

<b>Contents</b>		<b>Page</b>
Foreword		v
Introduction		vi
<b>1</b>	<b>Scope</b>	<b>1</b>
<b>2</b>	<b>Normative references</b>	<b>1</b>
<b>3</b>	<b>Terms and definitions</b>	<b>1</b>
<b>4</b>	<b>Symbols and abbreviated terms</b>	<b>2</b>
4.1	Symbols	2
4.2	Abbreviated terms	2
<b>5</b>	<b>Conventions</b>	<b>2</b>
<b>6</b>	<b>Session layer services</b>	<b>2</b>
6.1	Service interface	2
6.2	Service interface parameters	3
6.3	Service interface primitives	3
<b>7</b>	<b>Service interface (SI) definition from application layer to session layer</b>	<b>4</b>
7.1	SI — S_Data.req, S_Data.ind, and S_Data.conf service interface	4
7.2	SI — S_Data.req, S_Data.ind, and S_Data.conf service interface parameter mapping	5
7.3	SI — S_PDU mapping onto T_PDU and vice versa for message transmission	5
7.4	SI — S_Data.req	6
7.5	SI — S_Data.ind	7
7.6	SI — S_Data.conf	7
<b>8</b>	<b>Service primitive parameters (SPP)</b>	<b>7</b>
8.1	SPP – General	7
8.2	SPP – Data type definitions	7
8.3	SPP – S_Mtype, session layer message type	7
8.4	SPP – S_TAtype, session layer target address type	8
8.5	SPP – S_TA, session layer target address	8
8.6	SPP – S_SA, session layer source address	8
8.7	SPP – S_AE, session layer address extension	8
8.8	SPP – S_Length, session layer length of S_Data	8
8.9	SPP – S_Data, session layer data of PDU	9
8.10	SPP – S_Result, session layer result	9
<b>9</b>	<b>Timing parameter definition</b>	<b>9</b>
9.1	General application timing considerations	9
9.1.1	Server	9
9.1.2	Client	10
9.2	Application timing parameter definitions – defaultSession	11
9.3	Example for $t_{P4\_Server}$ without enhanced response timing	16
9.4	Example for $t_{P4\_Server}$ with enhanced response timing	17
9.5	Session timing parameter definitions for the non-default session	19
9.6	Client and server timer resource requirements	20
9.7	Error handling	21
<b>10</b>	<b>Timing handling during communication</b>	<b>23</b>
10.1	Physical communication	23
10.1.1	Physical communication during defaultSession – without SOM.ind	23
10.1.2	Physical communication during defaultSession – with SOM.ind	24
10.1.3	Physical communication during defaultSession with enhanced response timing	24

10.1.4	Physical communication during a non-default session.....	26
10.2	Functional communication.....	31
10.2.1	Functional communication during defaultSession – without SOM.ind .....	31
10.2.2	Functional communication during defaultSession – with SOM.ind.....	32
10.2.3	Functional communication during defaultSession with enhanced response timing – with SOM.ind.....	33
10.2.4	Functional communication during non-default session – with SOM.ind .....	36
10.3	Minimum time between client request messages.....	40
<b>Annex A (normative) T_PDU interface.....</b>		<b>48</b>
<b>Annex B (informative) Vehicle diagnostic OSI layer architecture examples.....</b>		<b>49</b>
<b>Bibliography.....</b>		<b>53</b>