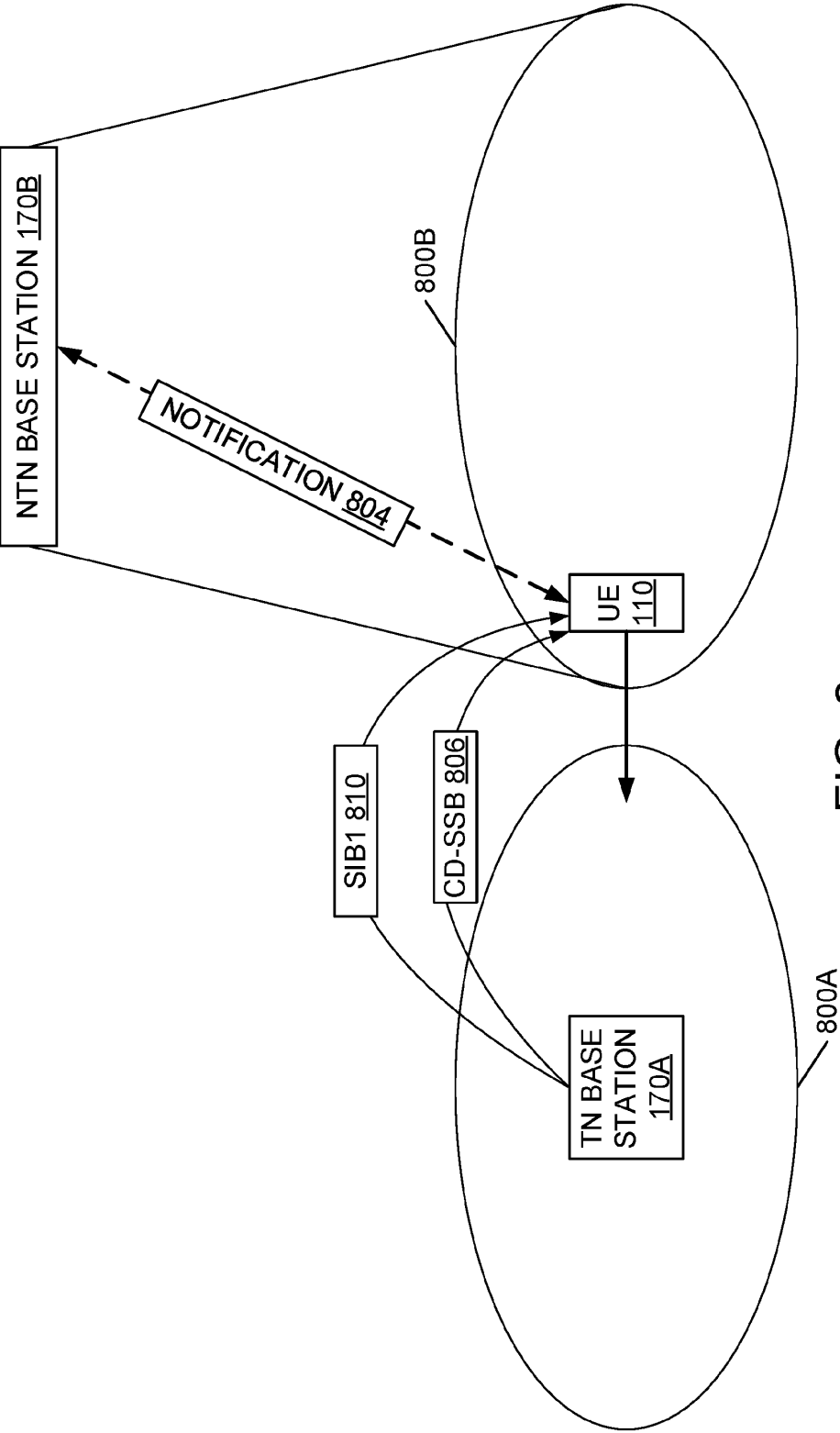


FIG. 8

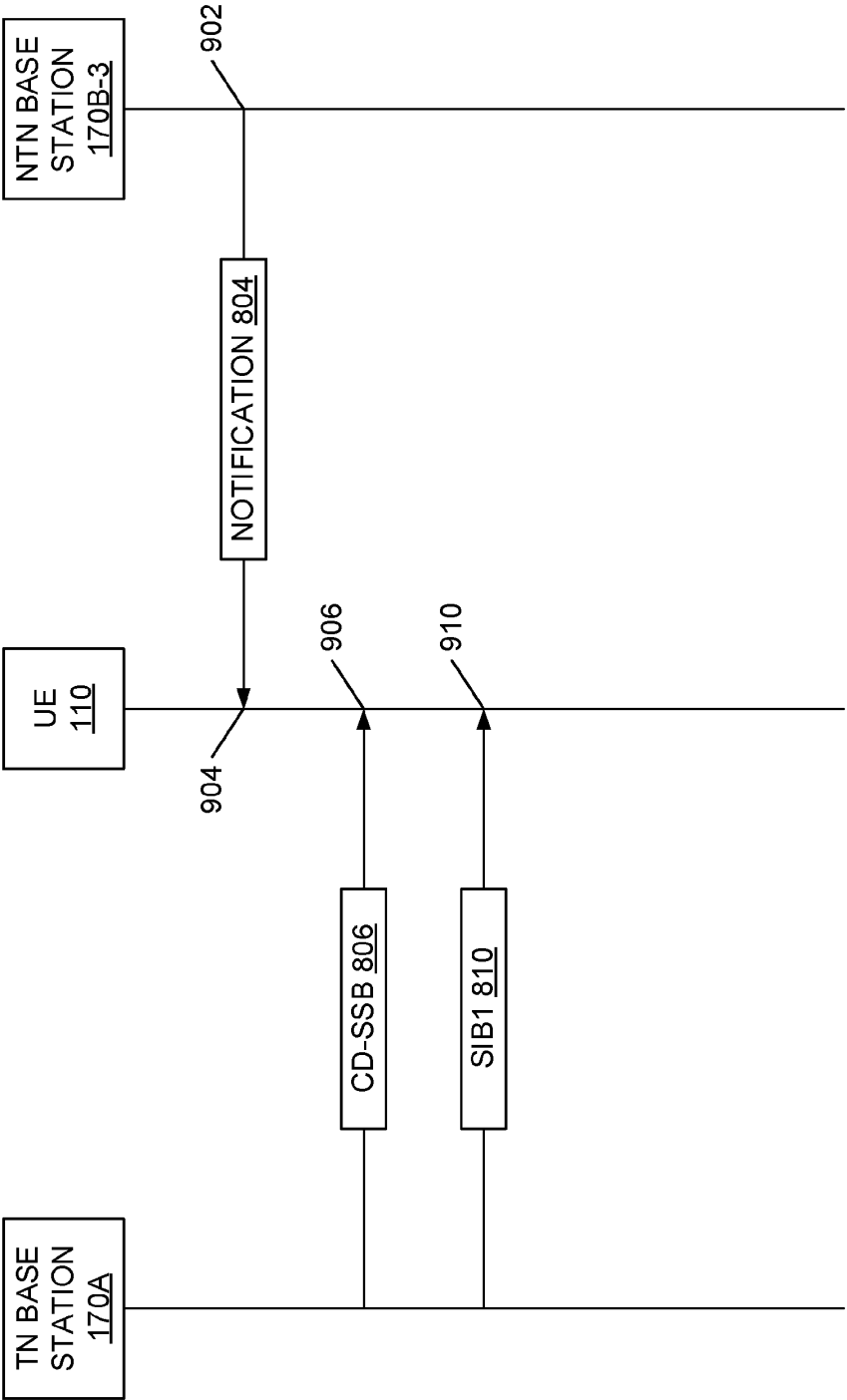


FIG. 9

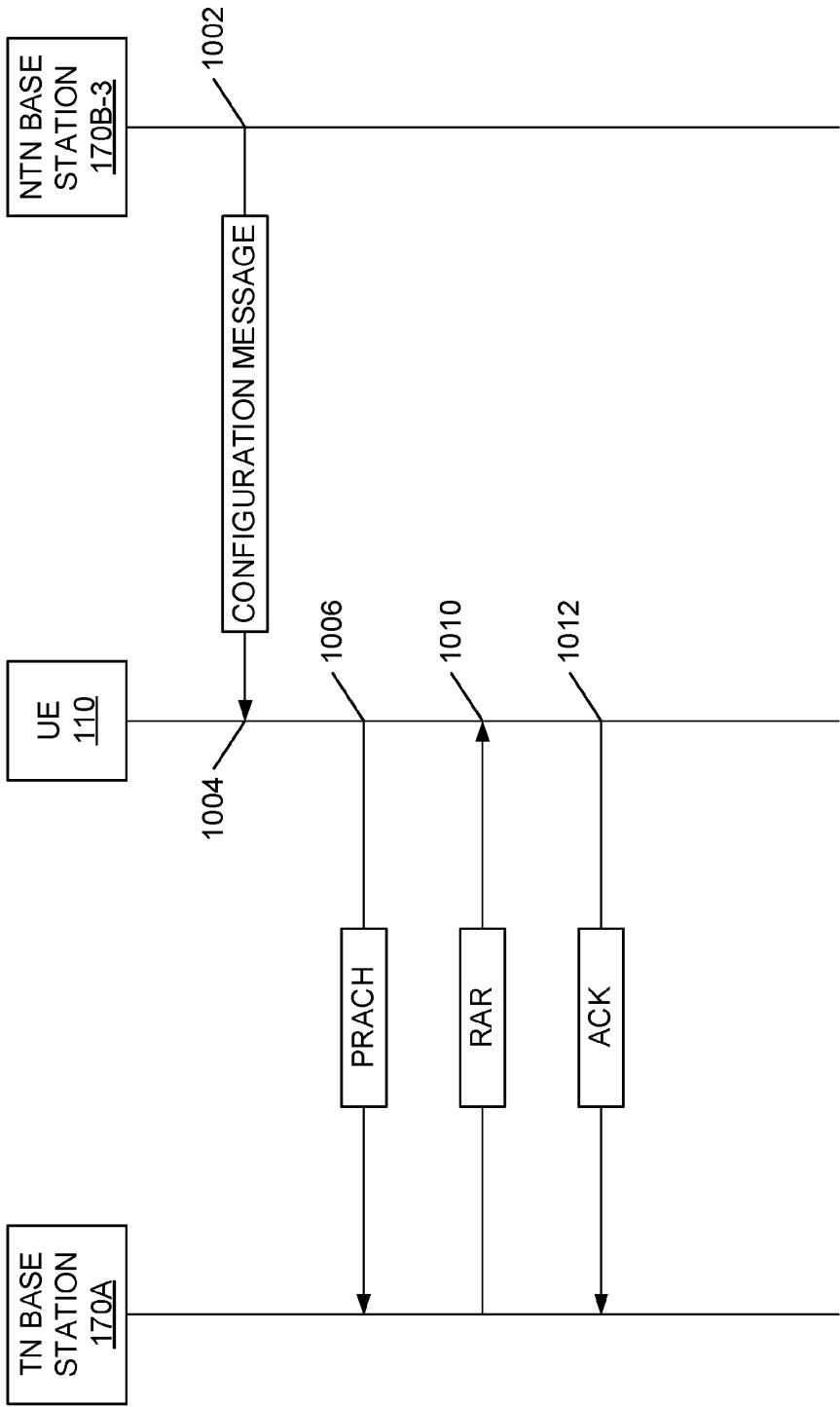
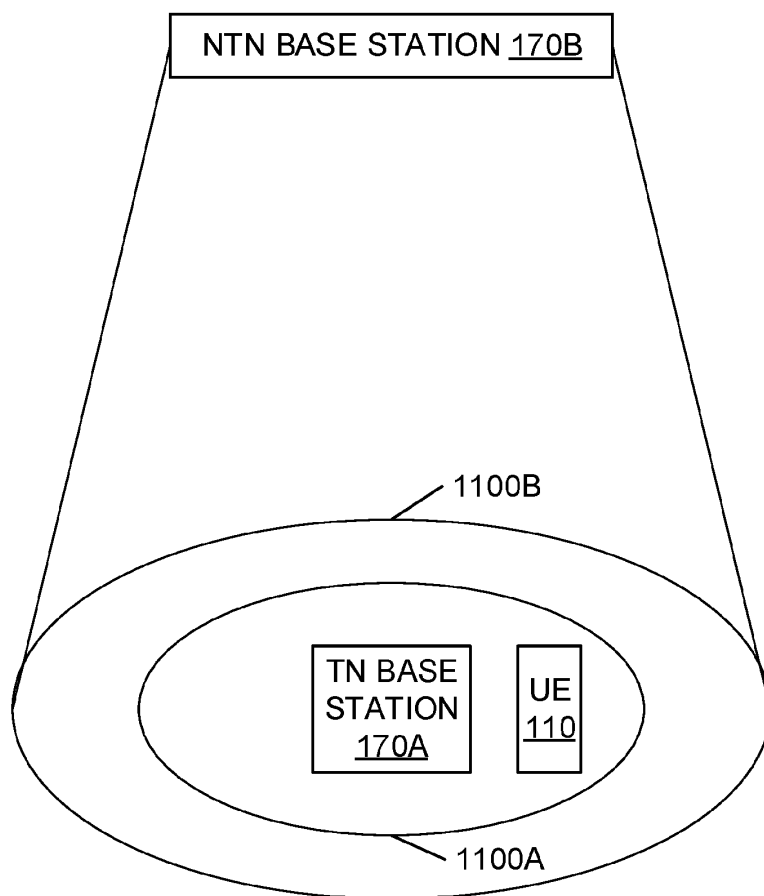


FIG. 10



**FIG. 11**

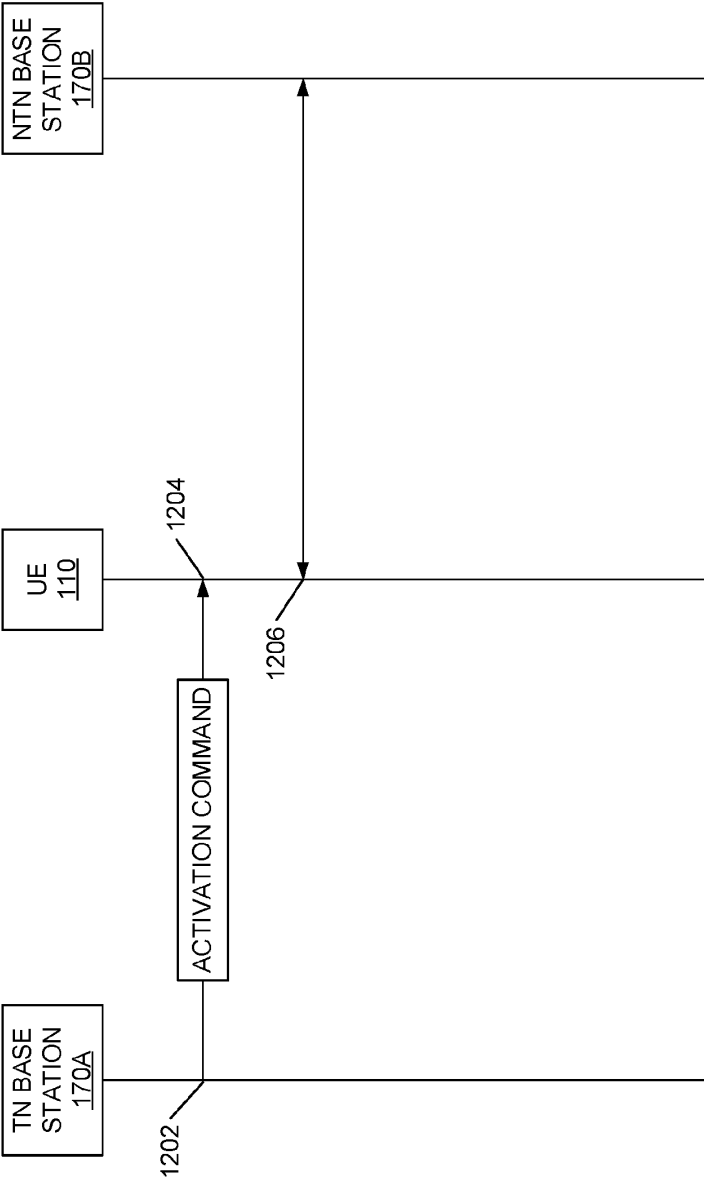


FIG. 12