

```

9 //
10 union Packet
11 {
12     uint32_t packetValue;
13
14     struct
15     {
16         uint32_t crc           :2;
17         uint32_t status       :1;
18         uint32_t payload      :12;
19         uint32_t bat          :3;
20         uint32_t sensor       :3;
21         uint32_t longAddr     :8;
22         uint32_t shortAddr    :2;
23         uint32_t addrMode     :1;
24     } packetFields;
25
26 };

```

In union, all the member elements refer to the same memory area.

