	: Destination Code	1 Byte (uint8_t)
	Entry End Pointer	2/3 Bytes* (uint16_t)
	Destination Length	1 Byte (uint8_t)
	Destination	1~64 Bytes (char array)
	Data Lenght	2 Bytes (uint16_t)
	Data	1~1024 Bytes (char array)
	: : :	
	List End Painter	2/2 Putoo* (.::=146-1)
0xFFFF (end of FRAM)	List End Pointer	2/3 Bytes* (uint16_t)