# Core data format

limb_size = 8 bits

addr_width = 9 bits

4 limb data = 0 x 12 34 56 78

data_size = 3 (no lfsr) or 8 (lfsr)

data_size equals to the pointer of the last data portion (MSL)

| address | no LFSR | LFSR |
|---------|---------|------|
| 0 | 78 | 0 |
| 1 | 56 | 78 |
| 2 | 34 | 56 |
| 3 | 12 | 0 |
| 4 | 0 | 34 |
| 5 | 0 | 0 |
| 6 | 0 | 0 |
| 7 | 0 | 0 |
| 8 | 0 | 12 |
| 9 | 0 | 0 |
| ... | 0 | 0 |

| data size [limbs] | no LFSR | LFSR | last flag |
|-------------------|---------|------|-----------|
| 0 - impossible * | - | - | - |
| 1 | 0 | 1 | 001 |
| 2 | 1 | 2 | 010 |
| 3 | 2 | 4 | 100 |
| 4 | 3 | 8 | 000 |
| 5 | 4 | 16 | 000 |
| 6 | 5 | 33 | 000 |
| 7 | 6 | 66 | 000 |
| 8 | 7 | 132 | 000 |
| 9 | 8 | 263 | 000 |
| 10 | 9 | 17 | 000 |
| ... | ... | ... | 000 |
| 254 | 253 | ? tbc | 000 |
| 255 | 254 | ? tbc | 000 |
| 256 | 255 | - ** | 000 |

* - 0 limbs is represented as 1 limb data of value 0.

** - for LFSR one value is not included since LFSR has one prohibited state (in this case 0).