

```
template<typename T, typename F>
class ProtocolConversion : public IProtocolConversion
{
    virtual bool Convert(FullFlightSimulatorDeviceBase* inDevice, MacEncodingPacket const& inPacket, SInt8* outFfsBuffer, SInt32& outLength) override
    {
        // Grab actual sim struct pointer and convert
        T* simPtr = reinterpret_cast<T*>(inPacket.Buffer.get());
        T::Convert(simPtr, mFfsMessage);

        // Serialize packet body into buffer array
        outLength = static_cast<int>(mFfsMessage.ByteSizeLong());
        mFfsMessage.SerializeToArray(outFfsBuffer, outLength);

        return true;
    }
}
```