



first byte

first bit 0 → 1 on 1 byte

1st byte → 110xxxxx → 1 on 2 bytes

→ 1110xxxx → 1 on 3 bytes

→ 11110xxx → 1 on 4

1st
2nd
3rd
4th
bits

10xxxxx

Check previous byte part to obtain # of bytes

compare length with # of bytes

if else handle remaining # of bytes

Check previous 2 bits = 610

structure

unsigned int Nibble4:4;

unsigned int Nibble1:4;

unsigned: 24;

3 Nibbles - 1

~~Start~~

bitfield

state machine
or
loop

mask or bitfield

