MSB ACR0 LSB | MSB ACR1 LSB | MSB ACR2 LSB | MSB ACR3 LSB

| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
unused

| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

MSB AMR0 LSB | MSB AMR1 LSB | MSB AMR2 LSB | MSB AMR3 LSB

| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
unused

| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

ID.28 ID.27 ID.26 ID.25 ID.24 ID.23 ID.22 ID.21

ID.20 ID.19 ID.18 RTR

DB1.7 DB1.6 DB1.5 DB1.4 DB1.3 DB1.2 DB1.1 DB1.0

DB2.7 DB2.6 DB2.5 DB2.4 DB2.3 DB2.2 DB2.1 DB2.0

message bit ⟶ [= 1]
acceptance code bit ⟶
acceptance mask bit ⟶ [≥ 1] ⟶ [&]

logic 1 = accepted
logic 0 = not accepted

ACR = Acceptance Code Register
AMR = Acceptance Mask Register

DBX.Y means data byte X, bit Y.

Single filter configuration, receiving standard frame messages