Subject: Re: Storing / Inserting Data per BIT
Posted by Lance on Sun, 22 Apr 2012 15:02:55 GMT
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check bit-wise operation

you will need
bit or |
bit and &
bit negation ~
and bit shift <<, >>

eg, if you want to set 2 most significant bits of a int16 without changing other bits, you can:

```
void test_bit()
{
	uint16 target=0;
	DUMP(target);

	// set 2 most significant bits

	target |= ((uint16)0x3 << 14);
	// 0x3=0000 0000 0000 0011b right shift by 14 bits becomes 1100 0000 0000 0000b
	// or 0xC000
	DUMP(target);

	// and set the 3 LSBs
	target |= 0x7;
	DUMP(target);

	// if you instead want to unset the 2 least significant bits
	// you can do something like:
	target &= ~0x3;
	// 0x3 is 0000 0000 0000 0011b
	// ~0x3 becomes 1111 1111 1111 1100b
	// bitwise-and this number with target result in the
	// 2 LSB being unset.
	DUMP(target)
}
```