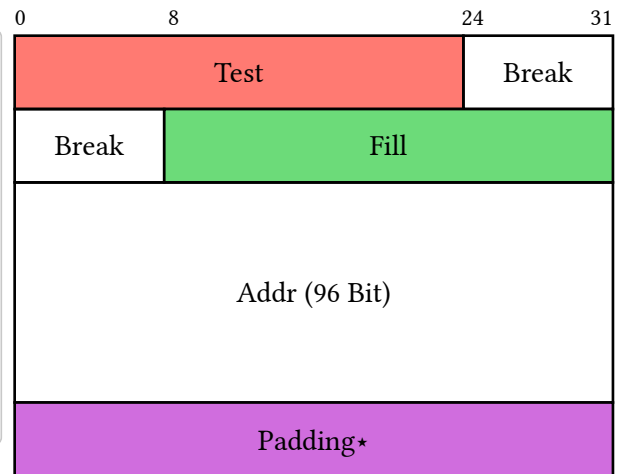


Bytefield

Colored Example

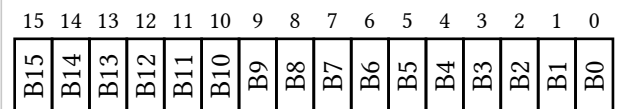
```
1 #bytefield(  
2     bytes(3,  
3         fill: red.lighten(30%)  
4     )[Test],  
5     bytes(2)[Break],  
6     bits(24,  
7         fill: green.lighten(30%)  
8     )[Fill],  
9     bytes(12)[Addr],  
10    padding(  
11        fill: purple.lighten(40%)  
12    )[Padding],  
13 )
```



Show all bits in the bitheader

Show all bit headers with bitheader: "all"

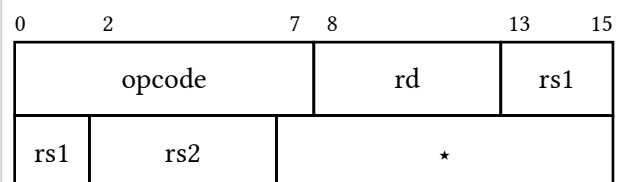
```
1 #bytefield(  
2     bits:16,  
3     msb_first: true,  
4     bitheader: "all",  
5     ..range(16).map(  
6         i => bit[#flagtext[B#i]]  
7     ).rev(),  
8 )
```



Smart bit header

Show start and end bit of each bitbox with bitheader: "smart".

```
1 #bytefield(  
2     bits: 16,  
3     // same as  
4     // bitheader: (0,2,7,8,13,15),  
5     bitheader: "smart",  
6     bits(8)[opcode],  
7     bits(5)[rd],  
8     bits(5)[rs1],  
9     bits(5)[rs2],  
10    padding()[]  
11 )
```



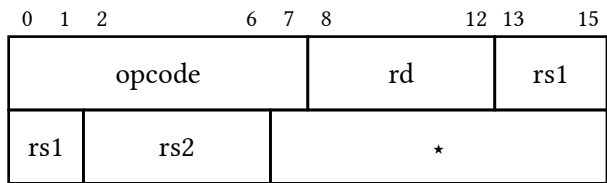
Bounds bit header

Show start bit of each bitbox with bitheader: "bounds".

```

1 #bytefield(
2     bits: 16,
3     bitheader: "bounds",
4     bits(8)[opcode],
5     bits(5)[rd],
6     bits(5)[rs1],
7     bits(5)[rs2],
8     padding()[]
9 )

```



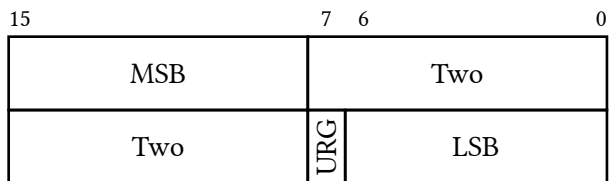
Reversed bit order

Select `msb_first`: `true` for a reversed bit order.

```

1 #bytefield(
2     bits: 16,
3     msb_first: true,
4     bitheader: "smart",
5     byte[MSB],
6     bytes(2)[Two],
7     bit[#flagtext("URG")],
8     bits(7)[LSB],
9 )

```



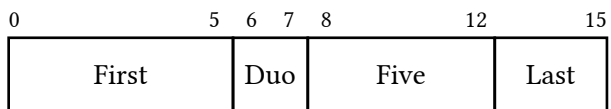
Custom bit header

Pass an array to specify each number.

```

1 #bytefield(
2     bits: 16,
3     bitheader: (0, 5, 6, 7, 8, 12, 15),
4     bits(6)[First],
5     bits(2)[Duo],
6     bits(5)[Five],
7     bits(3)[Last],
8 )

```

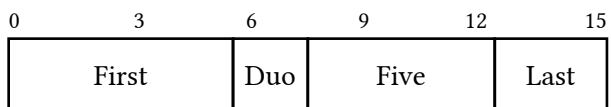


Pass an integer to show all multiples of this number.

```

1 #bytefield(
2     bits: 16,
3     bitheader: 3,
4     bits(6)[First],
5     bits(2)[Duo],
6     bits(5)[Five],
7     bits(3)[Last],
8 )

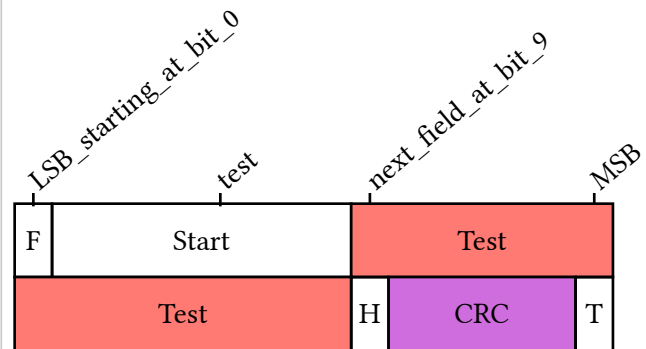
```



Text header instead of numbers [WIP]

Pass an dictionary as bitheader. Example:

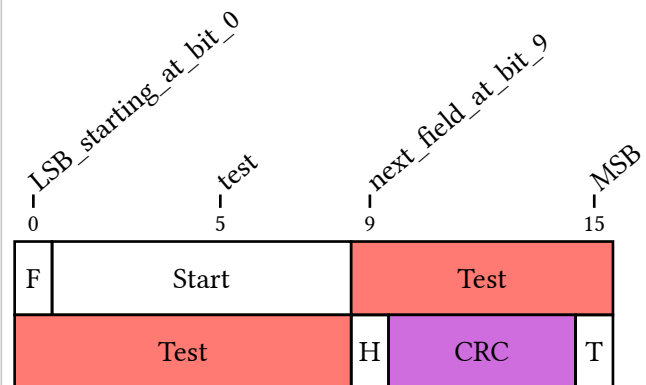
```
1 #bytefield(  
2     bitheader: (  
3         "0": "LSB_starting_at_bit_0",  
4         "5": "test",  
5         "9": "next_field_at_bit_9",  
6         "15": "MSB",  
7         angle: -40deg,  
8         marker: auto // or none  
9     ),  
10    bits: 16,  
11    bit[F],  
12    byte[Start],  
13    bytes(2,  
14        fill: red.lighten(30%)  
15    )[Test],  
16    bit[H],  
17    bits(5,  
18        fill: purple.lighten(40%)  
19    )[CRC],  
20    bit[T],  
21 )
```



Text header and numbers [WIP]

You can also show labels and indexes by specifying numbers. numbers accepts the same string arguments as bitheader. You may also specify an array of indexes to show or simply true to show the index for each specified label.

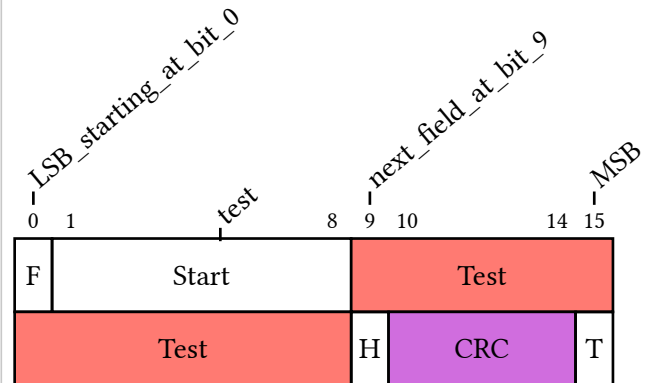
```
1 #bytefield(  
2     bitheader: (  
3         "0": "LSB_starting_at_bit_0",  
4         "5": "test",  
5         "9": "next_field_at_bit_9",  
6         "15": "MSB",  
7         numbers: true,  
8         angle: -40deg,  
9         marker: auto // or none  
10    ),  
11    bits: 16,  
12    bit[F],  
13    byte[Start],  
14    bytes(2,  
15        fill: red.lighten(30%)  
16    )[Test],  
17    bit[H],  
18    bits(5,  
19        fill: purple.lighten(40%)  
20    )[CRC],  
21    bit[T],  
22 )
```



```

1  #bytefield(
2      bitheader: (
3          "0": "LSB_starting_at_bit_0",
4          "5": "test",
5          "9": "next_field_at_bit_9",
6          "15": "MSB",
7          numbers: "bounds",
8          angle: -40deg,
9          marker: auto // or none
10     ),
11     bits: 16,
12     bit[F],
13     byte[Start],
14     bytes(2,
15         fill: red.lighten(30%)
16     )[Test],
17     bit[H],
18     bits(5,
19         fill: purple.lighten(40%)
20     )[CRC],
21     bit[T],
22 )

```



Pre/Post columns

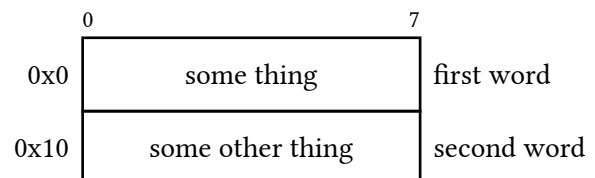
Define additional columns with before the bitfield with pre or behind the bitfield with post and pass any tablex object.

You can use the helpers `left_aligned` and `right_aligned` for left and right aligned text.

```

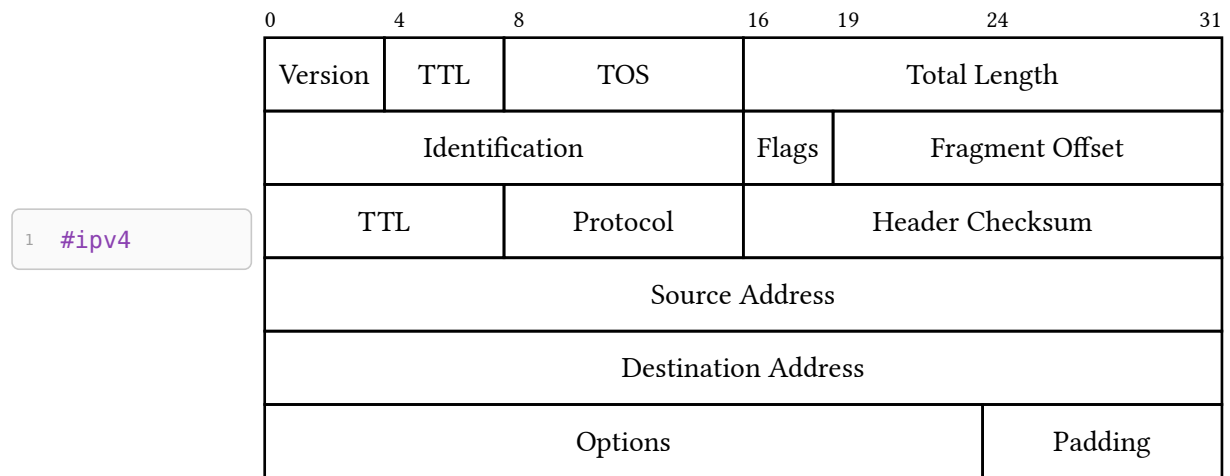
1  #bytefield(
2      bits: 8,
3      pre:(auto,),
4      post:(auto,),
5      right_aligned[0x0],
6      byte[some thing],
7      left_aligned[first word],
8      right_aligned[0x10],
9      byte[some other thing],
10     left_aligned[second word],
11 )

```

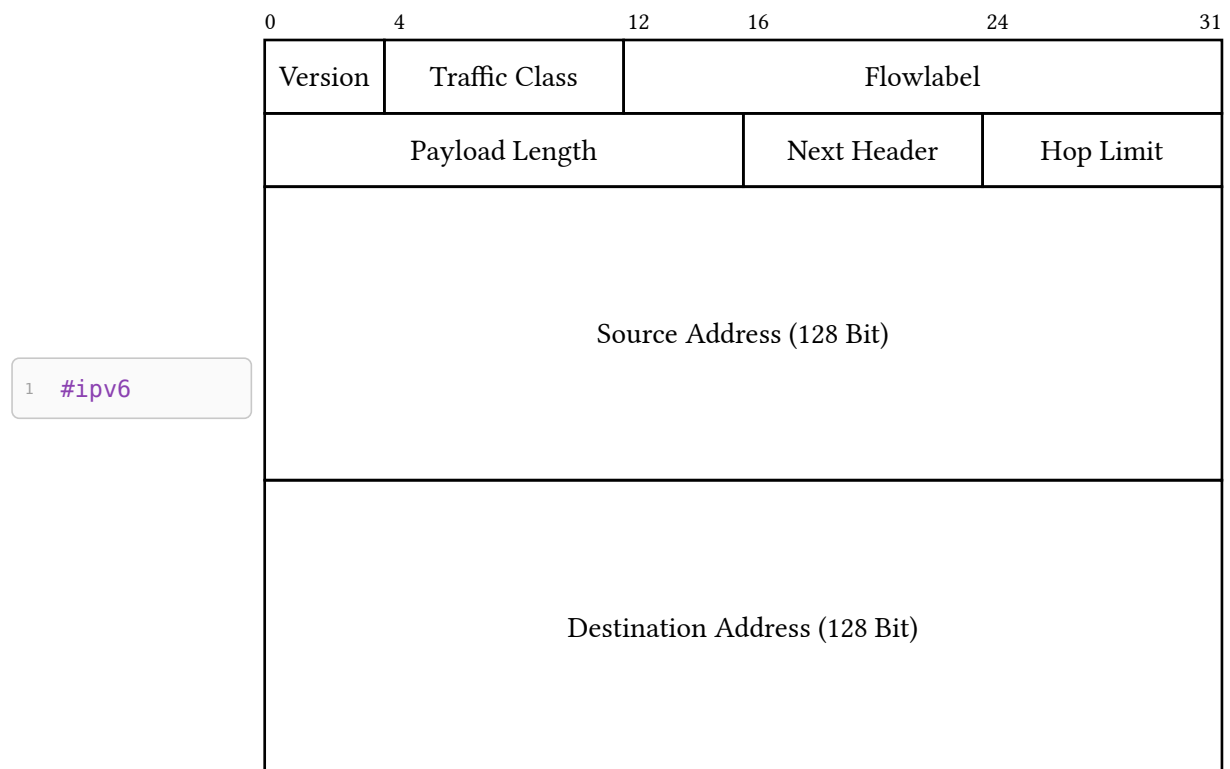


Some predefined network protocols

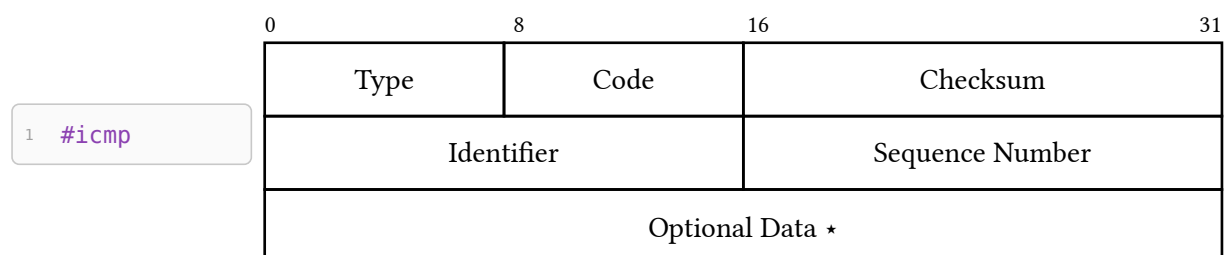
IPv4



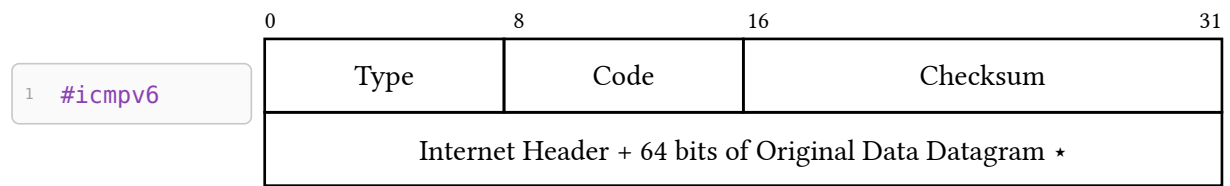
IPv6



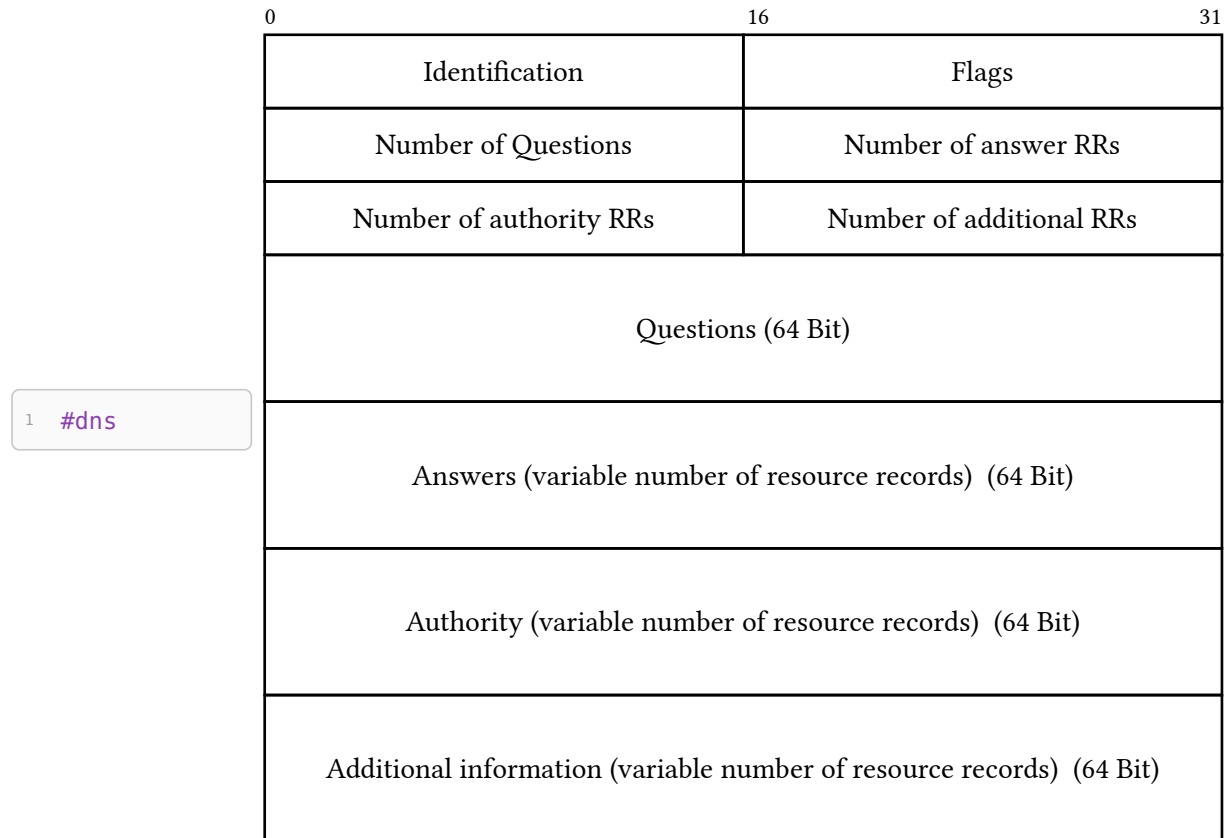
ICMP



ICMPv6



DNS



TCP

1 #tcp

0	4	10	16	24	31
Source Port			Destinatino Port		
Sequence Number					
Acknowledgment Number					
Data Offset	Reserved		Flags	Window	
Checksum			Urgent Pointer		
Options				Padding	
...DATA...*					

1 #tcp_detailed

0	4				10 11 12 13 14 15 16								24								31		
Source Port												Destinatino Port											
Sequence Number																							
Acknowledgment Number																							
Data Offset		Reserved				URG	ACK	PSH	RST	SYN	FIN	Window											
Checksum												Urgent Pointer											
Options																		Padding					
...DATA...★																							

UDP

1 #udp

0	16	31
Source Port		Destinatino Port
Length		Checksum
...DATA...*		