Transmission File Version Number (2 bits) | Space Craft Id (8 bits) | Virtual Channel Id (6 bits) | Virtual Channel Frame Count (3 bytes) | Frame Header Checksum (2 bytes) | PacketZoneHeader { rsvdSpare (5 bits) | First Header Pointer (11 bits) }

.. | .. | 1 | .. | .. | .. | 40 | ...Packet 4 (40 bytes) | Packet 5