

# The `bytefield` package\*

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## Abstract

The `bytefield` package helps the user create illustrations for network protocol specifications and anything else that utilizes fields of data. These illustrations show how the bits and bytes are laid out in a packet or in memory.

WARNING: `bytefield` version 2.x breaks compatibility with older versions of the package. See Section 2.7 for help porting documents to the new interface.

## 1 Introduction

Network protocols are usually specified in terms of a sequence of bits and bytes arranged in a field. This is portrayed graphically as a grid of boxes. Each row in the grid represents one word (frequently, 8, 16, or 32 bits), and each column represents a bit within a word. The `bytefield` package makes it easy to typeset these sorts of figures. `bytefield` facilitates drawing protocol diagrams that contain

- words of any arbitrary number of bits,
- column headers showing bit positions,
- multiword fields—even non-word-aligned and even if the total number of bits is not a multiple of the word length,
- word labels on either the left or right of the figure, and
- “skipped words” within fields.

---

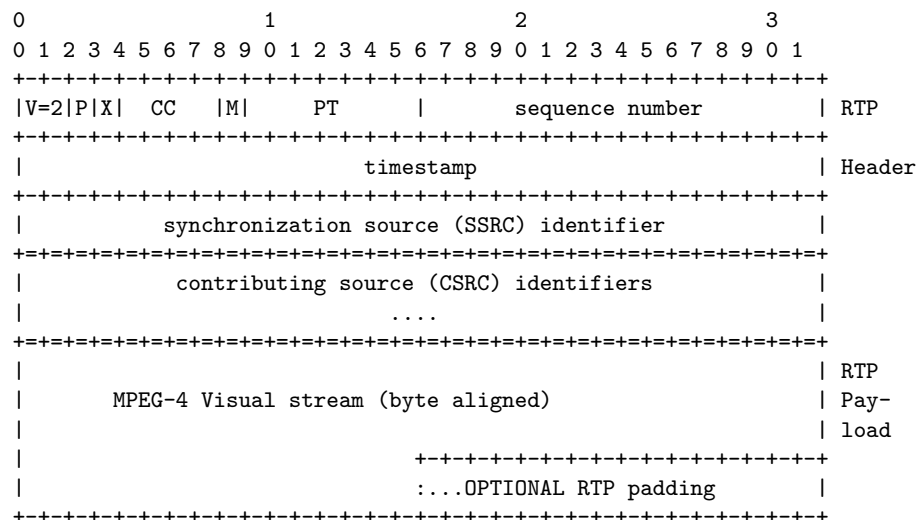
\*This document corresponds to `bytefield` v2.5, dated 2020/10/22.

Because `bytefield` draws its figures using only the  $\text{\LaTeX}$  `picture` environment, these figures are not specific to any particular backend, do not require PostScript or PDF support, and do not need support from external programs. Furthermore, unlike an imported graphic, `bytefield` pictures can include arbitrary  $\text{\LaTeX}$  constructs, such as mathematical equations, `\refs` and `\cites` to the surrounding document, and macro calls.

## 2 Usage

### 2.1 A first example

The Internet Engineering Task Force's Request for Comments (RFC) number 3016 includes the following ASCII-graphics illustration of the RTP packetization of an MPEG-4 Visual bitstream:



The following  $\text{\LaTeX}$  code shows how straightforward it is to typeset that illustration using the `bytefield` package:

```

\begin{bytefield}[bitwidth=1.1em]{32}
  \bitheader{0-31} \\\
  \begin{rightwordgroup}{RTP \\\ Header}
    \bitbox{2}{V=2} & \bitbox{1}{P} & \bitbox{1}{X}
    & \bitbox{4}{CC} & \bitbox{1}{M} & \bitbox{7}{PT}
    & \bitbox{16}{sequence number} \\\
    \bitbox{32}{timestamp}
  \end{rightwordgroup} \\\
  \bitbox{32}{synchronization source (SSRC) identifier} \\\
  \wordbox[tlr]{1}{contributing source (CSRC) identifiers} \\\
  \wordbox[blr]{1}{\cdots} \\\

```

```

\begin{rightwordgroup}{RTP \\\ Payload}
\wordbox[tlr]{3}{MPEG-4 Visual stream (byte aligned)} \\\
\bitbox[blr]{16}{
& \bitbox{16}{\dots\emph{optional} RTP padding}
}
\end{rightwordgroup}
\end{bytefield}

```

Figure 1 presents the typeset output of the preceding code. Sections 2.2 and 2.3 explain each of the environments, macros, and arguments that were utilized plus many additional features of the `bytefield` package.

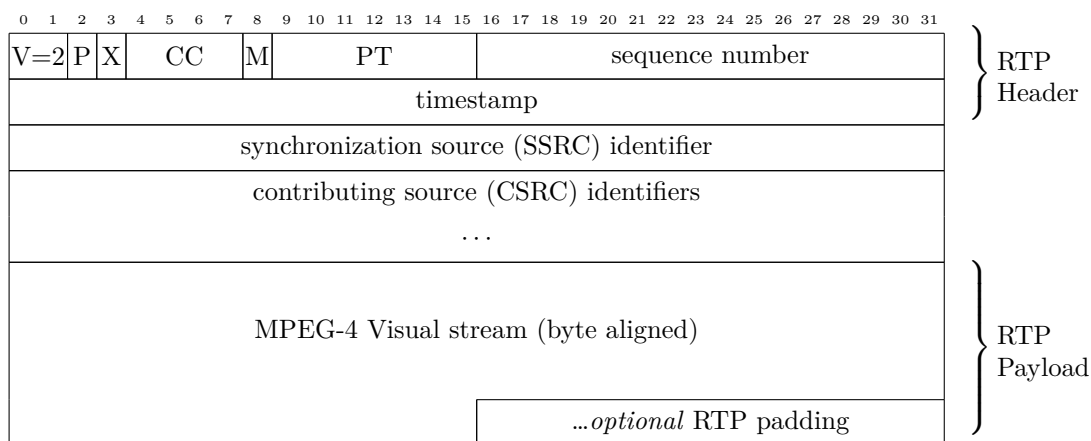


Figure 1: Sample bytearray output

## 2.2 Basic commands

This section explains how to use the `bytfeld` package. It lists all of the exported macros and environments in approximately decreasing order of usefulness.

```
\begin{bytefield} [options] {bit-width}  
fields  
\end{bytefield}
```

The `bytefield` package’s top-level environment is called, not surprisingly, “`bytefield`”. It takes one mandatory argument, which is the number of bits in each word, and one optional argument, which is a comma-separated list of  $\langle key \rangle = \langle value \rangle$  pairs, described in Section 2.3, for formatting the bit-field’s layout. One can think of a `bytefield` as being analogous to a `tabular`: words are separated by “\\”, and fields within a word are separated by “&”. As in a `tabular`, “\\” accepts a  $\langle length \rangle$  as an optional argument, and this specifies the amount of additional vertical whitespace to include after the current word is typeset.

<code>\bitbox [<i>&lt;sides&gt;</i>] {<i>&lt;width&gt;</i>} [<i>&lt;options&gt;</i>] {<i>&lt;text&gt;</i>}</code> <code>\wordbox [<i>&lt;sides&gt;</i>] {<i>&lt;height&gt;</i>} [<i>&lt;options&gt;</i>] {<i>&lt;text&gt;</i>}</code>
--

The two main commands one uses within a `bytefield` environment are `\bitbox` and `\wordbox`. The former typesets a field that is one or more bits wide and a single word tall. The latter typesets a field that is an entire word wide and one or more words tall.

The first, optional, argument, *<sides>*, is a list of letters specifying which sides of the field box to draw—`[l]`eft, `[r]`ight, `[t]`op, and/or `[b]`ottom.<sup>1</sup> The default is “`lrbt`” (i.e., all sides are drawn). The second, required, argument is the width in bits of a bit box or the height in words of a word box. The third argument is an optional, comma-separated list of *<key>*=*<value>* pairs, described in Section 2.3. The fourth, required, argument is the text to typeset within the box. It is typeset horizontally centered within a vertically centered `\parbox`. Hence, words will wrap, and “`\\`” can be used to break lines manually.

The following example shows how to produce a simple 16-bit-wide field:

```
\begin{bytefield}{16}
  \wordbox{1}{A 16-bit field} \\
  \bitbox{8}{8 bits} & \bitbox{8}{8 more bits} \\
  \wordbox{2}{A 32-bit field. Note that text wraps within the box.}
\end{bytefield}
```

The resulting bit field looks like this:

A 16-bit field	
8 bits	8 more bits
A 32-bit field. Note that text wraps within the box.	

It is the user’s responsibility to ensure that the total number of bits in each row adds up to the number of bits in a single word (the mandatory argument to the `bytefield` environment); `bytefield` does not currently check for under- or overruns.

Here’s an example of using the `bgcolor` option to fill each box with a different color:

```
\definecolor{lightcyan}{rgb}{0.84,1,1}
\definecolor{lightgreen}{rgb}{0.64,1,0.71}
\definecolor{lightred}{rgb}{1,0.7,0.71}
\begin{bytefield}[bitheight=\widthof{~Sign~},
  boxformatting={\centering\small}]{32}
```

---

<sup>1</sup>Uppercase L, R, T, and B undo a prior l, r, t, or b and may be useful for writing wrapper commands around `\bitbox` and `\wordbox`.

```

\bitheader[endianness=big]{31,23,0} \
\bitbox{1}[bgcolor=lightcyan]{\rotatebox{90}{Sign}} &
\bitbox{8}[bgcolor=lightgreen]{Exponent} &
\bitbox{23}[bgcolor=lightred]{Mantissa}
\end{bytefield}

```



Within a `\bitbox` or `\wordbox`, the `bytefield` package defines `\height`, `\depth`, `\totalheight`, and `\width` to the corresponding dimensions of the box. Section 2.4 gives an example of how these lengths may be utilized.

```

\bitboxes [sides] {width} [options] {tokens}
\bitboxes* [sides] {width} [options] {tokens}

```

The `\bitboxes` command provides a shortcut for typesetting a sequence of fields of the same width. It takes essentially the same arguments as `\bitbox` but interprets these differently. Instead of representing a single piece of text to typeset within a field of width `<width>`, `\bitboxes`'s `<tokens>` argument represents a list of tokens (e.g. individual characters), each of which is typeset within a separate box of width `<width>`. Consider, for example, the following sequence of `\bitbox` commands:

```

\begin{bytefield}{8}
  \bitbox{1}{D} & \bitbox{1}{R} & \bitbox{1}{M} & \bitbox{1}{F} &
  \bitbox{1}{S} & \bitbox{1}{L} & \bitbox{1}{T} & \bitbox{1}{D}
\end{bytefield}

```

D	R	M	F	S	L	T	D
---	---	---	---	---	---	---	---

With `\bitboxes` this can be abbreviated to

```

\begin{bytefield}{8}
  \bitboxes{1}{DRMFSLTD}
\end{bytefield}

```

Spaces are ignored within `\bitboxes`'s `<text>` argument, and curly braces can be used to group multiple characters into a single token:

```

\begin{bytefield}{24}
  \bitboxes{3}{{DO} {RE} {MI} {FA} {SOL} {LA} {TI} {DO}}
\end{bytefield}

```

DO	RE	MI	FA	SOL	LA	TI	DO
----	----	----	----	-----	----	----	----

The starred form of `\bitboxes` is identical except that it suppresses all internal vertical lines. It can therefore be quite convenient for typesetting binary constants:

```
\begin{bytefield}{16}
  \bitboxes*{1}{01000010} & \bitbox{4}{src\strut} &
  \bitbox{4}{dest\strut} & \bitbox{4}{const\strut}
\end{bytefield}
```

0 1 0 0 0 1 0	src	dest	const
---------------	-----	------	-------

<code>\bitheader [<i>&lt;options&gt;</i>] {<i>&lt;bit-positions&gt;</i>}</code>
---

To make the bit field more readable, it helps to label bit positions across the top. The `\bitheader` command provides a flexible way to do that. The optional argument is a comma-separated list of *<key>=<value>* pairs from the set described in Section 2.3. In practice, the only parameters that are meaningful in the context of `\bitheader` are `bitformatting`, `endianness`, and `lsb`. See Section 2.3 for descriptions and examples of those parameters.

`\bitheader`’s mandatory argument, *<bit-positions>*, is a comma-separated list of bit positions to label. For example, “0,2,4,6,8,10,12,14” means to label those bit positions. The numbers must be listed in increasing order. (Use the `endianness` parameter to display the header in reverse order.) Hyphen-separated ranges are also valid. For example, “0–15” means to label all bits from 0 to 15, inclusive. Ranges and single numbers can even be intermixed, as in “0–3,8,12–15”.

The following example shows how `\bitheader` may be used:

```
\begin{bytefield}{32}
  \bitheader{0-31} \\\
  \bitbox{4}{Four} & \bitbox{8}{Eight} &
  \bitbox{16}{Sixteen} & \bitbox{4}{Four}
\end{bytefield}
```

The resulting bit field looks like this:

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Four				Eight								Sixteen																Four			

```

\begin{rightwordgroup} {\langle text \rangle}
\langle rows of bit boxes and word boxes \rangle
\end{rightwordgroup}

\begin{leftwordgroup} {\langle text \rangle}
\langle rows of bit boxes and word boxes \rangle
\end{leftwordgroup}

```

When a set of words functions as a single, logical unit, it helps to group these words together visually. All words defined between `\begin{rightwordgroup}` and `\end{rightwordgroup}` will be labeled on the right with  $\langle text \rangle$ . Similarly, all words defined between `\begin{leftwordgroup}` and `\end{leftwordgroup}` will be labeled on the left with  $\langle text \rangle$ . `\begin{\langle side \rangle wordgroup}` must lie at the beginning of a row (i.e., right after a “\”), and `\end{\langle side \rangle wordgroup}` must lie right *before* the end of the row (i.e., right before a “\”).

Unlike other L<sup>A</sup>T<sub>E</sub>X environments, `rightwordgroup` and `leftwordgroup` do not have to nest properly with each other. However, they cannot overlap themselves. In other words, `\begin{rightwordgroup}... \begin{leftwordgroup}... \end{rightwordgroup}... \end{leftwordgroup}` is a valid sequence, but `\begin{rightwordgroup}... \begin{rightwordgroup}... \end{rightwordgroup}... \end{rightwordgroup}` is not.

The following example presents the basic usage of `\begin{rightwordgroup}` and `\end{rightwordgroup}`:

```

\begin{bytefield}{16}
  \bitheader{0,7,8,15} \\\
  \begin{rightwordgroup}{Header}
    \bitbox{4}{Tag} & \bitbox{12}{Mask} \\\
    \bitbox{8}{Source} & \bitbox{8}{Destination}
  \end{rightwordgroup} \\\
  \wordbox{3}{Data}
\end{bytefield}

```

Note the juxtaposition of “\” to the `\begin{rightwordgroup}` and the `\end{rightwordgroup}` in the above. The resulting bit field looks like this:

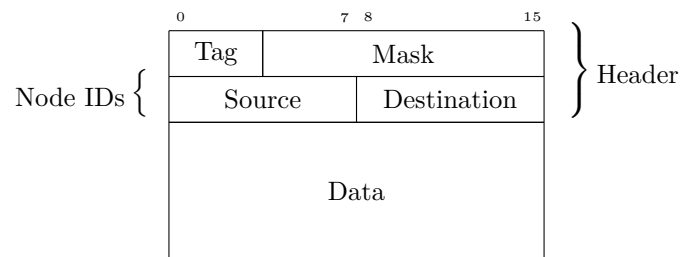
0		7 8		15		} Header
Tag		Mask				
Source			Destination			
Data						

As a more complex example, the following nests left and right labels:

```

\begin{bytefield}{16}
  \bitheader{0,7,8,15} \\
  \begin{rightwordgroup}{Header}
    \bitbox{4}{Tag} & \bitbox{12}{Mask} \\
    \begin{leftwordgroup}{Node IDs}
      \bitbox{8}{Source} & \bitbox{8}{Destination}
    \end{leftwordgroup}
  \end{rightwordgroup} \\
  \wordbox{3}{Data}
\end{bytefield}

```



Because `rightwordgroup` and `leftwordgroup` are not required to nest properly, the resulting bit field would look the same if the `\end{leftwordgroup}` and `\end{rightwordgroup}` were swapped. Again, note the juxtaposition of “\\” to the various word-grouping commands in the above.

`\skippedwords`

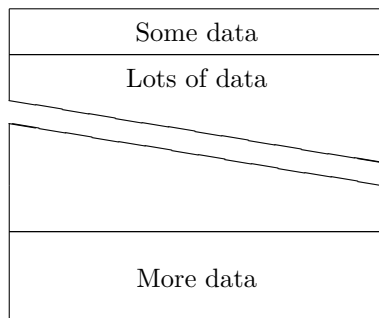
Draw a graphic representing a number of words that are not shown. `\skippedwords` is intended to work with the *<sides>* argument to `\wordbox`, as in the following example:

```

\begin{bytefield}{16}
  \wordbox{1}{Some data} \\
  \wordbox[lrt]{1}{Lots of data} \\
  \skippedwords \\
  \wordbox[lrb]{1}{} \\
  \wordbox{2}{More data}
\end{bytefield}

```





`\bytefieldsetup {<options>}`

Alter the formatting of all subsequent bit fields. Section 2.3 describes the possible values for each  $\langle key \rangle = \langle value \rangle$  pair in the comma-separated list that `\bytefieldsetup` accepts as its argument. Note that changes made with `\bytefieldsetup` are local to their current scope. Hence, if used within an environment (e.g., `figure`), `\bytefieldsetup` does not impact bit fields drawn outside that environment.

## 2.3 Formatting options

A document author can customize many of the `bytefield` package’s figure-formatting parameters, either globally or on a per-figure basis. The parameters described below can be specified in five locations:

- as package options (i.e., in the `\usepackage[<options>]{bytefield}` line), which affects all `bytefield` environments in the entire document,
- anywhere in the document using the `\bytefieldsetup` command, which affects all subsequent `bytefield` environments in the current scope,
- as the optional argument to a `\begin{bytefield}`, which affects only that single bit-field figure, or
- as the optional argument to a `\bitheader`, which affects only that particular header. (Only a few parameters are meaningful in this context.)
- as the second optional argument to a `\bitbox`, `\wordbox`, or `\bitboxes`, which affects only that particular box. (Only a few parameters are meaningful in this context.)

Unfortunately,  $\text{\LaTeX}$  tends to abort with a “`TeX capacity exceeded`” or “`Missing \endcsname inserted`” error when a control sequence (i.e.,  $\langle name \rangle$  or  $\langle symbol \rangle$ ) is encountered within the optional argument to `\usepackage`. Hence, parameters that typically expect a control sequence in their argument—in particular, `bitformatting`,

`boxformatting`, `leftcurly`, and `rightcurly`—should best be avoided within the `\usepackage[options]{bytefield}` line.

`bitwidth =  $\langle length \rangle$`   
`bitheight =  $\langle length \rangle$`

The above parameters represent the width and height of each bit in a bit field. The default value of `bitwidth` is the width of “`\tiny 99i`”, i.e., the width of a two-digit number plus a small amount of extra space. This enables `\bitheader` to show two-digit numbers without overlap. The default value of `bitheight` is `2ex`, which should allow a normal piece of text to appear within a `\bitbox` or `\wordbox` without abutting the box’s top or bottom edge.

As a special case, if `bitwidth` is set to the word “`auto`”, it will be set to the width of “`99i`” in the current bit-number formatting (cf. `bitformatting` below). This feature provides a convenient way to adjust the bit width after a formatting change.

`endianness = little or big`

Specify either little-endian (left-to-right) or big-endian (right-to-left) ordering of the bit numbers. The default is little-endian numbering. Contrast the following two examples. The first formats a bit field in little-endian ordering using an explicit `endianness=little`, and the second formats the same bit field in big-endian ordering using `endianness=big`.

```
\begin{bytefield}[endianness=little,bitwidth=0.1111\linewidth]{8}
  \bitheader{0-7} \\\
  \bitbox{1}{Res} & \bitbox{1}{BE} & \bitbox{1}{CF}
  & \bitbox{3}{ $\mbox{Name\_Len}-1$ } & \bitbox{2}{Len\_Len} \\\
\end{bytefield}
```

0	1	2	3	4	5	6	7
Res	BE	CF	Name_Len − 1			Len_Len	

```
\begin{bytefield}[endianness=big,bitwidth=0.1111\linewidth]{8}
  \bitheader{0-7} \\\
  \bitbox{2}{Len\_Len} & \bitbox{3}{ $\mbox{Name\_Len}-1$ }
  & \bitbox{1}{CF} & \bitbox{1}{BE} & \bitbox{1}{Res} \\\
\end{bytefield}
```

7	6	5	4	3	2	1	0
Len_Len		Name_Len - 1			CF	BE	Res

`bitformatting` =  $\langle command \rangle$  or  $\{\langle commands \rangle\}$

The numbers that appear in a bit header are typeset in the `bitformatting` style, which defaults to `\tiny`. To alter the style of bit numbers in the bit header, set `bitformatting` to a macro that takes a single argument (like `\textbf`) or no arguments (like `\small`). Groups of commands (e.g., `\large\itshape`) are also acceptable.

When `bitformatting` is set, `bitwidth` usually needs to be recalculated as well to ensure that a correct amount of spacing surrounds each number in the bit header. As described above, setting `bitwidth=auto` is a convenient shortcut for recalculating the bit-width in the common case of bit fields containing no more than 99 bits per line and no particularly wide labels in bit boxes that contain only a few bits.

The following example shows how to use `bitformatting` and `bitwidth` to format a bit header with small, boldface text:

```
\begin{bytefield}[bitformatting={\small\bfseries},
                  bitwidth=auto,
                  endianness=big]{20}
  \bitheader{0-19} \\\
  \bitbox{1}{\tiny F/E} & \bitbox{1}{\tiny T0} & \bitbox{1}{\tiny T1}
  & \bitbox{1}{\tiny Fwd} & \bitbox{16}{Data value} \\\
\end{bytefield}
```

The resulting bit field looks like this:

19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
F/E	T0	T1	Fwd	Data value															

`boxformatting` =  $\langle command \rangle$  or  $\{\langle commands \rangle\}$

The text that appears in a `\bitbox` or `\wordbox` is formatted in the `boxformatting` style, which defaults to `\centering`. To alter the style of bit numbers in the bit header, set `boxformatting` to a macro that takes a single argument (like `\textbf` but not `\textbf`—see below) or no arguments (like `\small`). Groups of commands (e.g., `\large\itshape`) are also acceptable.

If `boxformatting` is set to a macro that takes an argument, the macro must be defined as a “long” macro, which means it can accept more than one paragraph as

an argument. Commands defined with `\newcommand` are automatically made long, but commands defined with `\newcommand*` are not. L<sup>A</sup>T<sub>E</sub>X's `\text...` formatting commands (e.g., `\textbf`) are not long and therefore cannot be used directly in `boxformatting`; use the zero-argument versions (e.g., `\bfseries`) instead.

The following example shows how to use `boxformatting` to format the text within each box horizontally centered and italicized:

```
\begin{bytefield}[boxformatting={\centering\itshape},
                    bitwidth=1.5em,
                    endianness=big]{20}
  \bitheader{0-19} \\\
  \bitbox{1}{\tiny F/E} & \bitbox{1}{\tiny T0} & \bitbox{1}{\tiny T1}
  & \bitbox{1}{\tiny Fwd} & \bitbox{16}{Data value} \\\
\end{bytefield}
```

The resulting bit field looks like this:

19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
<i>F/E</i>	<i>T0</i>	<i>T1</i>	<i>Fwd</i>	<i>Data value</i>															

`bgcolor =  $\langle color \rangle$`

Bit and word boxes are normally left unfilled. The `bgcolor` option fills them with a specified background color. A document will need to include the `color`, `xcolor`, or similar package to expose color names to `bytefield`. The `boxformatting` option described above can be used to set the foreground color.

`leftcurly =  $\langle delimiter \rangle$`   
`rightcurly =  $\langle delimiter \rangle$`

Word groups are normally indicated by a curly brace spanning all of its rows. However, the curly brace can be replaced by any other extensible math delimiter (i.e., a symbol that can meaningfully follow `\left` or `\right` in math mode) via a suitable redefinition of `leftcurly` or `rightcurly`. As in math mode, “.” means “no symbol”, as in the following example (courtesy of Steven R. King):

```
\begin{bytefield}[rightcurly=., rightcurlyspace=0pt]{32}
  \bitheader[endianness=big]{0,7,8,15,16,23,24,31} \\\
  \begin{rightwordgroup}{0Ch}
    \bitbox{8}{Byte 15} \\\ \tiny (highest address)}
    & \bitbox{8}{Byte 14}
    & \bitbox{8}{Byte 13}
    & \bitbox{8}{Byte 12}
  \end{rightwordgroup} \\\
  \begin{rightwordgroup}{08h}
```

```

\bitbox{32}{Long 0}
\end{rightwordgroup} \\
\begin{rightwordgroup}{04h}
\bitbox{16}{Word 1} & \bitbox{16}{Word 0}
\end{rightwordgroup} \\
\begin{rightwordgroup}{00h}
\bitbox{8}{Byte 3}
& \bitbox{8}{Byte 2}
& \bitbox{8}{Byte 1}
& \bitbox{8}{Byte 0} \\ \tiny (lowest address)}
\end{rightwordgroup}
\end{bytefield}

```

31	24 23	16 15	8 7	0	
Byte 15 (highest address)	Byte 14	Byte 13	Byte 12		0Ch
Long 0					08h
Word 1		Word 0			04h
Byte 3	Byte 2	Byte 1	Byte 0 (lowest address)		00h

```

leftcurlyspace =  $\langle length \rangle$ 
rightcurlyspace =  $\langle length \rangle$ 
curlyspace =  $\langle length \rangle$ 

```

`leftcurlyspace` and `rightcurlyspace` specify the space to insert between the bit field and the curly brace in a left or right word group (default: `1ex`). Setting `curlyspace` is a shortcut for setting both `leftcurlyspace` and `rightcurlyspace` to the same value.

```

leftlabelspace =  $\langle length \rangle$ 
rightlabelspace =  $\langle length \rangle$ 
labelspace =  $\langle length \rangle$ 

```

`leftlabelspace` and `rightlabelspace` specify the space to insert between the curly brace and the text label in a left or right word group (default: `0.5ex`). Setting `labelspace` is a shortcut for setting both `leftlabelspace` and `rightlabelspace` to the same value.

Figure 2 illustrates the juxtaposition of `rightcurlyspace` and `rightlabelspace` to a word group and its label. The `leftcurlyspace` and `leftlabelspace` parameters are symmetric.

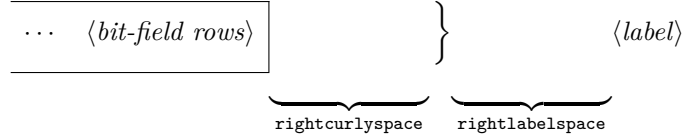


Figure 2: Role of `rightcurlyspace` and `rightlabel space`

`leftcurlyshrinkage = <length>`  
`rightcurlyshrinkage = <length>`  
`curlyshrinkage = <length>`

In  $\text{T}_{\text{E}}\text{X}/\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$ , the height of a curly brace does not include the tips. Hence, in a word group label, the tips of the curly brace will extend beyond the height of the word group. `leftcurlyshrinkage`/`rightcurlyshrinkage` is an amount by which to reduce the height of the curly brace in a left/right word group's label. Setting `curlyshrinkage` is a shortcut for setting both `leftcurlyshrinkage` and `rightcurlyshrinkage` to the same value. Shrinkages default to 5pt, and it is extremely unlikely that one would ever need to change them. Nevertheless, these parameters are included here in case a document is typeset with a math font containing radically different curly braces from the ones that come with  $\text{T}_{\text{E}}\text{X}/\text{L}^{\text{A}}\text{T}_{\text{E}}\text{X}$  or that replaces the curly braces (using `leftcurly`/`rightcurly`, described above) with symbols of substantially different heights.

`lsb = <integer>`

Designate the least significant bit (LSB) in the bit header. By default, the LSB is zero, which means that the first bit position in the header corresponds to bit 0. Specifying a different LSB shifts the bit header such that the first bit position instead corresponds to `<integer>`. Note that the `lsb` option affects bit *positions* regardless of whether these positions are labeled, as demonstrated by the following two examples:

```
\begin{bytefield}{32}
  \bitheader[lsb=0]{4,12,20,28} \\
  \bitbox{16}{ar$hrd} & \bitbox{16}{ar$pro} \\
  \bitbox{8}{ar$hln} & \bitbox{8}{ar$pln} & \bitbox{16}{ar$op} \\
\end{bytefield}
```

4	12	20	28
ar\$hrd		ar\$pro	
ar\$hln	ar\$pln	ar\$op	

```

\begin{bytefield}{32}
  \bitheader[lsb=4]{4,12,20,28} \\\
  \bitbox{16}{ar\hrd} & \bitbox{16}{ar\pro} \\\
  \bitbox{8}{ar\hln} & \bitbox{8}{ar\pln} & \bitbox{16}{ar\op} \\\
\end{bytefield}

```

4	12	20	28
ar\$hrd		ar\$pro	
ar\$hln	ar\$pln	ar\$op	

$\text{perword} = \langle \textit{command} \rangle$

Provide a macro that will be invoked once for each word in a word box after the regular content is rendered. The macro will be passed two arguments: the word number (starting from 0) and the total number of words in the word box. Furthermore, the macro will be invoked within a one-word-wide box positioned at the base of the word. `perword` can therefore be used for delineating words within a word box, numbering words, or performing other such annotations. As a simple example, the following code draws a gray line at the bottom of each word in the “Descriptive text” word box:

```

\newcommand{\wordline}[2]{\color{rgb}{0.7,0.7,0.7}\hrulefill}
\begin{bytefield}[bitwidth=4em]{8}
  \bitheader[lsb=1,bitformatting=\small]{1-8} \\\
  \wordbox[lrt]{7}[perword=\wordline]{Descriptive text (60 bytes)} \\\
  \bitbox[lrb]{4}{} & \bitbox{4}{subsys data offset} \\\
  \bitbox{4}{subsys data offset} & \bitbox{2}{version} &
  \bitbox{2}{endian indicator} \\\
\end{bytefield}

```

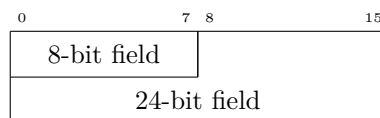
1	2	3	4	5	6	7	8
Descriptive text (60 bytes)							
				subsys data offset			
subsys data offset				version	endian indicator		

## 2.4 Common tricks

This section shows some clever ways to use `bytefield`'s commands to produce some useful effects.

**Odd-sized fields** To produce a field that is, say,  $1\frac{1}{2}$  words long, use a `\bitbox` for the fractional part and specify appropriate values for the various *<sides>* parameters. For instance:

```
\begin{bytefield}{16}
  \bitheader{0,7,8,15} \\
  \bitbox{8}{8-bit field} & \bitbox[lrt]{8}{} \\
  \wordbox[lrb]{1}{24-bit field}
\end{bytefield}
```



**Ellipses** To skip words that appear the middle of enumerated data, put some `\vdots` in a `\wordbox` with empty *<sides>*:

```
\begin{bytefield}{16}
  \bitbox{8}{Type} & \bitbox{8}{\# of nodes} \\
  \wordbox{1}{Node~1} \\
  \wordbox{1}{Node~2} \\
  \wordbox[]{1}{\vdots} \\
\end{bytefield}
```



```







\wordbox{1}{Node~$N$}
\end{bytefield}

```

Type	# of nodes
Node 1	
Node 2	
⋮	
Node $N$	

The extra `1ex` of vertical space helps vertically center the `\vdots` a bit better.

**Narrow fields** There are a number of options for labeling a narrow field (e.g., one occupying a single bit):

<i>Default:</i>	
<code>\bytefieldsetup{% bitwidth=\widthof{OK~}}:</code>	
<code>\tiny OK:</code>	
<code>\tiny O \ K:</code>	
<code>\rotatebox{90}{\small OK}:</code>	
<code>\let\bw=\width \resizebox{\bw}{!}{~OK~}:</code>	

**Multi-line bit fields** Presentations of wide registers are often easier to read when split across multiple lines. (This capability was originally requested by Chris L'Esperance and is currently implemented in `bytefield` based on code provided by Renaud Pacalet.) The trick behind the typesetting of multi-line bit fields is to pass the `lsb` option to `\bitheader` to change the starting bit number used in each bit header:

```

\begin{bytefield}[endianness=big,bitwidth=2em]{16}
\bitheader[lsb=16]{16-31} \ \
\bitbox{1}{\tiny Enable} & \bitbox{7}{Reserved}
& \bitbox{8}{Bus} \ \ [3ex]
\bitheader{0-15} \ \

```

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	
Enable	Reserved								Bus							
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Device					Function			Register					00			

```
\begin{bytefield}[endianness=big]{8}
  \bitheader[lsb=995]{995-1002} \\
  \bitbox{4}{A} & \bitbox{4}{B}
\end{bytefield}
```

A	B
---	---

```

\begin{bytefield}[endianness=big]{8}
\bitheader[lsb=995,
bitformatting={\tiny\rotatebox[origin=B]{90}}]{995-
1002} \\\
\bitbox{4}{A} & \bitbox{4}{B}
\end{bytefield}

```

	1002	1001	1000	999	998	997	996	995
	A				B			

`\makebox` to construct a right-justified region that is sufficiently wide to hold our largest number plus some additional space to shift the rotated numbers upwards:

```
\newlength{\bitlabelwidth}
\newcommand{\rotbitheader}[1]{%
  \tiny
  \settowidth{\bitlabelwidth}{\quad 9999}%
  \rotatebox[origin=B]{90}{\makebox[\bitlabelwidth][r]{#1}}%
}

\begin{bytefield}[endianness=big]{8}
  \bitheader[lsb=995,bitformatting=\rotbitheader]{995-1002} \\\
  \bitbox{4}{A} & \bitbox{4}{B}
\end{bytefield}
```

1002	1001	1000	999	998	997	996	995
A							B

**Unused bits** The `bgcolor` option can be used to represent unused bits by specifying a background fill color—light gray looks nice—and empty text:

```
\definecolor{lightgray}{gray}{0.8}
\begin{bytefield}{32}
  \bitheader{0,4,8,12,16,20,24,28} \\\
  \bitbox{8}{Tag} & \bitbox{8}{Value} &
  \bitbox{4}[bgcolor=lightgray]{} &
  \bitbox{12}{Mask} \\\
  \wordbox{1}{Key}
\end{bytefield}
```

0	4	8	12	16	20	24	28
Tag	Value		Mask				
Key							

**Aligning text on the baseline** Because `bytefield` internally uses L<sup>A</sup>T<sub>E</sub>X's `picture` environment and that environment's `\makebox` command to draw bit boxes and word boxes, the text within a box is centered vertically with no attention paid to the text's baseline. As a result, some bit-field labels appear somewhat askew:

```
\begin{bytefield}[bitwidth=1.5em]{2}
  \bitbox{1}{M} & \bitbox{1}{y}
\end{bytefield}
```

M	y
---	---

A solution is to use the `boxformatting` option to trick `\makebox` into thinking that all text has the same height and depth. Here we use `\raisebox` to indicate that all text is as tall as a “W” and does not descend at all below the baseline:

```
\newlength{\maxheight}
\setlength{\maxheight}{\heightof{W}}

\newcommand{\baselinealign}[1]{%
  \centering
  \raisebox{0pt}{\maxheight}[0pt]{#1}%
}

\begin{bytefield}[boxformatting=\baselinealign,
                  bitwidth=1.5em]{2}
  \bitbox{1}{M} & \bitbox{1}{y}
\end{bytefield}
```

M	y
---	---

**Register contents** Sometimes, rather than listing the *meaning* of each bit field within each `\bitbox` or `\wordbox`, it may be desirable to list the *contents*, with the meaning described in an additional label above each bit number in the bit header. Although the `register` package is more suited to this form of layout, `bytefield` can serve in a pinch with the help of the `\turnbox` macro from the `rotating` package:

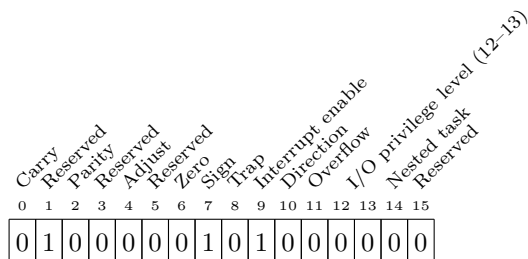
```
\newcommand{\bitlabel}[2]{%
  \bitbox[] {#1}{%
    \raisebox{0pt}[4ex][0pt]{%
      \turnbox{45}{\fontsize{7}{7}\selectfont#2}%
    }%
  }%
}

\begin{bytefield}[bitwidth=1em]{16}
  \bitlabel{1}{Carry} & \bitlabel{1}{Reserved} &
  \bitlabel{1}{Parity} & \bitlabel{1}{Reserved} &
  \bitlabel{1}{Adjust} & \bitlabel{1}{Reserved} &
  \bitlabel{1}{Zero} & \bitlabel{1}{Sign} &
  \bitlabel{1}{Trap} & \bitlabel{1}{Interrupt enable} &
  \bitlabel{1}{Direction} & \bitlabel{1}{Overflow} &
  \bitlabel{2}{I/O privilege level (12--13)} &
  \bitlabel{1}{Nested task} & \bitlabel{1}{Reserved} \\
\bitheader{0-15} \\
```

```

\bitbox{1}{0} & \bitbox{1}{1} & \bitbox{1}{0} & \bitbox{1}{0} &
\bitbox{1}{0} & \bitbox{1}{0} & \bitbox{1}{0} & \bitbox{1}{1} &
\bitbox{1}{0} & \bitbox{1}{1} & \bitbox{1}{0} & \bitbox{1}{0} &
\bitbox{1}{0} & \bitbox{1}{0} & \bitbox{1}{0} & \bitbox{1}{0}
\end{bytefield}

```



## 2.5 Not-so-common tricks

**Omitted bit numbers** It is occasionally convenient to show a wide bit field in which the middle numbers are replaced with an ellipsis. The trick to typesetting such a thing with `bytefield` is to point the `bitformatting` option to a macro that conditionally modifies the given bit number before outputting it. One catch is that `bytefield` measures the height of the string “1234567890” using the current bit formatting, so that needs to be a valid input. (If `bitwidth` is set to “auto”, then “99i” also has to be a valid input, but we’re not using “auto” here.) The following example shows how to *conditionally* modify the bit number: If the number is 1234567890, it is used as is; numbers greater than 9 are increased by 48; numbers less than 4 are unmodified; the number 6 is replaced by an ellipsis; and all other numbers are discarded.

```

\newcommand{\fakesixtyfourbits}[1]{%
\tiny
\ifnum#1=1234567890
#1
\else
\ifnum#1>9
\count32=#1
\advance\count32 by 48
\the\count32%
\else
\ifnum#1<4
#1%
\else
\ifnum#1=6
$\cdots$%
\fi
\fi
\fi
}

```

```

\fi
\fi
}
\begin{bytefield}[%
  bitwidth=\widthof{\tiny Fwd~},
  bitformatting=\fakesixtyfourbits,
  endianness=big]{16}
\bitheader{0-15} \\\
\bitbox{1}{\tiny F/E} & \bitbox{1}{\tiny T0} & \bitbox{1}{\tiny T1}
& \bitbox{1}{\tiny Fwd} & \bitbox{12}{Data value}
\end{bytefield}

```



**Memory-map diagrams** While certainly not the intended purpose of the byte-field package, one can utilize word boxes with empty *sides* and word labels to produce memory-map diagrams:

```

\newcommand{\descbox}[2]{\parbox[c]{3.8\baselineskip}{0.95\width}{%
  \raggedright #1\vfill #2}}
\begin{bytefield}[bitheight=4\baselineskip]{32}
\begin{rightwordgroup}{Partition 4}
\bitbox[]{8}{\texttt{0xFFFFFFFF} \\\[2\baselineskip]
\texttt{0xC0000000}} &
\bitbox{24}{\descbox{1\,GB area for VxDs, memory manager,
file system code; shared by all processes.}{Read/writable.}}
\end{rightwordgroup} \\\
\begin{rightwordgroup}{Partition 3}
\bitbox[]{8}{\texttt{0xBFFFFFFF} \\\[2\baselineskip]
\texttt{0x80000000}} &
\bitbox{24}{\descbox{1\,GB area for memory-mapped files,
shared system \textsc{dll}s, file system code; shared by all
processes.}{Read/writable.}}
\end{rightwordgroup} \\\
\begin{rightwordgroup}{Partition 2}
\bitbox[]{8}{\texttt{0x7FFFFFFF} \\\[2\baselineskip]
\texttt{0x00400000}} &
\bitbox{24}{\descbox{$\sim$2\,GB area private to process,
process code, and data.}{Read/writable.}}
\end{rightwordgroup} \\\
\begin{rightwordgroup}{Partition 1}
\bitbox[]{8}{\texttt{0x003FFFFFF} \\\[2\baselineskip]
\texttt{0x00001000}} &
\bitbox{24}{\descbox{4\,MB area for MS-DOS and Windows-3.1
compatibility.}{Read/writable.}} \\\
\bitbox[]{8}{\texttt{0x0000FFFF} \\\[2\baselineskip]

```

```

\texttt{0x00000000}} &
\bitbox{24}{\descbox{4096~byte area for MS-DOS and Windows~3.1
compatibility.}{Protected---catches \textsc{null}
pointers.}}
\end{rightwordgroup}
\end{bytefield}

```

0xFFFFFFFF	1 GB area for VxDs, memory manager, file system code; shared by all processes.	}	Partition 4
0xC0000000	Read/writable.		
0xBFFFFFFF	1 GB area for memory-mapped files, shared system DLLs, file system code; shared by all processes.	}	Partition 3
0x80000000	Read/writable.		
0x7FFFFFFF	~2 GB area private to process, process code, and data.	}	Partition 2
0x00400000	Read/writable.		
0x003FFFFF	4 MB area for MS-DOS and Windows 3.1 compatibility.	}	Partition 1
0x00001000	Read/writable.		
0x00000FFF	4096 byte area for MS-DOS and Windows 3.1 compatibility.		
0x00000000	Protected—catches NULL pointers.		

The following variation uses variable-height regions in the memory map:

```

\newcommand{\descbox}[2]{\parbox[c][3.8\baselineskip]{0.95\width}{%
% facilitates the creation of memory maps. Start address at the bottom,
% end address at the top.
% syntax:
% \memsection{end address}{start address}{height in lines}{text in box}
\newcommand{\memsection}[4]{%
% define the height of the memsection
\bytefieldsetup{bitheight=#3\baselineskip}%
\bitbox[] {10}{%
\texttt{#1}%      print end address
\\
% do some spacing
\vspace{#3\baselineskip}
\vspace{-2\baselineskip}
\vspace{-#3pt}

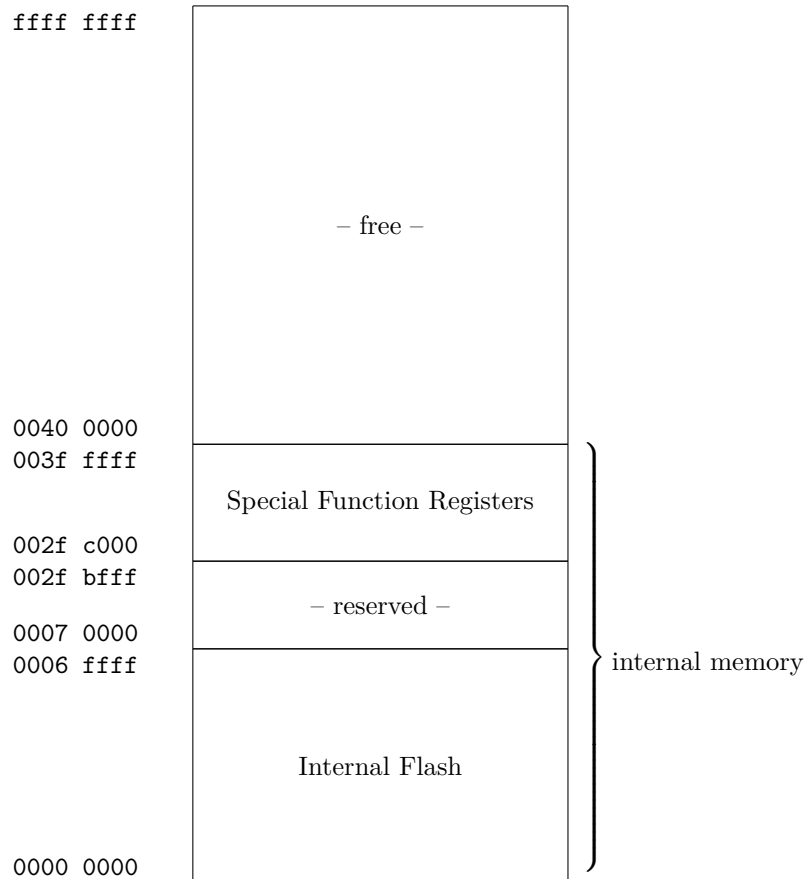
```

```

        \texttt{#2}%      print start address
    }%
    \bitbox{16}{#4}%      print box with caption
}

\begin{bytefield}{24}
    \memsection{ffff ffff}{0040 0000}{15}{-- free --}\\
    \begin{rightwordgroup}{internal memory}
        \memsection{003f ffff}{002f c000}{4}{Special Function
            Registers}\\
        \memsection{002f bfff}{0007 0000}{3}{-- reserved --
    }\\
        \memsection{0006 ffff}{0000 0000}{8}{Internal Flash}
    \end{rightwordgroup}\\
\end{bytefield}

```





## 2.6 Putting it all together

The following code showcases most of `bytefield`'s features in a single figure.

```
\begin{bytefield}[bitheight=2.5\baselineskip]{32}
\bitheader{0,7,8,15,16,23,24,31} \
\begin{rightwordgroup}{\parbox{6em}{\raggedright These words were taken
verbatim from the TCP header definition (RFC-793).}}
\bitbox{4}{Data offset} & \bitbox{6}{Reserved} &
\bitbox{1}{\tiny U\R\G} & \bitbox{1}{\tiny A\C\K} &
\bitbox{1}{\tiny P\S\H} & \bitbox{1}{\tiny R\S\T} &
\bitbox{1}{\tiny S\Y\N} & \bitbox{1}{\tiny F\I\N} &
\bitbox{16}{Window} \
\bitbox{16}{Checksum} & \bitbox{16}{Urgent pointer}
\end{rightwordgroup} \
\wordbox[lrt]{1}{Data octets} \
\skippedwords \
\wordbox[lrb]{1}{ } \
\begin{leftwordgroup}{\parbox{6em}{\raggedright Note that we can display,
for example, a misaligned 64-bit value with clever use of the
optional argument to \texttt{\string\wordbox} and
\texttt{\string\bitbox}.}}
\bitbox{8}{Source} & \bitbox{8}{Destination} &
\bitbox[lrt]{16}{ } \
\wordbox[lr]{1}{Timestamp} \
\begin{rightwordgroup}{\parbox{6em}{\raggedright Why two Length fields?
No particular reason.}}
\bitbox[lrb]{16}{ } & \bitbox{16}{Length}
\end{leftwordgroup} \
\bitbox{6}{Key} & \bitbox{6}{Value} & \bitbox{4}{Unused} &
\bitbox{16}{Length}
\end{rightwordgroup} \
\wordbox{1}{Total number of 16-bit data words that follow this
header word, excluding the subsequent checksum-type value} \
\bitbox{16}{Data~1} & \bitbox{16}{Data~2} \
\bitbox{16}{Data~3} & \bitbox{16}{Data~4} \
\bitbox[]{16}{\vdots} \[1ex] &
\bitbox[]{16}{\vdots} \[1ex] \
\bitbox{16}{Data~$N-1$} & \bitbox{16}{Data~$N$} \
\bitbox{20}{\[\ \mbox{A5A5}_{\scriptsize H}\] \oplus
\left(\sum_{i=1}^N \mbox{Data}_i \right) \bmod 2^{20} \]} &
\bitboxes*{1}{000010 000110} \
\wordbox{2}{64-bit random number}
\end{bytefield}
```

Figure 3 shows the resulting protocol diagram.

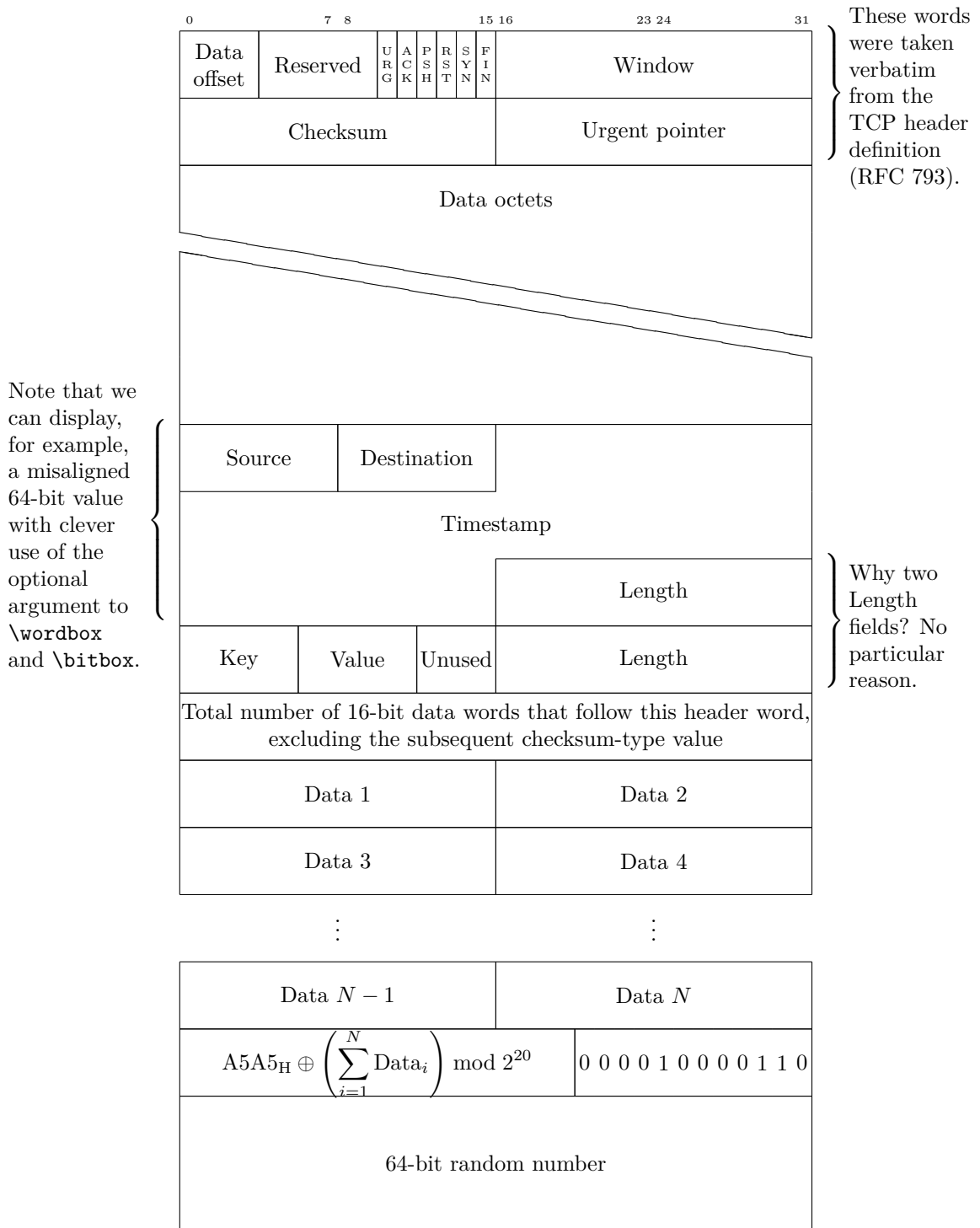


Figure 3: Complex protocol diagram drawn with the bytefield package

## 2.7 Upgrading from older versions

bytefield’s user interface changed substantially with the introduction of version 2.0. Because documents written for bytefield v1.x will not build properly under later versions of the package, this section explains how to convert documents to the new interface.

`\wordgroup`  
`\endwordgroup`

These have been replaced with the `rightwordgroup` environment to make their invocation more L<sup>A</sup>T<sub>E</sub>X-like. Use `\begin{rightwordgroup}` instead of `\wordgroup` and `\end{rightwordgroup}` instead of `\endwordgroup`.

`\wordgroup1`  
`\endwordgroup1`

These have been replaced with the `leftwordgroup` environment to make their invocation more L<sup>A</sup>T<sub>E</sub>X-like. Use `\begin{leftwordgroup}` instead of `\wordgroup1` and `\end{leftwordgroup}` instead of `\endwordgroup1`.

`\bitwidth`

Instead of changing bit widths with `\setlength{\bitwidth}{\langle width \rangle}`, use `\bytefieldsetup{bitwidth=\langle width \rangle}`.

`\byteheight`

Instead of changing bit heights with `\setlength{\byteheight}{\langle height \rangle}`, use `\bytefieldsetup{bitheight=\langle height \rangle}` (and note the change from “byte” to “bit” for consistency with `bitwidth`).

`\curlyspace`  
`\labelspace`

Instead of using `\setlength{\curlyspace}{\langle dist \rangle}` and `\setlength{\labelspace}{\langle dist \rangle}` to alter the horizontal space that appears before and after a curly brace, use `\bytefieldsetup{curlyspace=\langle dist \rangle}` and `\bytefieldsetup{labelspace=\langle dist \rangle}`. Note that, as described in Section 2.2, left and right spacing can be set independently if desired.

`\curlyshrinkage`

Instead of using `\setlength{\curlyshrinkage}{\langle dist \rangle}` to reduce the vertical

space occupied by a curly brace, use `\bytefieldsetup{curlyshrinkage=<dist>}`. Note that, as described in Section 2.2, left and right curly-brace height can be reduced independently if desired.

`\bitwidth [<endianness>] {<bit-positions>}`

The meaning of `\bitwidth`’s optional argument changed with `bytefield` v2.1. In older versions of the package, the optional argument was one of “1” or “b” for, respectively, little-endian or big-endian bit ordering. Starting with version 2.1, the optional argument can be any of the parameters described in Section 2.3 (but practically only `bitformatting`, `endianness`, and `lsb`). Hence, “1” should be replaced with `endianness=little` and “b” should be replaced with `endianness=big`. Although more verbose, these new options can be specified once for the entire document by listing them as package options or as arguments to `\bytefieldsetup`.

As a crutch to help build older documents with minimal modification, `bytefield` provides a `compat1` package option that restores the old interface. This option, invoked with `\usepackage[compat1]{bytefield}`, may disappear in a future version of the package and should therefore not be relied upon as a long-term approach to using `bytefield`.

## 3 Implementation

This section contains the complete source code for `bytefield`. Most users will not get much out of it, but it should be of use to those who need more precise documentation and those who want to extend (or debug ☺) the `bytefield` package.

In this section, macros marked in the margin with a “★” are intended to be called by the user (and were described in Section 2). All other macros are used only internally by `bytefield`.

### 3.1 Required packages

Although `\widthof` and `\heightof` were introduced in June 1998, `TeX` 2.0—still in widespread use at the time of this writing (2005)—ships with an earlier `calc.sty` in the `source` directory. Because a misconfigured system may find the `source` version of `calc.sty` we explicitly specify a later date when loading the `calc` package.

```
1 \RequirePackage{calc}[1998/07/07]
2 \RequirePackage{keyval}
```

### 3.2 Utility macros

The following macros in this section are used by the box-drawing macros and the “skipped words”-drawing macros.

`\bf@newdimen` `\newdimen` defines new  $\langle dimen \rangle$ s globally. `\bf@newdimen` defines them locally.  
`\allocationnumber` It simply merges L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub>'s `\newdimen` and `\alloc@` macros while omitting `\alloc@`'s “global” declaration.

```

3 \def\bf@newdimen#1{\advance\count11 by 1
4   \check1\insecunt\dimen
5   \allocationnumber=\count11
6   \dimendef#1=\allocationnumber
7   \wlog{\string#1=\string\dimen\the\allocationnumber\space (locally)}%
8 }
```

`\bf@newdimen`  $\varepsilon$ -T<sub>E</sub>X provides many more  $\langle dimen \rangle$ s than the original T<sub>E</sub>X's 255. When running newer versions of  $\varepsilon$ -T<sub>E</sub>X we rebind `\bf@newdimen` to `\newdimen`. If the etex package is loaded, however, we instead rebind `\bf@newdimen` to `\locdimen` to keep the allocation local. Finally, if we're not running  $\varepsilon$ -T<sub>E</sub>X we leave `\bf@newdimen` defined as above to help reduce register pressure when only 255  $\langle dimen \rangle$ s are available.

```

9 \AtBeginDocument{%
10   \expandafter\ifx\csname e@alloc\endcsname\relax
11     \expandafter\ifx\csname locdimen\endcsname\relax
12       \else
13         \let\bf@newdimen=\locdimen
14       \fi
15     \else
16       \let\bf@newdimen=\newdimen
17     \fi
18 }
```

`\bytefield@height` When `\ifcounting@words` is TRUE, add the height of the next `picture` environment to `\bytefield@height`. We set `\counting@wordstrue` at the beginning of each word, and `\counting@wordsfalse` after each `\bitbox`, `\wordbox`, or `\skippedwords` picture.

```

19 \newlength{\bytefield@height}
20 \newif\ifcounting@words
```

`\inc@bytefield@height` We have to define a special macro to increment `\bytefield@height` because the `calc` package's `\addtolength` macro doesn't seem to see the global value. So we `\setlength` a temporary (to get `calc`'s nice infix features) and `\advance` `\bytefield@height` by that amount.

```

21 \newlength{\bytefield@height@increment}
22 \DeclareRobustCommand{\inc@bytefield@height}[1]{%
23   \setlength{\bytefield@height@increment}{#1}%
24   \global\advance\bytefield@height by \bytefield@height@increment
25 }
```

### 3.3 Top-level environment

`\entire@bytefield@picture` Declare a box for containing the entire bytefield. By storing everything in a box and then typesetting it later (at the `\end{bytefield}`), we can center the bit

field, put a box around it, and do other operations on the entire figure.

```
26 \newsavebox{\entire@bytefield@picture}
```

★

**bytefield** The **bytefield** environment contains the layout of bits in a sequence of words.  
**\bits@wide** This is the main environment defined by the **bytefield** package. The argument is  
**\old@nl** the number of bits wide the bytefield should be. We turn **&** into a space character  
**\amp** so the user can think of a **bytefield** as being analogous to a **tabular** environment,  
even though we're really setting the bulk of the picture in a single column. (Row  
labels go in separate columns, however.)

```
27 \newenvironment{bytefield}[2][\bf@bytefieldsetup{#1}%
28 \bf@bytefieldsetup{#1}%
29 \renewcommand{\baselinestretch}{1}%
30 \selectfont
31 \def\bits@wide{#2}%
32 \let\old@nl=\%
33 \let\amp=\%
34 \catcode`\&=10
35 \openup -1pt
36 \setlength{\bytefield@height}{0pt}%
37 \setlength{\unitlength}{1pt}%
38 \global\counting@wordstrue
39 \begin{lrbox}{\entire@bytefield@picture}%
```

★

**\** We redefine **\** within the **bytefield** environment to make it aware of curly braces  
that surround the protocol diagram.

```
40 \renewcommand{\}[1][0pt]{%
41 \unskip
42 \vspace{##1}%
43 \amp\show@wordlabelr\cr
44 \ignorespaces\global\counting@wordstrue\make@lspace\amp}%

45 \vbox\bgroup\ialign\bgroup##\amp##\amp##\cr\amp
46 }{%
47 \amp\show@wordlabelr\cr\egroup\egroup
48 \end{lrbox}%
49 \usebox{\entire@bytefield@picture}%
50 }
```

## 3.4 Box-drawing macros

### 3.4.1 Drawing (proper)

**\bf@bitformatting** Format a bit number in the bit header. **\bf@bitformatting** may be redefined to  
take either a single argument (à la **\textbf**) or no argument (à la **\small**).

```
51 \newcommand*{\bf@bitformatting}{\tiny}
```

**\bf@boxformatting** Format the text within a bit box or word box. **\bf@boxformatting** takes either  
a single argument (à la **\textbf**) or no argument (à la **\small**). The text that  
follows **\bf@boxformatting** is guaranteed to be a group that ends in **\par**, so

if `\bf@boxformatting` accepts an argument, the macro should be defined with `\long` (e.g., with `\newcommand` but not with `\newcommand*`).

```
52 \newcommand*{\bf@boxformatting}{\centering}
```

`\bf@bitwidth` Define the width of a single bit. Note that this is wide enough to display a two-digit number without it running into adjacent numbers. For larger words, be sure to `\setlength` this larger.

```
53 \newlength{\bf@bitwidth}
54 \settowidth{\bf@bitwidth}{\bf@bitformatting{99i}}
```

`\bf@bitheight` This is the height of a single bit within the bit field.

```
55 \newlength{\bf@bitheight}
56 \setlength{\bf@bitheight}{4ex}
```

`\units@wide` These are scratch variables for storing the width and height (in points) of the box we're about to draw.

```
\units@tall
57 \newlength{\units@wide}
58 \newlength{\units@tall}
```

`\bf@call@box@cmd` Define any box-drawing macro that accepts the same set of four arguments.

`\bf@call@box@func` It takes as input the name of a macro that is defined with formal parameters `[#1]#2[#3]#4`. `\bf@call@box@cmd` then invokes that macro, passing it a set of lines to draw out of the set “`lrtbLRTB`” (`#1`), a number of bits or words (`#2`), a list of key/value pairs (`#3`), and arbitrary text to typeset (`#4`).

```
59 \newcommand*{\bf@call@box@cmd}[1]{%
60   \def\bf@call@box@func{#1}%
61   \bf@call@box@cmdi
62 }
```

`\bf@call@box@cmd@i` Store the set of lines and the bit/word count and invoke `\bf@call@box@cmd@i`.

```
\bf@call@box@arg@i
\bf@call@box@arg@ii
63 \newcommand*{\bf@call@box@cmd@i}[2][lrtb]{%
64   \def\bf@call@box@arg@i{#1}%
65   \def\bf@call@box@arg@ii{#2}%
66   \bf@call@box@cmd@i
67 }
```

`\bf@call@box@cmd@ii` Store the key/value parameters and the text to typeset then invoke the macro originally passed to `\bf@call@box@cmd`.

```
\bf@call@box@arg@iii
\bf@call@box@arg@iv
68 \newcommand*{\bf@call@box@cmd@ii}[2][ ]{%
69   \def\bf@call@box@arg@iii{#1}%
70   \def\bf@call@box@arg@iv{#2}%
71   \bf@call@box@func
72 }
```

★

`\bitbox` Put some text (`#4`) in a box that's a given number of bits (`#2`) wide and one byte tall. An optional argument (`#1`) specifies which lines to draw—`[l]eft`, `[r]ight`, `[t]op`, and/or `[b]ottom` (default: `lrtb`). Uppercase letters provide the opposite effect: They suppress drawing the `[L]eft`, `[R]ight`, `[T]op`, and/or `[B]ottom`

sides. Additional drawing parameters can be provided via another optional argument (#3).

```
73 \DeclareRobustCommand{\bitbox}{\bf@call@box@cmd{\bf@bitbox}}
```

**\bf@bitbox** Implement all of the **\bitbox** logic.

```
74 \def\bf@bitbox{%
75   \bgroup
76   \expandafter\bf@parse@bitbox@arg\expandafter{\bf@call@box@arg@i}%
77   \setlength{\units@wide}{\bf@bitwidth * \bf@call@box@arg@ii}%
78   \expandafter\bf@bytefieldsetup\expandafter{\bf@call@box@arg@iii}%
79   \ifundefined{bf@bgcolor}{%
80     }{%
```

If **bgcolor** was specified, draw a colored rule of the full size of the box.

```
81     \rlap{%
82       \draw@bit@picture{\strip@pt\units@wide}{\strip@pt\bf@bitheight}{%
83         \color{bf@bgcolor}%
84         \rule{\width}{\height}%
85       }%
86     }%
87   }%
```

Draw the user-provided text on top of the rule (if any).

```
88     \draw@bit@picture{\strip@pt\units@wide}{\strip@pt\bf@bitheight}{%
89       \bf@call@box@arg@iv
90     }%
91   \egroup
92   \ignorespaces
93 }
```

★

**\wordbox** Put some text (#4) in a box that's a given number of bytes (#2) tall and one word (**\bits@wide** bits) wide. An optional argument (#1) specifies which lines to draw—**[l]**eft, **[r]**ight, **[t]**op, and/or **[b]**ottom (default: **lrbt**). Uppercase letters provide the opposite effect: They suppress drawing the **[L]**eft, **[R]**ight, **[T]**op, and/or **[B]**ottom sides. Additional drawing parameters can be provided via another optional argument (#3).

```
94 \DeclareRobustCommand{\wordbox}{\bf@call@box@cmd{\bf@wordbox}}
```

**\bf@wordbox** Implement all of the **\wordbox** logic.

```
95 \def\bf@wordbox{%
96   \bgroup
97   \expandafter\bf@parse@bitbox@arg\expandafter{\bf@call@box@arg@i}%
98   \setlength{\units@wide}{\bf@bitwidth * \bits@wide}%
99   \setlength{\units@tall}{\bf@bitheight * \bf@call@box@arg@ii}%
100  \expandafter\bf@bytefieldsetup\expandafter{\bf@call@box@arg@iii}%
101  \ifundefined{bf@bgcolor}{%
102    }{%
```

If **bgcolor** was specified, draw a colored rule of the full size of the box.

```
103     \rlap{%
```



```

104     \draw@bit@picture{\strip@pt\units@wide}{\strip@pt\units@tall}{%
105         \color{\bf@bgcolor}%
106         \rule{\width}{\height}%
107     }%
108 }%
109 }%

```

Draw the user-provided text on top of the rule (if any).

```

110     \draw@bit@picture{\strip@pt\units@wide}{\strip@pt\units@tall}{%
111         \bf@call@box@arg@iv
112     }%

```

Invoke the user-provided `\bf@per@word` macro once per word.

```

113     \ifundefined{bf@per@word}{\bf@invoke@per@word{\bf@call@box@arg@ii}}%
114     \egroup
115     \ignorespaces
116 }

```

`\draw@bit@picture` Put some text (`#3`) in a box that's a given number of units (`#1`) wide and a given number of units (`#2`) tall. We format the text with a `\parbox` to enable word-wrapping and explicit line breaks. In addition, we define `\height`, `\depth`, `\totalheight`, and `\width` (à la `\makebox` and friends), so the user can utilize those for special effects (e.g., a `\rule` that fills the entire box). As an added bonus, we define `\widthunits` and `\heightunits`, which are the width and height of the box in multiples of `\unitlength` (i.e., `#1` and `#2`, respectively).

```

117 \DeclareRobustCommand{\draw@bit@picture}[3]{%
118     \begin{picture}(\#1,\#2)%

```

First, we plot the user's text, with all sorts of useful lengths predefined.

```

119     \put(0,0){\makebox(\#1,\#2){\parbox{\#1\unitlength}{%
120         \bf@set@user@dimens{\#1}{\#2}%
121         \bf@boxformatting{\#3\par}}}%

```

Next, we draw each line individually. I suppose we could make a special case for “all lines” and use a `\framebox` above, but the following works just fine.

```

122     \ifbitbox@top
123         \put(0,\#2){\line(1,0){\#1}}%
124     \fi
125     \ifbitbox@bottom
126         \put(0,0){\line(1,0){\#1}}%
127     \fi
128     \ifbitbox@left
129         \put(0,0){\line(0,1){\#2}}%
130     \fi
131     \ifbitbox@right
132         \put(\#1,0){\line(0,1){\#2}}%
133     \fi
134     \end{picture}%

```

Finally, we indicate that we're no longer at the beginning of a word. The following code structure (albeit with different arguments to `\inc@bytefield@height`) is

repeated in various places throughout this package. We document it only here, however.

```

135 \ifcounting@words
136   \inc@bytefield@height{\unitlength * \real{#2}}%
137   \global\counting@wordsfalse
138 \fi
139 }

```

**\bf@invoke@per@word** Invoke **\bf@per@word** once per word, passing it the (0-indexed) word number and total number of words.

```

140 \newcommand{\bf@invoke@per@word}[1]{%
141   \begin{picture}(0,0)%
142     \@tempcnta=0
143     \@tempdima=#1\bf@bitheight

```

Make various useful dimensions available to **\bf@per@word**.

```

144   \bf@set@user@dimens{\strip@pt\units@wide}{\strip@pt\units@tall}%
145   \loop
146     \advance\@tempdima by -\bf@bitheight
147     \bgroup
148     \put(-\strip@pt\units@wide, \strip@pt\@tempdima){%
149       \expandafter\bf@per@word\expandafter{\the\@tempcnta-#1}%
150     }%
151     \egroup
152     \advance\@tempcnta by 1\relax
153     \ifnum#1>\@tempcnta
154     \repeat
155   \end{picture}%
156 }

```

**\bf@set@user@dimens**

★	<b>\width</b>	Given a width in bits (#1) and a height in words (#2), make a number of box
★	<b>\height</b>	dimensions available to the author: <b>\width</b> , <b>\height</b> , <b>\depth</b> , <b>\totalheight</b> .
★	<b>\depth</b>	Additionally, make the arguments available to the author via the <b>\widthunits</b>
★	<b>\totalheight</b>	and <b>\heightunits</b> macros.
★	<b>\widthunits</b>	157 \newcommand{\bf@set@user@dimens}[2]{%
★	<b>\heightunits</b>	158   \bf@newdimen\width
		159   \bf@newdimen\height
		160   \bf@newdimen\depth
		161   \bf@newdimen\totalheight
		162   \width=#1\unitlength
		163   \height=#2\unitlength
		164   \depth=0pt%
		165   \totalheight=#2\unitlength
		166   \def\widthunits{#1}%
		167   \def\heightunits{#2}%
		168 }



**\bitboxes** Put each token in #3 into a box that's a given number of bits (#2) wide and one byte tall. An optional argument (#1) specifies which lines to draw—[l]eft, [r]ight, [t]op, and/or [b]ottom (default: lrtb). Uppercase letters suppress drawing the [L]eft, [R]ight, [T]op, and/or [B]ottom sides. The \*-form of the command omits interior left and right lines.

```
169 \DeclareRobustCommand{\bitboxes}{%
170   \ifstar
171     {\bf@call@box@cmd{\bf@bitboxes@star}}%
172     {\bf@call@box@cmd{\bf@bitboxes@no@star}}%
173 }
```

**\bf@relax** Define a macro that expands to **\relax** for use with **\ifx** tests against **\bf@bitboxes@arg**, which can contain either tokens to typeset or **\relax**.

```
174 \def\bf@relax{\relax}
```

**\bf@bitboxes@no@star** Implement the unstarred version of **\bitboxes**. This macro simply expands its text argument into a list of tokens followed by **\relax** then invokes **\bf@bitboxes@no@star@i**.

```
175 \def\bf@bitboxes@no@star{%
176   \expandafter\bf@bitboxes@no@star@i\bf@call@box@arg@iv\relax
177   \ignorespaces
178 }
```

**\bf@bitboxes@no@star@i** Walk the subsequent tokens one-by-one until **\relax** is encountered. For each token, invoke **\bf@bitbox** (the internal version of **\bitbox** for which **\bf@call@box@arg@<number>** are all defined.

```
179 \def\bf@bitboxes@no@star@i#1{%
180   \def\bf@call@box@arg@iv{#1}%
181   \ifx\bf@call@box@arg@iv\bf@relax
182     \let\next=\relax
183   \else
184     \bf@bitbox
185     \let\next=\bf@bitboxes@no@star@i
186   \fi
187   \next
188 }
```

**\bf@bitboxes@star** Implement the starred version of **\bitboxes**. This macro simply stores the original *<sides>* argument in **\bf@bitboxes@sides**, expands its text argument into a list of tokens followed by two **\relax**s, and invokes **\bf@bitboxes@star@i**.

**\bf@bitboxes@sides**

```
189 \def\bf@bitboxes@star{%
190   \edef\bf@bitboxes@sides{\bf@call@box@arg@i}%
191   \expandafter\bf@bitboxes@star@i\bf@call@box@arg@iv\relax\relax
192   \ignorespaces
193 }
```

`\bf@bitboxes@star@i` Process the first token in the text argument passed to `\bitboxes*`. If it's also the  
`\bf@call@box@arg@iv` last token (indicated by its being followed by `\relax`), draw an ordinary bit box  
`\bf@bitboxes@arg@ii` with all sides present. If it's not the last token, draw a bit box with the right side  
`\next` suppressed and invoke `\bf@bitboxes@star@ii` on the remaining tokens.

```

194 \def\bf@bitboxes@star@i#1#2{%
195   \def\bf@call@box@arg@iv{#1}%
196   \def\bf@bitboxes@arg@ii{#2}%
197   \ifx\bf@bitboxes@arg@ii\bf@relax
198     \bf@bitbox
199     \let\next=\relax
200   \else
201     \edef\bf@call@box@arg@i{\bf@bitboxes@sides R}%
202     \bf@bitbox
203     \def\next{\bf@bitboxes@star@ii{#2}}%
204   \fi
205   \next
206 }
```

`\bf@bitboxes@star@ii` Process the second and subsequent tokens in the text argument passed to  
`\bf@call@box@arg@iv` `\bitboxes*`. If the next token in the stream is the final one (indicated by its  
`\bf@bitboxes@arg@ii` being followed by `\relax`), draw a bit box with the left side suppressed. If it's not  
`\next` the final token, draw a bit box with both the left and right sides suppressed and  
 invoke itself recursively on the remaining tokens.

```

207 \def\bf@bitboxes@star@ii#1#2{%
208   \def\bf@call@box@arg@iv{#1}%
209   \def\bf@bitboxes@arg@ii{#2}%
210   \ifx\bf@bitboxes@arg@ii\bf@relax
211     \edef\bf@call@box@arg@i{\bf@bitboxes@sides L}%
212   \else
213     \edef\bf@call@box@arg@i{\bf@bitboxes@sides LR}%
214   \fi
215   \ifx\bf@call@box@arg@iv\bf@relax
216     \let\next=\relax
217   \else
218     \bf@bitbox
219     \def\next{\bf@bitboxes@star@ii{#2}}%
220   \fi
221   \next
222 }
```

### 3.4.2 Parsing arguments

The macros in this section are used to parse the optional argument to `\bitbox` or `\wordbox`, which is some subset of `{l, r, t, b, L, R, T, B}`. Lowercase letters display the left, right, top, or bottom side of a box; uppercase letters inhibit the display. The default is not to display any sides, but an uppercase letter can negate the effect of a prior lowercase letter.

<pre> \ifbitbox@top \ifbitbox@bottom \ifbitbox@left \ifbitbox@right </pre>	<p>These macros are set to TRUE if we're to draw the corresponding edge on the subsequent <code>\bitbox</code> or <code>\wordbox</code>.</p> <pre> 223 \newif\ifbitbox@top 224 \newif\ifbitbox@bottom 225 \newif\ifbitbox@left 226 \newif\ifbitbox@right </pre>
<pre> \bf@parse@bitbox@arg </pre>	<p>This main parsing macro merely resets the above conditionals and calls a helper function, <code>\bf@parse@bitbox@sides</code>.</p> <pre> 227 \def\bf@parse@bitbox@arg#1{% 228   \bitbox@topfalse 229   \bitbox@bottomfalse 230   \bitbox@leftfalse 231   \bitbox@rightfalse 232   \bf@parse@bitbox@sides#1X% 233 } </pre>
<pre> \bf@parse@bitbox@sides </pre>	<p>The helper function for <code>\bf@parse@bitbox@arg</code> parses a single letter, sets the appropriate conditional to TRUE, and calls itself tail-recursively until it sees an "X".</p> <pre> 234 \def\bf@parse@bitbox@sides#1{% 235   \ifx#1X% 236   \else 237     \ifx#1t% 238       \bitbox@toptrue 239     \else 240       \ifx#1b% 241         \bitbox@bottomtrue 242       \else 243         \ifx#1l% 244           \bitbox@lefttrue 245         \else 246           \ifx#1r% 247             \bitbox@righttrue 248           \else 249             \ifx#1T% 250               \bitbox@topfalse 251             \else 252               \ifx#1B% 253                 \bitbox@bottomfalse 254               \else 255                 \ifx#1L% 256                   \bitbox@leftfalse 257                 \else 258                   \ifx#1R% 259                     \bitbox@rightfalse 260                   \else 261                     \PackageWarning{bytefield}{Unrecognized box side `#1'}% 262                   \fi 263                 \fi </pre>

```

264         \fi
265     \fi
266     \fi
267     \fi
268     \fi
269     \fi
270     \expandafter\bf@parse@bitbox@sides
271     \fi
272 }

```

### 3.5 Skipped words

`\units@high` This is the height of each diagonal line in the `\skippedwords` graphic. Note that `\units@high = \units@tall - optional argument to \skippedwords`.

```

273 \newlength{\units@high}

```

★ `\skippedwords` Output a fancy graphic representing skipped words. The optional argument is the vertical space between the two diagonal lines (default: `2ex`).

```

274 \DeclareRobustCommand{\skippedwords}[1][2ex]{%
275     \setlength{\units@wide}{\bf@bitwidth * \bits@wide}%
276     \setlength{\units@high}{1pt * \ratio{\units@wide}{6.0pt}}%
277     \setlength{\units@tall}{#1 + \units@high}%
278     \edef\num@wide{\strip@pt\units@wide}%
279     \edef\num@tall{\strip@pt\units@tall}%
280     \edef\num@high{\strip@pt\units@high}%
281     \begin{picture}(\num@wide,\num@tall)
282         \put(0,\num@tall){\line(6,-1){\num@wide}}
283         \put(\num@wide,0){\line(-6,1){\num@wide}}
284         \put(0,0){\line(0,1){\num@high}}
285         \put(\num@wide,\num@tall){\line(0,-1){\num@high}}
286     \end{picture}%
287     \ifcounting@words
288         \inc@bytefield@height{\unitlength * \real{\num@tall}}%
289         \global\counting@wordsfalse
290     \fi
291 }

```

### 3.6 Bit-position labels

`\bf@bit@endianness` `bytefield` can label bit headers in either little-endian ( $0, 1, 2, \dots, N - 1$ ) or big-endian ( $N - 1, N - 2, N - 3, \dots, 0$ ) fashion. The `\bf@bit@endianness` macro specifies which to use, either “1” for little-endian (the default) or “b” for big-endian.

```

292 \newcommand*{\bf@bit@endianness}{1}

```

`\bf@first@bit` Normally, bits are numbered starting from zero. However, `\bf@first@bit` can be altered (usually locally) to begin numbering from a different value.

```

293 \newcommand*{\bf@first@bit}{0}

```

★

**\bitheader** Output a header of numbered bit positions. The optional argument (#1) is “1” for little-endian (default) or “b” for big-endian. The required argument (#2) is a list of bit positions to label. It is composed of comma-separated ranges of numbers, for example, “0-31”, “0,7-8,15-16,23-24,31”, or even something odd like “0-7,15-23”. Ranges must be specified in increasing order; use the `lsb` option to reverse the labels’ direction.

```

294 \DeclareRobustCommand{\bitheader}[2][1]{%
295   \bf@parse@bitbox@arg{lr}tb}%
296   \setlength{\units@wide}{\bf@bitwidth * \bits@wide}%
297   \setlength{\units@tall}{\heightof{\bf@bitformatting{1234567890}}}%
298   \setlength{\units@high}{\units@tall * -1}%
299   \bf@process@bitheader@opts{#1}%
300   \begin{picture}(\strip@pt\units@wide,\strip@pt\units@tall)%
301     (0,\strip@pt\units@high)
302     \bf@parse@range@list#2,X,
303   \end{picture}%
304   \ifcounting@words
305     \inc@bytefield@height{\unitlength * \real{\strip@pt\units@tall}}%
306     \global\counting@wordsfalse
307   \fi
308   \ignorespaces
309 }
```

**\bf@parse@range@list** This is helper function #1 for `\bitheader`. It parses a comma-separated list of ranges, calling `\bf@parse@range` on each range.

```

310 \def\bf@parse@range@list#1,{%
311   \ifx X#1
312   \else
313     \bf@parse@range#1-#1-#1\relax
314     \expandafter\bf@parse@range@list
315   \fi
316 }
```

**\header@xpos** Define some miscellaneous variables to be used internally by `\bf@parse@range`:  
**header@val**  $x$  position of header, current label to output, and maximum label to output (+1).  
**max@header@val**

```

317 \newlength{\header@xpos}
318 \newcounter{header@val}
319 \newcounter{max@header@val}
```

**\bf@parse@range** This is helper function #2 for `\bitheader`. It parses a hyphen-separated pair of numbers (or a single number) and displays the number at the correct bit position.

```

320 \def\bf@parse@range#1-#2-#3\relax{%
321   \setcounter{header@val}{#1}
322   \setcounter{max@header@val}{#2 + 1}
323   \loop
324     \ifnum\value{header@val}<\value{max@header@val}%
325     \bf@bitformatting{\value{header@val}}%
326     \inc@header@val
327   \repeat
```

```

325     \if\bf@bit@endianness b%
326       \setlength{\header@xpos}{%
327         \bf@bitwidth * (\bits@wide - \value{header@val} + \bf@first@bit - 1)}%
328     \else
329       \setlength{\header@xpos}{\bf@bitwidth * (\value{header@val} - \bf@first@bit)}%
330     \fi
331     \put(\strip@pt\header@xpos,0){%
332       \makebox(\strip@pt\bf@bitwidth,\strip@pt\units@tall){%
333         \bf@bitformatting{\theheader@val}}}
334     \addtocounter{header@val}{1}
335   \repeat
336 }

```

`\bf@process@bitheader@opts` This is helper function #3 for `\bitheader`. It processes the optional argument to `\bitheader`.

```

\KV@bytefield@l
\KV@bytefield@b
\KV@bytefield@l@default
\KV@bytefield@b@default
337 \newcommand*{\bf@process@bitheader@opts}{%
338   \let\KV@bytefield@l=\KV@bitheader@l
339   \let\KV@bytefield@b=\KV@bitheader@b
340   \let\KV@bytefield@l@default=\KV@bitheader@l@default
341   \let\KV@bytefield@b@default=\KV@bitheader@b@default
342   \setkeys{bytefield}%
343 }

```

`\KV@bitheader@l` For backwards compatibility we also accept the (now deprecated) `l` as a synonym for `endianness=little` and `b` as a synonym for `endianness=big`. A typical document will specify an `endianness` option not as an argument to `\bitheader` but rather as a package option that applies to the entire document. If the `compat1` option was provided to `bytefield` (determined below by the existence of the `\curlyshrinkage` control word), we suppress the deprecation warning message.

```

344 \define@key{bitheader}{l}[true]{%
345   \expandafter\ifx\csname curlyshrinkage\endcsname\relax
346     \PackageWarning{bytefield}{%
347       The "l" argument to \protect\bitheader\space is deprecated.\MessageBreak
348       Instead, please use "endianness=little", which can\MessageBreak
349       even be declared globally for the entire document.\MessageBreak
350       This warning occurred}%
351   \fi
352   \def\bf@bit@endianness{l}%
353 }
354 \define@key{bitheader}{b}[true]{%
355   \expandafter\ifx\csname curlyshrinkage\endcsname\relax
356     \PackageWarning{bytefield}{%
357       The "b" argument to \protect\bitheader\space is deprecated.\MessageBreak
358       Instead, please use "endianness=big", which can\MessageBreak
359       even be declared globally for the entire document.\MessageBreak
360       This warning occurred}%
361   \fi
362   \def\bf@bit@endianness{b}%
363 }

```



## 3.7 Word labels

### 3.7.1 Curly-brace manipulation

<code>\bf@leftcurlyshrinkage</code>	Reduce the height of a left (right) curly brace by <code>\bf@leftcurlyshrinkage</code>
<code>\bf@rightcurlyshrinkage</code>	( <code>\bf@rightcurlyshrinkage</code> ) so its ends don't overlap whatever is above or below it. The default value (5 pt.) was determined empirically and shouldn't need to be changed. However, on the off-chance the user employs a math font with very different curly braces from Computer Modern's, <code>\bf@leftcurlyshrinkage</code> and <code>\bf@rightcurlyshrinkage</code> can be modified.
	<pre> 364 \def\bf@leftcurlyshrinkage{5pt} 365 \def\bf@rightcurlyshrinkage{5pt} </pre>
<code>\bf@leftcurlyspace</code>	Define the amount of space to insert before a curly brace and before a word label
<code>\bf@rightcurlyspace</code>	(i.e., after a curly brace).
<code>\bf@leftlabelspace</code>	366 \def\bf@leftcurlyspace{1ex}
<code>\bf@rightlabelspace</code>	367 \def\bf@rightcurlyspace{1ex}
	368 \def\bf@leftlabelspace{0.5ex}
	369 \def\bf@rightlabelspace{0.5ex}
<code>\bf@leftcurly</code>	Define the symbols to use as left and right curly braces. These symbols must be
<code>\bf@rightcurly</code>	extensible math symbols (i.e., they will immediately follow <code>\left</code> or <code>\right</code> in math mode).
	<pre> 370 \let\bf@leftcurly=\{ 371 \let\bf@rightcurly=\} </pre>
<code>\curly@box</code>	Define a box in which to temporarily store formatted curly braces.
	372 \newbox{\curly@box}
<code>\store@rcurly</code>	Store a “}” that's #2 tall in box #1. The only unintuitive thing here is that we
<code>\curly@height</code>	have to redefine <code>\fontdimen22</code> —axis height—to 0 pt. before typesetting the curly
<code>\half@curly@height</code>	brace. Otherwise, the brace would be vertically off-center by a few points. When
<code>\curly@shift</code>	we're finished, we reset it back to its old value.
<code>\old@axis</code>	<pre> 373 \def\store@rcurly#1#2{% 374   \begingroup 375     \bf@newdimen\curly@height 376     \setlength{\curly@height}{#2 - \bf@rightcurlyshrinkage}% 377     \bf@newdimen\half@curly@height 378     \setlength{\half@curly@height}{0.5\curly@height}% 379     \bf@newdimen\curly@shift 380     \setlength{\curly@shift}{\bf@rightcurlyshrinkage}% 381     \setlength{\curly@shift}{\half@curly@height + 0.5\curly@shift}% 382     \global\sbox{#1}{\raisebox{\curly@shift}{% 383       \$\xdef\old@axis{\the\fontdimen22\textfont2}\$% 384       \$\fontdimen22\textfont2=0pt% 385       \left. 386       \vrule height\half@curly@height 387       width 0pt 388       depth\half@curly@height\right\bf@rightcurly\$% </pre>

```

389     $\fontdimen22\textfont2=\old@axis$}}%
390 \endgroup
391 }

```

`\store@lcurly` These are the same as `\store@rcurly`, etc. but using a “{” instead of a “}”.

```

\curly@height 392 \def\store@lcurly#1#2{%
\half@curly@height 393 \begin{group}
\curly@shift 394 \bf@newdimen\curly@height
395 \setlength{\curly@height}{#2 - \bf@leftcurlyshrinkage}%
396 \bf@newdimen\half@curly@height
397 \setlength{\half@curly@height}{0.5\curly@height}%
398 \bf@newdimen\curly@shift
399 \setlength{\curly@shift}{\bf@leftcurlyshrinkage}%
400 \setlength{\curly@shift}{\half@curly@height + 0.5\curly@shift}%
401 \global\sbox{#1}{\raisebox{\curly@shift}{%
402     $\xdef\old@axis{\the\fontdimen22\textfont2}$%
403     $\fontdimen22\textfont2=Opt%
404     \left\bf@leftcurly
405     \vrule height\half@curly@height
406           width Opt
407           depth\half@curly@height\right.$%
408     $\fontdimen22\textfont2=\old@axis$}}%
409 \endgroup
410 }

```

### 3.7.2 Right-side labels

`\show@wordlabelr` This macro is output in the third column of every row of the `\ialigned` bytefield table. It’s normally a no-op, but `\end{rightwordgroup}` defines it to output the word label and then reset itself to a no-op.

```

411 \def\show@wordlabelr{}

```

`\wordlabelr@start` Declare the starting and ending height (in points) of the set of rows to be labeled  
`\wordlabelr@end` on the right.

```

412 \newlength{\wordlabelr@start}
413 \newlength{\wordlabelr@end}

```

★ `rightwordgroup` Label the words defined between `\begin{rightwordgroup}` and `\end{rightwordgroup}` on the right side of the bit field. The argument is the text of the label. The label is typeset to the right of a large curly brace, which groups the words together.

```

414 \newenvironment{rightwordgroup}[1]{%

```

We begin by ending the group that `\begin{rightwordgroup}` created. This lets the `rightwordgroup` environment span rows (because we’re technically no longer within the environment).

```

415 \endgroup

```

`\wordlabelr@start` `\begin{rightwordgroup}` merely stores the starting height in `\wordlabelr@start` and the user-supplied text in `\wordlabelr@text`. `\end{rightwordgroup}` does most of the work.

```

416 \global\wordlabelr@start=\bytefield@height
417 \gdef\wordlabelr@text{#1}%
418 \ignorespaces
419 }{%
```

`\wordlabelr@end` Because we already ended the group that `\begin{rightwordgroup}` created we now have to begin a group for `\end{rightwordgroup}` to end.

```

420 \begingroup
421 \global\wordlabelr@end=\bytefield@height
```

`\show@wordlabelr` Redefine `\show@wordlabelr` to output `\bf@rightcurlyspace` space, followed by a large curly brace (in `\curlybox`), followed by `\bf@rightlabelspace` space, followed by the user's text (previously recorded in `\wordlabelr@text`). We typeset `\wordlabelr@text` within a `tabular` environment, so  $\text{\LaTeX}$  will calculate its width automatically.

```

422 \gdef\show@wordlabelr{%
423   \sbox{\word@label@box}{%
424     \begin{tabular}[b]{@{}l@{}}\wordlabelr@text\end{tabular}}%
425   \settowidth{\label@box@width}{\usebox{\word@label@box}}%
426   \setlength{\label@box@height}{\wordlabelr@end-\wordlabelr@start}%
427   \store@rcurly{\curly@box}{\label@box@height}%
428   \bf@newdimen\total@box@width
429   \setlength{\total@box@width}{%
430     \bf@rightcurlyspace +
431     \widthof{\usebox{\curly@box}} +
432     \bf@rightlabelspace +
433     \label@box@width}%
434   \begin{picture}(\strip@pt\total@box@width,0)
435     \put(0,0){%
436       \hspace*{\bf@rightcurlyspace}%
437       \usebox{\curly@box}%
438       \hspace*{\bf@rightlabelspace}%
439       \makebox(\strip@pt\label@box@width,\strip@pt\label@box@height){%
440         \usebox{\word@label@box}}
441     \end{picture}%
442   \gdef\show@wordlabelr{}}%
```

The last thing `\show@wordlabelr` does is redefine itself back to a no-op.

```

442 \gdef\show@wordlabelr{}}%
```

`\@currenvir` Because of our meddling with `\begingroup` and `\endgroup`, the current environment is all messed up. We therefore force the `\end{rightwordgroup}` to succeed, even if it doesn't match the preceding `\begin`.

```

443 \def\@currenvir{rightwordgroup}%
444 \ignorespaces
445 }
```

### 3.7.3 Left-side labels

`\wordlabell@start` Declare the starting and ending height (in points) of the set of rows to be labeled on the left.

```
446 \newlength{\wordlabell@start}
447 \newlength{\wordlabell@end}
```

`\total@box@width` Declare the total width of the next label to typeset on the left of the bit field, that is, the aggregate width of the text box, curly brace, and spaces on either side of the curly brace.

```
448 \newlength{\total@lbox@width}
```

`\make@lspace` This macro is output in the first column of every row of the `\ialigned` bytefield table. It's normally a no-op, but `\begin{leftwordgroup}` defines it to output enough space for the next word label and then reset itself to a no-op.

```
449 \gdef\make@lspace{}
```

★

`leftwordgroup` This environment is essentially the same as the `rightwordgroup` environment but puts the label on the left. However, the following code is not symmetric to that of `rightwordgroup`. The problem is that we encounter `\begin{leftwordgroup}` after entering the second (i.e., figure) column, which doesn't give us a chance to reserve space in the first (i.e., left label) column. When we reach the `\end{leftwordgroup}`, we know the height of the group of words we wish to label. However, if we try to label the words in the subsequent first column, we won't know the vertical offset from the "cursor" at which to start drawing the label, because we can't know the height of the subsequent row until we reach the second column.<sup>2</sup>

Our solution is to allocate space for the box the next time we enter a first column. As long as space is eventually allocated, the column will expand to fit that space. `\end{leftwordgroup}` outputs the label immediately. Even though `\end{leftwordgroup}` is called at the end of the *second* column, it puts the label at a sufficiently negative  $x$  location for it to overlap the first column. Because there will eventually be enough space to accomodate the label, we know that the label won't overlap the bit field or extend beyond the bit-field boundaries.

```
450 \newenvironment{leftwordgroup}[1]{%
```

We begin by ending the group that `\begin{rightwordgroup}` created. This lets the `leftwordgroup` environment span rows (because we're technically no longer within the environment).

```
451 \endgroup
```

`\wordlabell@start` We store the starting height and label text, which are needed by the `\end{leftwordgroup}`.

`\wordlabell@text`

```
452 \global\wordlabell@start=\bytefield@height
453 \gdef\wordlabell@text{#1}%
```

---

<sup>2</sup>Question: Is there a way to push the label up to the *top* of the subsequent row, perhaps with `\vfill`?

Next, we typeset a draft version of the label into `\word@label@box`, which we measure (into `\total@lbox@width`) and then discard. We can't typeset the final version of the label until we reach the `\end{leftwordgroup}`, because that's when we learn the height of the word group. Without knowing the height of the word group, we don't know how big to make the curly brace. In the scratch version, we make the curly brace 5 cm. tall. This should be more than large enough to reach the maximum curly-brace width, which is all we really care about at this point.

```

454 \sbox{\word@label@box}{%
455   \begin{tabular}[b]{@{}l@{}}\wordlabell@text\end{tabular}}%
456 \settowidth{\label@box@width}{\usebox{\word@label@box}}%
457 \store@lcurly{\curly@box}{5cm}%
458 \setlength{\total@lbox@width}{%
459   \bf@leftcurlyspace +
460   \widthof{\usebox{\curly@box}} +
461   \bf@leftlabelspace +
462   \label@box@width}%
463 \global\total@lbox@width=\total@lbox@width

```

`\make@lspace` Now we know how wide the box is going to be (unless, of course, the user is using some weird math font that scales the width of a curly brace proportionally to its height). So we redefine `\make@lspace` to output `\total@lbox@width`'s worth of space and then redefine itself back to a no-op.

```

464 \gdef\make@lspace{%
465   \hspace*{\total@lbox@width}%
466   \gdef\make@lspace{}}%
467 \ignorespaces
468 }%

```

Because we already ended the group that `\begin{leftwordgroup}` created we have to start the `\end{leftwordgroup}` by beginning a group for `\end{leftwordgroup}` to end.

```

469 \begin{group}

```

The `\end{leftwordgroup}` code is comparatively straightforward. We calculate the final height of the word group, and then output the label text, followed by `\bf@leftlabelspace` space, followed by a curly brace (now that we know how tall it's supposed to be), followed by `\bf@leftcurlyspace` space. The trick, as described earlier, is that we typeset the entire label in the second column, but in a  $0 \times 0$  picture environment and with a negative horizontal offset (`\starting@point`), thereby making it overlap the first column.

```

470 \global\wordlabell@end=\bytefield@height
471 \bf@newdimen\starting@point
472 \setlength{\starting@point}{%
473   -\total@lbox@width - \bf@bitwidth*\bits@wide}%
474 \sbox{\word@label@box}{%
475   \begin{tabular}[b]{@{}l@{}}\wordlabell@text\end{tabular}}%
476 \settowidth{\label@box@width}{\usebox{\word@label@box}}%
477 \setlength{\label@box@height}{\wordlabell@end-\wordlabell@start}%

```

```

478 \store@lcurly{\curly@box}{\label@box@height}%
479 \begin{picture}(0,0)
480 \put(\strip@pt\starting@point,0){%
481 \makebox(\strip@pt\label@box@width,\strip@pt\label@box@height){%
482 \usebox{\word@label@box}}%
483 \hspace*\bf@leftlabelspace}%
484 \usebox{\curly@box}%
485 \hspace*\bf@leftcurlyspace}}
486 \end{picture}%

```

**\@currentenv** Because of our meddling with `\begingroup` and `\endgroup`, the current environment is all messed up. We therefore force the `\end{leftwordgroup}` to succeed, even if it doesn't match the preceding `\begin`.

```

487 \def\@currentenv{leftwordgroup}%
488 \ignorespaces
489 }

```

### 3.7.4 Scratch space

**\label@box@width** Declare some scratch storage for the width, height, and contents of the word label  
**\label@box@height** we're about to output.

```

\word@label@box 490 \newlength{\label@box@width}
491 \newlength{\label@box@height}
492 \newsavebox{\word@label@box}

```

## 3.8 Compatibility mode

**\bf@enter@compatibility@mode@i** bytefield's interface changed substantially with the move to version 2.0. To give version 1.x users a quick way to build their old documents, we provide a version 1.x compatibility mode. We don't enable this by default because it exposes a number of extra length registers (a precious resource) and because we want to encourage users to migrate to the new interface.

```

493 \newcommand{\bf@enter@compatibility@mode@i}{%

```

```

\bitwidth Define a handful of lengths that the user was allowed to \setlength explicitly in
\byteheight bytefield 1.x.
\curlyspace 494 \PackageInfo{bytefield}{Entering version 1 compatibility mode}%
\labelspace 495 \newlength{\bitwidth}%
\curlyshrinkage 496 \newlength{\byteheight}%
497 \newlength{\curlyspace}%
498 \newlength{\labelspace}%
499 \newlength{\curlyshrinkage}%

500 \settowidth{\bitwidth}{\tiny 99i}%
501 \setlength{\byteheight}{4ex}%
502 \setlength{\curlyspace}{1ex}%
503 \setlength{\labelspace}{0.5ex}%
504 \setlength{\curlyshrinkage}{5pt}%

```

`\newbytefield` Redefine the `bytefield` environment in terms of the existing (new-interface) `bytefield` environment. The difference is that the redefinition utilizes all of the preceding lengths.

`\endnewbytefield`

`bytefield`

```

505 \let\newbytefield=\bytefield
506 \let\endnewbytefield=\endbytefield
507 \renewenvironment{bytefield}[1]{%
508   \begin{newbytefield}[%
509     bitwidth=\bitwidth,
510     bitheight=\byteheight,
511     curlyspace=\curlyspace,
512     labelspace=\labelspace,
513     curlyshrinkage=\curlyshrinkage]{##1}%
514   }{%
515     \end{newbytefield}%
516   }

```

`\wordgroup` Define `\wordgroup`, `\endwordgroup`, `\wordgroup1`, and `\endwordgroup1` in terms of the new `rightwordgroup` and `leftwordgroup` environments.

`\endwordgroup`

`\wordgroup1`

`\endwordgroup1`

```

517 \def\wordgroup{\begin{rightwordgroup}}
518 \def\endwordgroup{\end{rightwordgroup}}
519 \def\wordgroup1{\begin{leftwordgroup}}
520 \def\endwordgroup1{\end{leftwordgroup}}

```

`\bytefieldsetup` Disable `\bytefieldsetup` in compatibility mode because it doesn't work as expected. (Every use of the compatibility-mode `bytefield` environment overwrites all of the figure-formatting values.)

```

521 \renewcommand{\bytefieldsetup}[1]{%
522   \PackageError{bytefield}{%
523     The \protect\bytefieldsetup\space macro is not available in\MessageBreak
524     version 1 compatibility mode%
525   }{%
526     Remove [compat1] from the \protect\usepackage{bytefield} line to
527     make \protect\bytefieldsetup\MessageBreak
528     available to this document.\space\space (The document may also need
529     to be modified to use\MessageBreak
530     the new bytefield interface.)
531   }%
532 }%
533 }

```

`\wordgroup` Issue a helpful error message for the commands that were removed in `bytefield` v2.0. While this won't help users whose first invalid action is to modify a no-longer-extant length register such as `\bitwidth` or `\byteheight`, it may benefit at least a few users who didn't realize that the `bytefield` interface has changed substantially with version 2.0.

`\endwordgroup`

`\wordgroup1`

`\endwordgroup1`

```

534 \newcommand{\wordgroup}{%
535   \PackageError{bytefield}{%
536     Macros \protect\wordgroup, \protect\wordgroup1, \protect\endwordgroup,

```

```

537 \MessageBreak
538 and \protect\endwordgroup1\space no longer exist%
539 }{%
540 Starting with version 2.0, bytefield uses \protect\begin{wordgroup}...
541 \MessageBreak
542 \protect\end{wordgroup} and \protect\begin{wordgroup}...%
543 \protect\end{wordgroup1}\MessageBreak
544 to specify word groups and a new \protect\bytefieldsetup\space macro to
545 \MessageBreak
546 change bytefield's various formatting parameters.%
547 }%
548 }
549 \let\endwordgroup=\wordgroup
550 \let\wordgroup1=\wordgroup
551 \let\endwordgroup1=\wordgroup

```

### 3.9 Option processing

We use the `keyval` package to handle option processing. Because all of `bytefield`'s options have local impact, options can be specified either as package arguments or through the use of the `\bytefieldsetup` macro.

<code>\KV@bytefield@bitwidth</code>	Specify the width of a bit number in the bit header. If the special value “auto” is given, set the width to the width of a formatted “99i”.
<code>\bf@bw@arg</code>	
<code>\bf@auto</code>	<pre> 552 \define@key{bytefield}{bitwidth}{% 553   \def\bf@bw@arg{#1}% 554   \def\bf@auto{auto}% 555   \ifx\bf@bw@arg\bf@auto 556     \settowidth{\bf@bitwidth}{\bf@bitformatting{99i}}% 557   \else 558     \setlength{\bf@bitwidth}{#1}% 559   \fi 560 } </pre>
<code>\KV@bytefield@bf@bitheight</code>	Specify the height of a bit in a <code>\bitbox</code> or <code>\wordbox</code> .
	<pre> 561 \define@key{bytefield}{bitheight}{\setlength{\bf@bitheight}{#1}} </pre>
<code>\KV@bytefield@bitformatting</code>	Specify the style of a bit number in the bit header. This should be passed an expression that takes either one argument (e.g., <code>\textit</code> ) or no arguments (e.g., <code>{\small\bfseries}</code> ).
	<pre> 562 \define@key{bytefield}{bitformatting}{\def\bf@bitformatting{#1}} </pre>
<code>\KV@bytefield@boxformatting</code>	Specify a style to be applied to the contents of every bit box and word box. This should be passed an expression that takes either one argument (e.g., <code>\textit</code> ) or no arguments (e.g., <code>{\small\bfseries}</code> ).
	<pre> 563 \define@key{bytefield}{boxformatting}{\def\bf@boxformatting{#1}} </pre>



$\backslash$ KV@bytefield@leftcurly $\backslash$ KV@bytefield@rightcurly	<p>Specify the symbol to use for bracketing a left or right word group. This must be an extensible math delimiter (i.e., something that can immediately follow <math>\backslash</math>left or <math>\backslash</math>right in math mode).</p> <pre> 564 \define@key{bytefield}{leftcurly}{\def\bf@leftcurly{#1}} 565 \define@key{bytefield}{rightcurly}{\def\bf@rightcurly{#1}}</pre>
$\backslash$ KV@bytefield@leftcurlyspace $\backslash$ KV@bytefield@rightcurlyspace $\backslash$ KV@bytefield@curlyspace	<p>Specify the amount of space between the bit fields in a word group and the adjacent left or right curly brace. The curlyspace option is a shortcut that puts the same space before both left and right curly braces.</p> <pre> 566 \define@key{bytefield}{leftcurlyspace}{\def\bf@leftcurlyspace{#1}} 567 \define@key{bytefield}{rightcurlyspace}{\def\bf@rightcurlyspace{#1}} 568 \define@key{bytefield}{curlyspace}{% 569   \def\bf@leftcurlyspace{#1}% 570   \def\bf@rightcurlyspace{#1}% 571 }</pre>
$\backslash$ KV@bytefield@leftlabelspace $\backslash$ KV@bytefield@rightlabelspace $\backslash$ KV@bytefield@labelspace	<p>Specify the amount of space between a left or right word group's curly brace and the associated label text. The labelspace option is a shortcut that puts the same space after both left and right curly braces.</p> <pre> 572 \define@key{bytefield}{leftlabelspace}{\def\bf@leftlabelspace{#1}} 573 \define@key{bytefield}{rightlabelspace}{\def\bf@rightlabelspace{#1}} 574 \define@key{bytefield}{labelspace}{% 575   \def\bf@leftlabelspace{#1}% 576   \def\bf@rightlabelspace{#1}% 577 }</pre>
$\backslash$ KV@bytefield@leftcurlyshrinkage $\backslash$ KV@bytefield@rightcurlyshrinkage $\backslash$ KV@bytefield@curlyshrinkage	<p>Specify the number of points by which to reduce the height of a curly brace (left, right, or both) so its ends don't overlap whatever's above or below it.</p> <pre> 578 \define@key{bytefield}{leftcurlyshrinkage}{\def\bf@leftcurlyshrinkage{#1}} 579 \define@key{bytefield}{rightcurlyshrinkage}{\def\bf@rightcurlyshrinkage{#1}} 580 \define@key{bytefield}{curlyshrinkage}{% 581   \def\bf@leftcurlyshrinkage{#1}% 582   \def\bf@rightcurlyshrinkage{#1}% 583 }</pre>
$\backslash$ KV@bytefield@endianness $\backslash$ bf@parse@endianness	<p>Set the default endianness to either little endian or big endian.</p> <pre> 584 \define@key{bytefield}{endianness}{\bf@parse@endianness{#1}}  585 \newcommand{\bf@parse@endianness}[1]{% 586   \def\bf@little{little}% 587   \def\bf@big{big}% 588   \def\bf@arg{#1}% 589   \ifx\bf@arg\bf@little 590     \def\bf@bit@endianness{l}% 591   \else 592     \ifx\bf@arg\bf@big 593       \def\bf@bit@endianness{b}% 594     \else 595       \PackageError{bytefield}{%</pre>

```

596         Invalid argument "#1" to the endianness option%
597     }{%
598         The endianness option must be set to either "little" or
599         "big".\MessageBreak
600         Please specify either endianness=little or endianness=big.
601     }%
602     \fi
603     \fi
604 }

```

`\KV@bytefield@lsb` Specify a numerical value for the least significant bit of a word.

```
605 \define@key{bytefield}{lsb}{\def\bf@first@bit{#1}}
```

`\bf@bgcolor` Specify a background color for a bit box or word box.

```
\KV@bytefield@bgcolor 606 \define@key{bytefield}{bgcolor}{\def\bf@bgcolor{#1}}
```

`\bf@per@word` Specify a macro to invoke for each word of a word box. The macro must take two arguments: the word number (0-indexed) and the total number of words.

```
\KV@bytefield@per@word
```

```
607 \define@key{bytefield}{perword}{\def\bf@per@word{#1}}
```

★ `\bytefieldsetup` Reconfigure values for various bytefield parameters. Internally to the package we use the `\bf@bytefieldsetup` macro instead of `\bytefieldsetup`. This enables us to redefine `\bytefieldsetup` when entering version 1 compatibility mode without impacting the rest of bytefield.

```
608 \newcommand{\bf@bytefieldsetup}{\setkeys{bytefield}}
609 \let\bytefieldsetup=\bf@bytefieldsetup
```

We define only a single option that can be used only as a package option, not as an argument to `\bytefieldsetup`: `compat1` instructs bytefield to enter version 1 compatibility mode—at the cost of a number of additional length registers and the inability to specify parameters in the argument to the `bytefield` environment.

```
610 \DeclareOption{compat1}{\bf@enter@compatibility@mode@i}
```

`\bf@package@options` We want to use `\bf@bytefieldsetup` to process bytefield package options. Unfortunately, `\DeclareOption` doesn't handle `\langle key \rangle = \langle value \rangle` arguments. Hence, we use `\DeclareOption*` to catch *all* options, each of which it appends to `\bf@package@options`. `\bf@package@options` is passed to `\bf@bytefieldsetup` only at the beginning of the document so that the options it specifies (a) can refer to ex-heights and (b) override the default values, which are also set at the beginning of the document.

`\next`

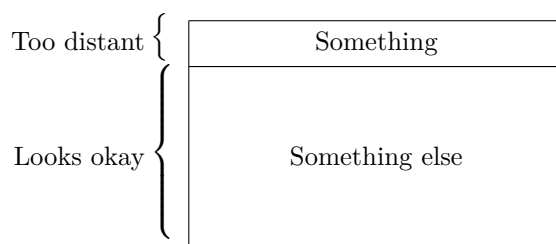
```

611 \def\bf@package@options{}
612 \DeclareOption*{%
613     \edef\next{%
614         \noexpand\g@addto@macro\noexpand\bf@package@options{,\CurrentOption}%
615     }%
616     \next
617 }
618 \ProcessOptions\relax
619 \expandafter\bf@bytefieldsetup\expandafter{\bf@package@options}

```

## 4 Future work

bytefield is my first L<sup>A</sup>T<sub>E</sub>X package, and, as such, there are a number of macros that could probably have been implemented a lot better. For example, bytefield is somewhat wasteful of  $\langle dimen \rangle$  registers (although it did get a lot better with version 1.1 and again with version 1.3). The package should really get a major overhaul now that I've gotten better at T<sub>E</sub>X/L<sup>A</sup>T<sub>E</sub>X programming. One minor improvement I'd like to make in the package is to move left, small curly braces closer to the bit field. In the following figure, notice how distant the small curly appears from the bit-field body:



The problem is that the curly braces are left-aligned relative to each other, while they should be right-aligned.

## Change History

v1.0	General: Initial version . . . . . 1	calc package to avoid loading an outdated version. Thanks to Kevin Quick for discovering that outdated versions of calc are still being included in T <sub>E</sub> X distributions. . . . . 28
v1.1	<p><code>\allocationnumber</code>: Bug fix: Added <code>\bf@newdimen</code> to greatly reduce the likelihood of “No room for a new <code>\dimen</code>” errors (reported by Vitaly A. Repin) . . . . . 29</p> <p><code>\bf@parse@range@list</code>: Bug fix: Swapped order of arguments to <code>\ifx</code> test (suggested by Hans-Joachim Widmaier) . . . . 39</p> <p>General: Restructured the .dtx file 1</p>	v1.3
v1.2	<p><code>\curly@box</code>: Bug fix: Defined <code>\curly@box</code> globally (suggested by Stefan Ulrich) . . . . . 41</p>	<p><code>\bf@newdimen</code>: Added support for <math>\epsilon</math>-T<sub>E</sub>X’s larger local <math>\langle dimen \rangle</math> pool (code provided by Heiko Oberdiek) . . . . . 29</p>
v1.2a	General: Specified an explicit package date when loading the	v1.4
		<p><code>\bf@bitformatting</code>: Introduced this macro at Steven R. King’s request to enable users to alter the bit header’s font size . . . . 30</p> <p>General: Made assignments to <code>\counting@words</code> global to prevent vertical-spacing problems with back-to-back word groups (bug fix due to</p>

Steven R. King) . . . . .	1	$\langle key \rangle = \langle value \rangle$ pairs instead of just “1” and “b” . . . . .	39
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<code>\bytefieldsetup</code> : Introduced this macro to provide a more convenient way of configuring <code>bytefield</code> ’s parameters . . . . .	50	<code>\bitboxes</code> : Added this macro based on an idea proposed by Andrew Mertz . . . . .	35
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