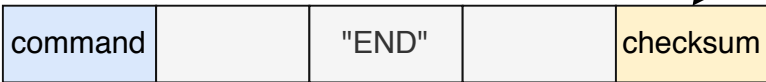


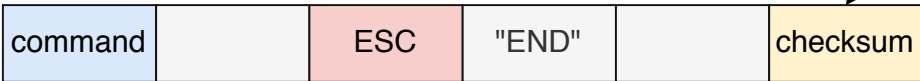
Añadir comando



Añadir checksum



Realizar el byte stuffing



Marcar inicio y fin de trama

