

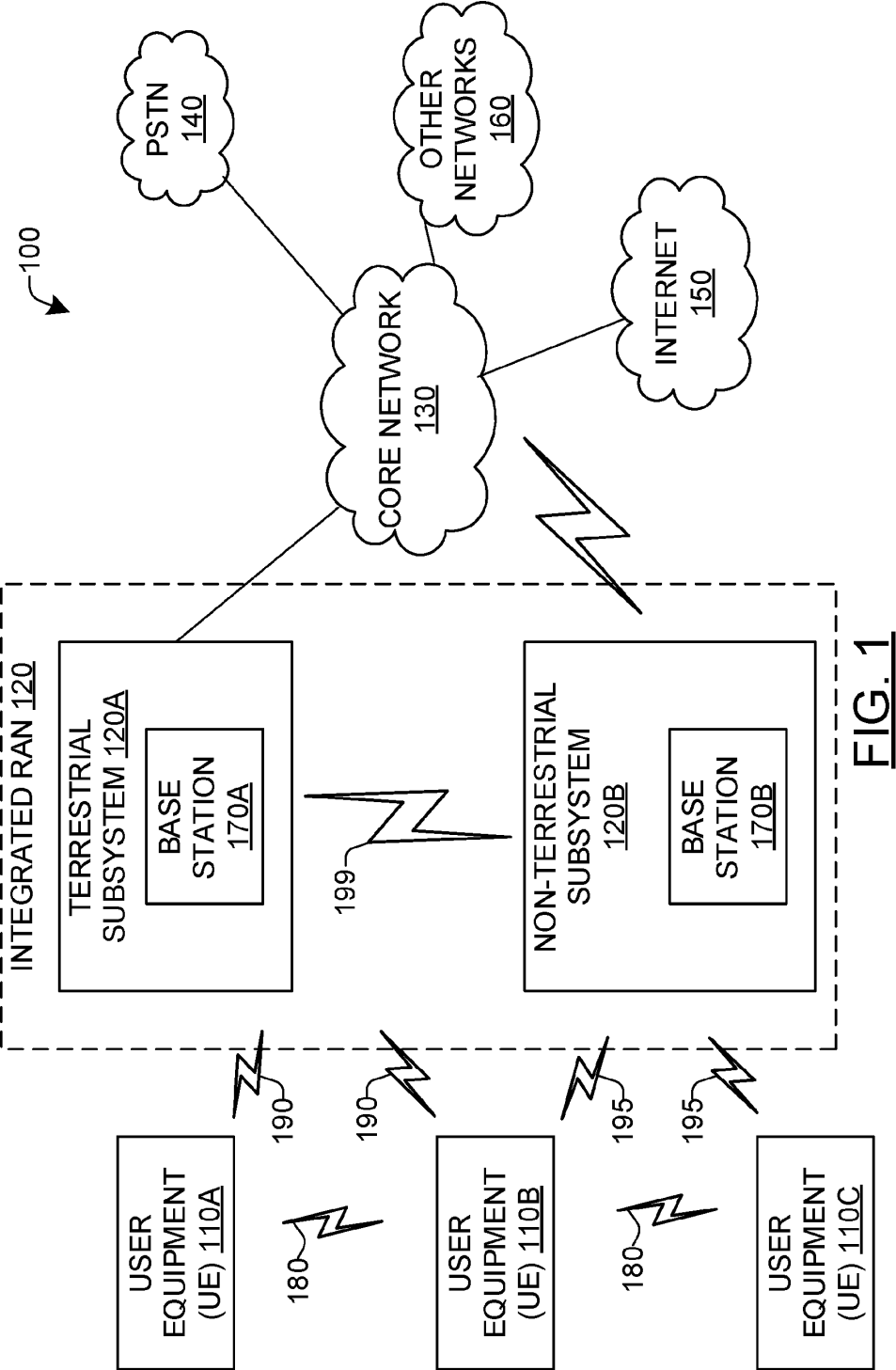


FIG. 1

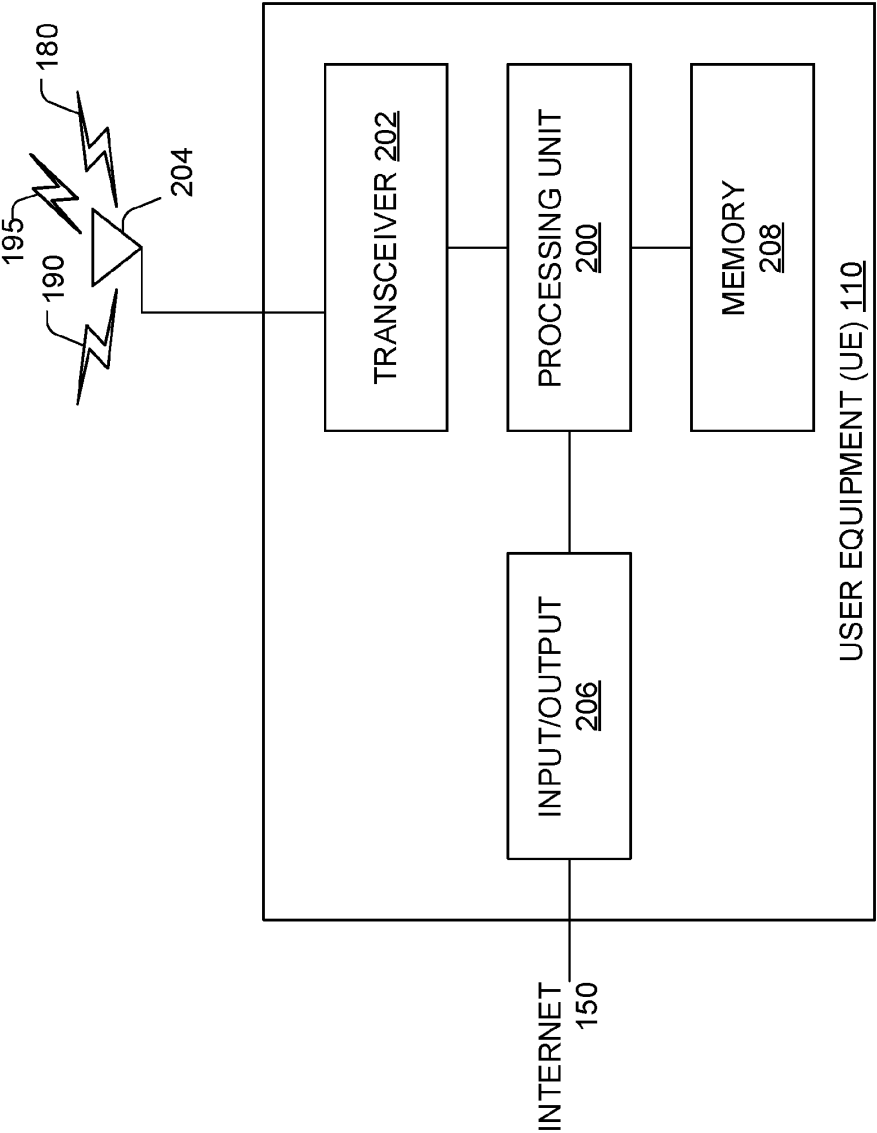


FIG. 2

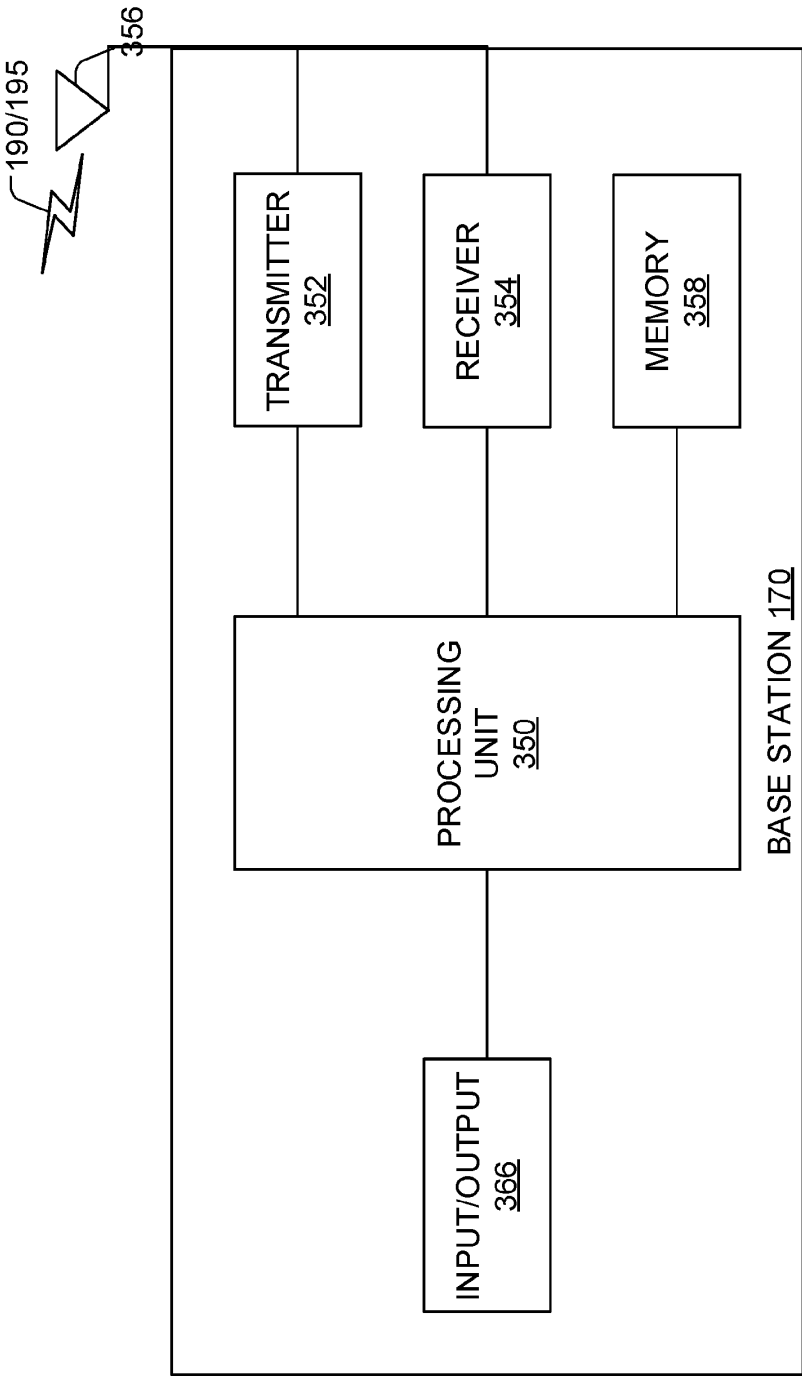


FIG. 3

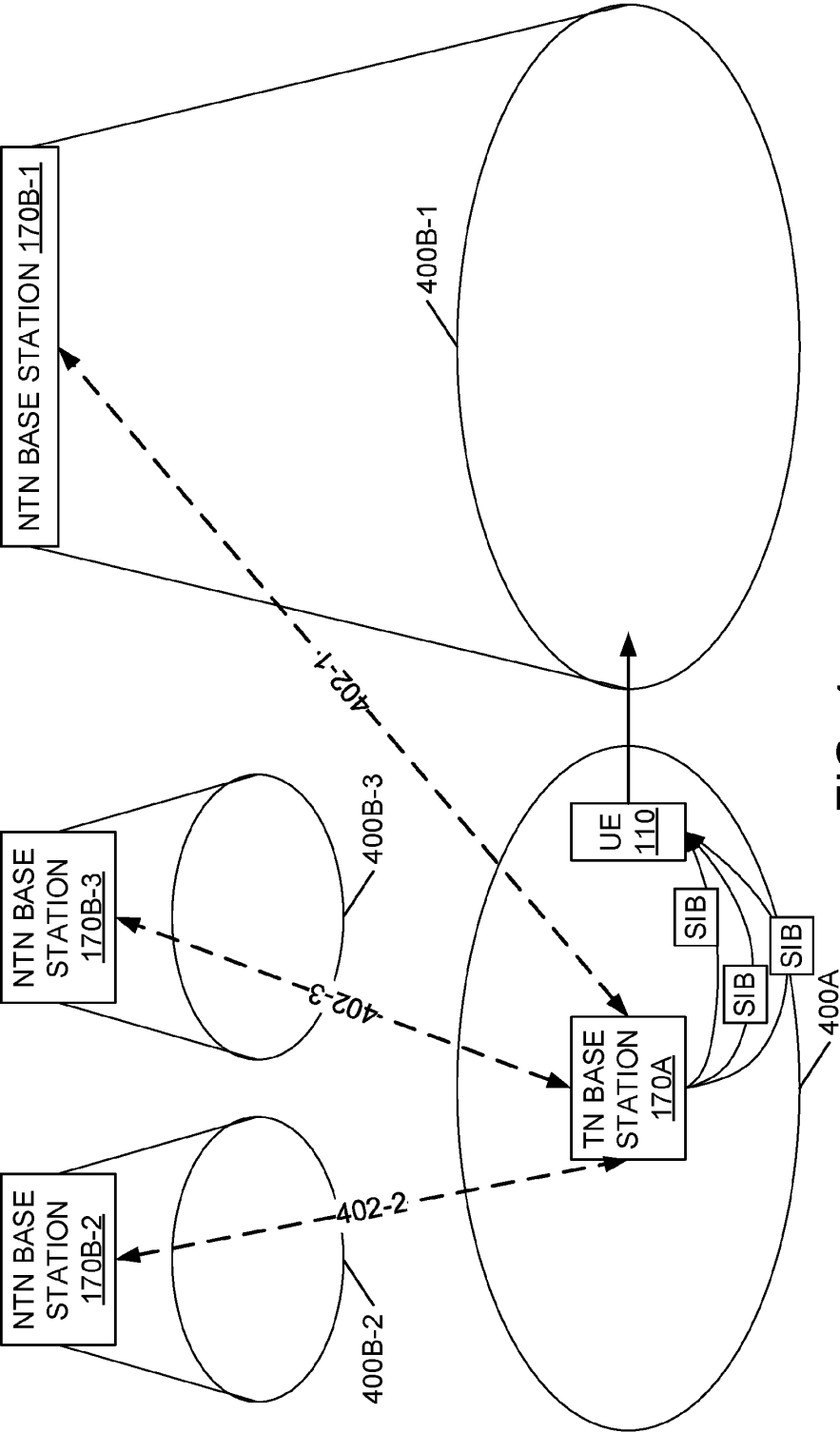


FIG. 4

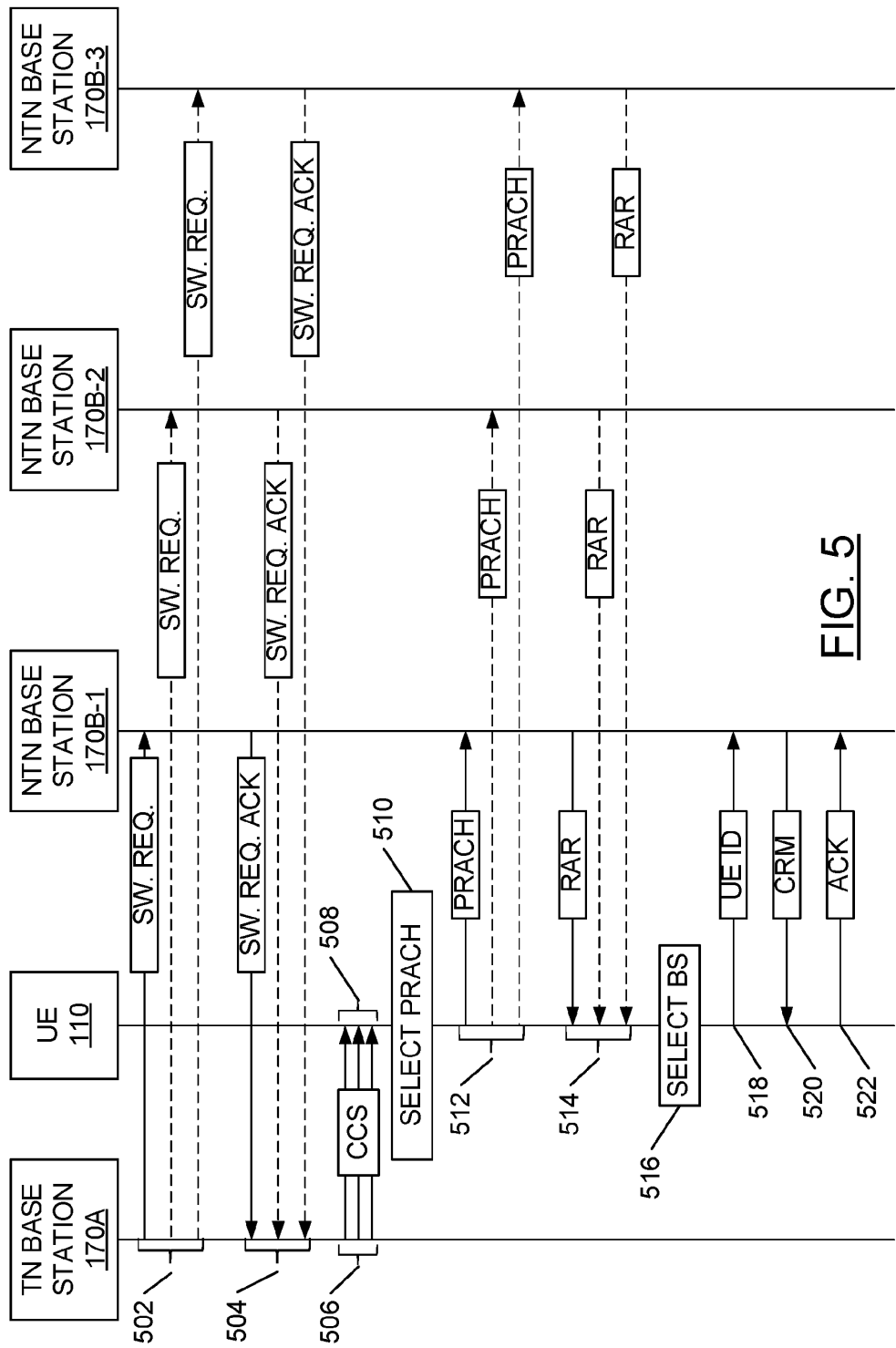


FIG. 5

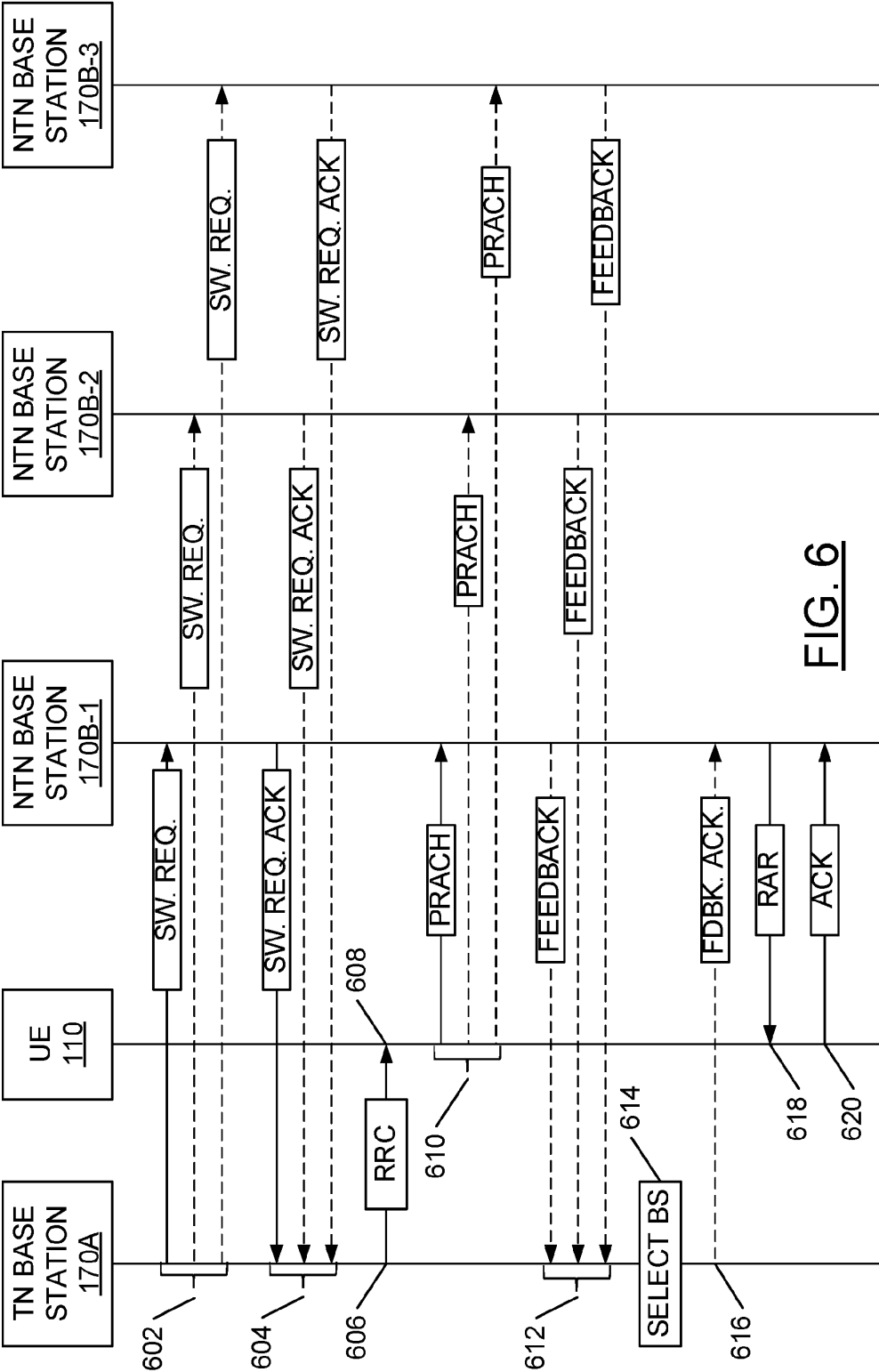


FIG. 6

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

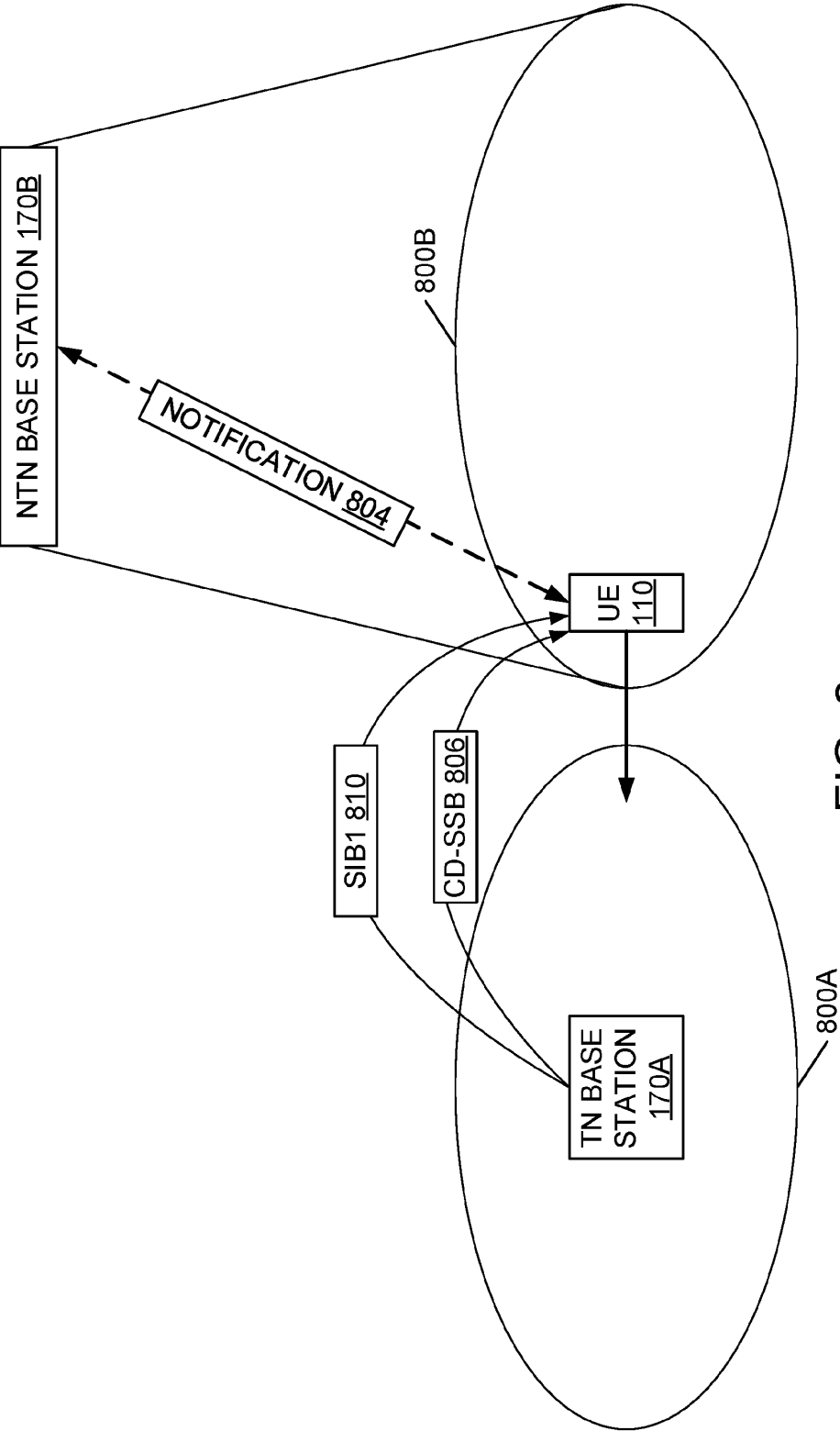


FIG. 8

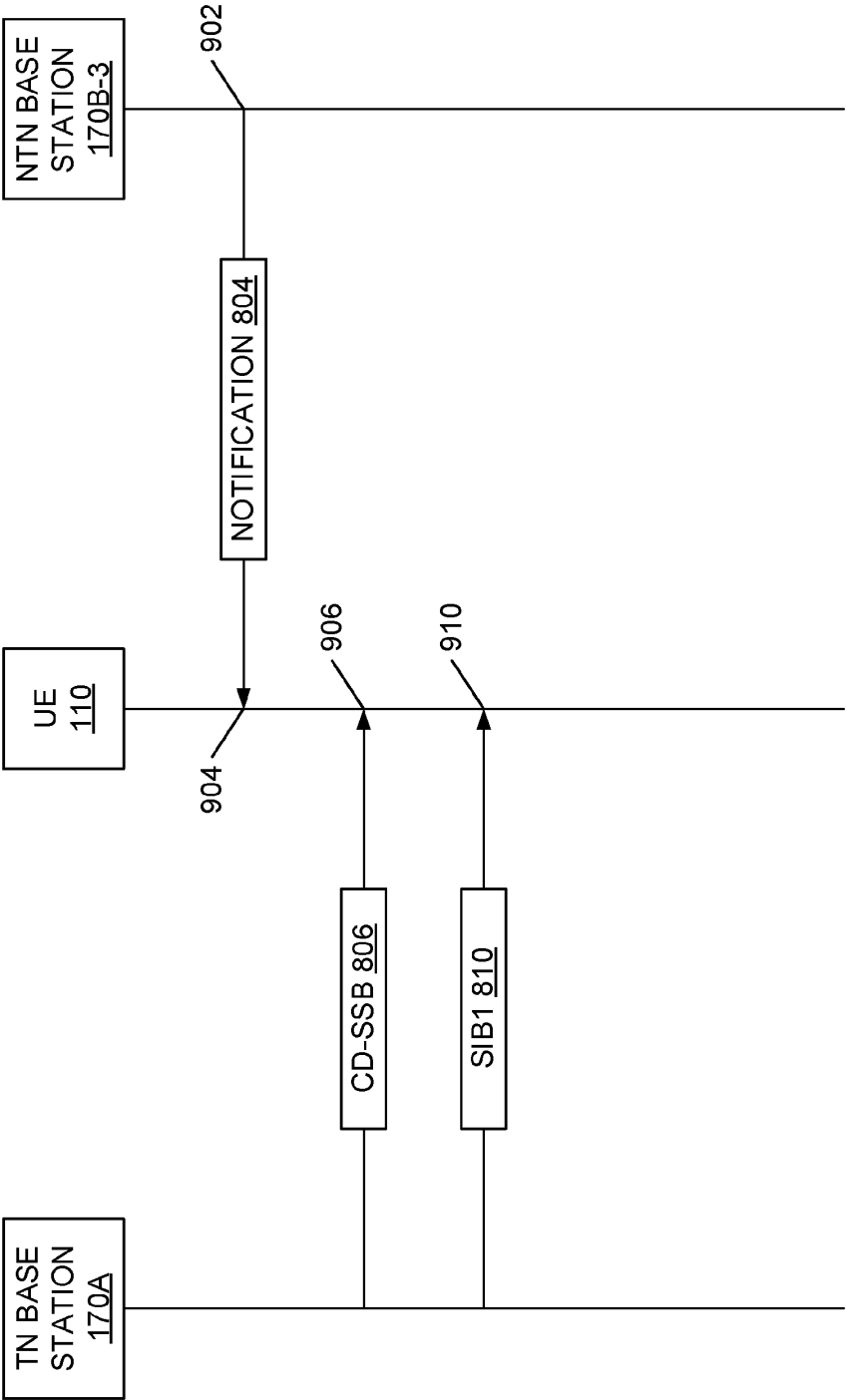


FIG. 9

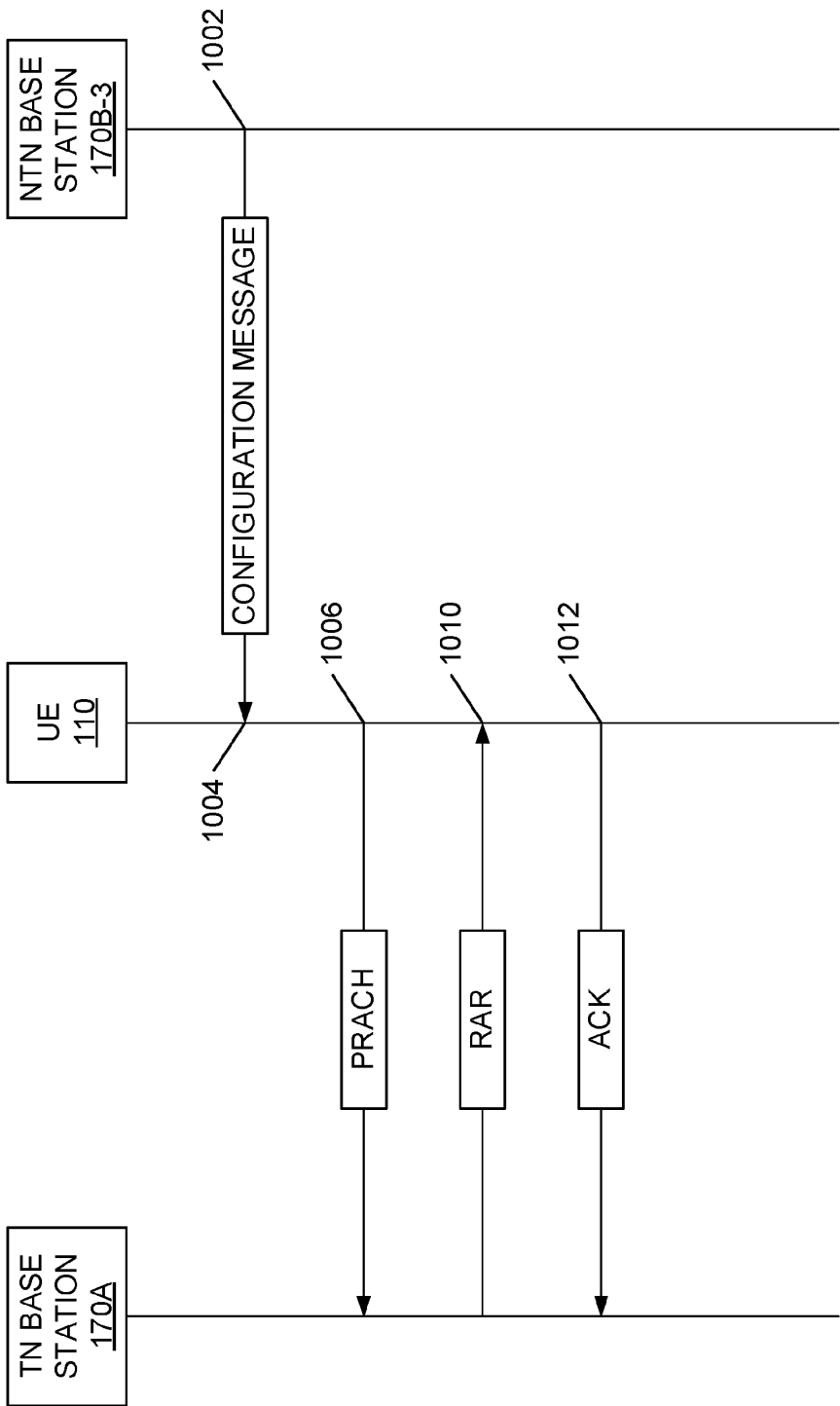


FIG. 10

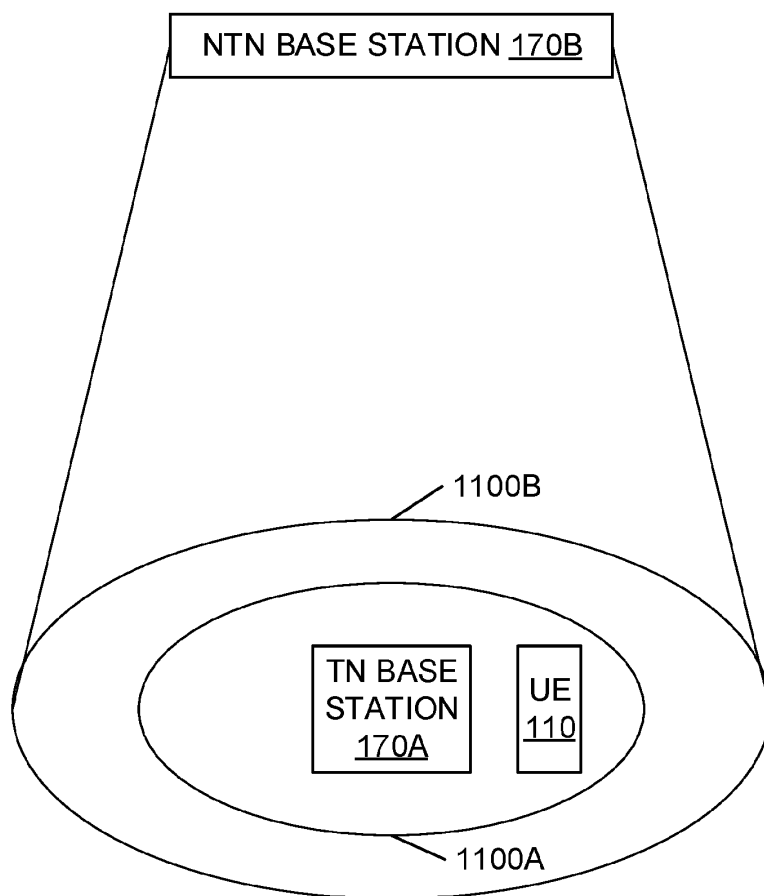


FIG. 11

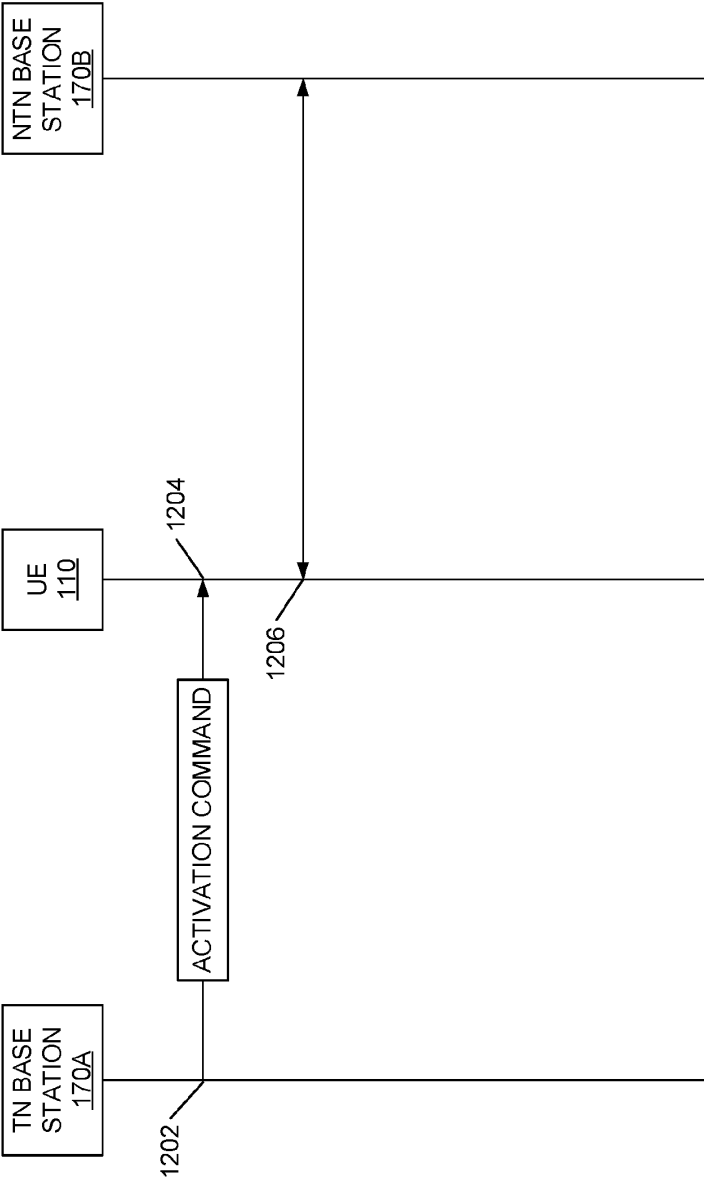


FIG. 12