|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0 | Router ID (8bit) - Sender | | | | | | | |
| 1 | Node ID (8bit) - Sender | | | | | | | |
| 2 | The first code of Pipe (Sender) | | | | | | | |
| 3 | The second code of Pipe (Sender) | | | | | | | |
| 4 | The third code of Pipe (Sender) | | | | | | | |
| 5 | Hopcount (8byte) | | | | | | | |
| 6 | Protocol (6 bit) | | | | | | TCP(1)UDP(0) | Flags |
| 7 | Fragment offset (5bit) | | | | | Data length (3bit) | | |
| 8 | Checksum7 | Checksum6 | Checksum5 | Checksum4 | Checksum3 | Checksum2 | Checksum1 | Checksum0 |
| 9 | Data0 | | | | | | | |
| 10 | Data1 | | | | | | | |
| 11 | Data2 | | | | | | | |
| 12 | Data3 | | | | | | | |
| 13 | Data4 | | | | | | | |
| 14 | Data5 | | | | | | | |
| 15 | Data6 | | | | | | | |
| 16 | Data7 | | | | | | | |
| 17 | Node ID (8bit) - Receiver | | | | | | | |
| 18-19 | 8 \* 2 = 16 bit (optional) – for developer | | | | | | | |