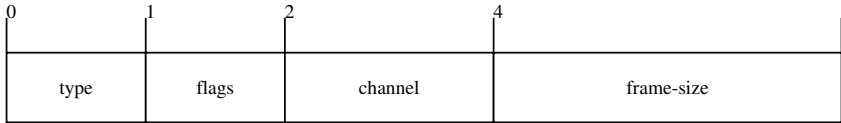


octet

octet

short

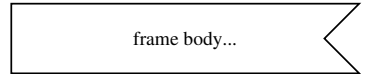


octet

octet

short

long long



'frame-size' octets