

FRAME ID :



MSG ID

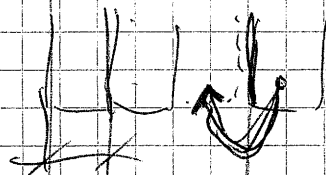
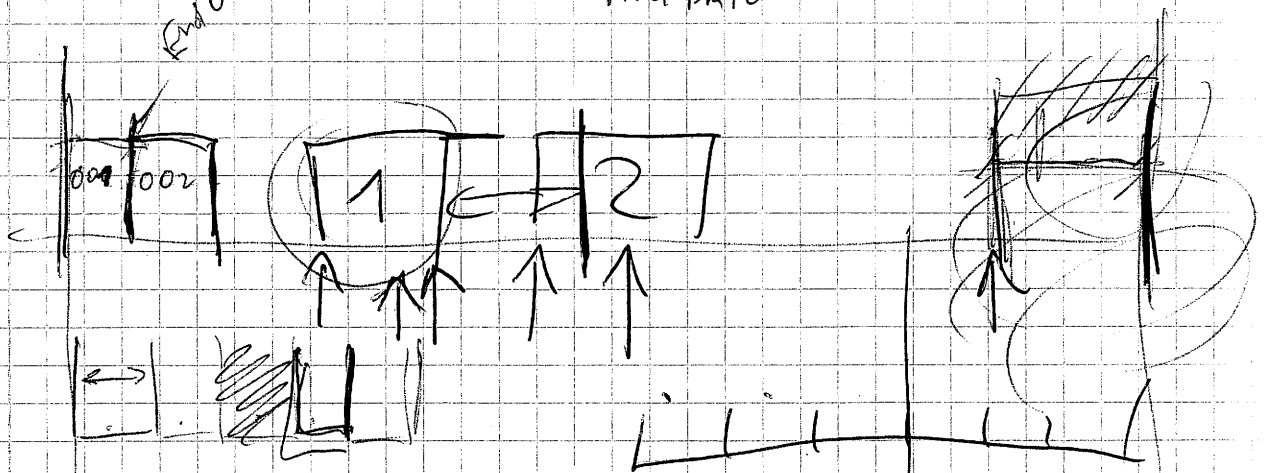
+

NODE ID

STATIC-ID

MSG ID
MSG PRIO

End OS



x-Byte

End of static

STA

PYN

Ready
to be

