# Message Encoding

USP requires a mechanism to serialize data to be sent over a message transfer protocol. The description of each individual message encoding scheme is covered in a section of this document and/or in the referenced specification. This version of the specification includes support for:

* [Protocol Buffers Version 3](https://developers.google.com/protocol-buffers/docs/proto3)

**R-ENC.0** - An implementation using protocol buffers encoding MUST conform to the schema defined in [usp-msg.proto](https://github.com/BroadbandForum/usp/blob/master/specification/usp-msg.proto).

[<-- Message Transfer Protocols](/specification/mtp/) [End-to-End Messages Exchange -->](/specification/e2e-message-exchange/)