
Subject: Re: Storing / Inserting Data per BIT
Posted by [Lance](#) on Sun, 22 Apr 2012 15:12:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Depending on your situation, you may find bit-field more handy in your case:

```
//<9 bit empty><10 bit as a number 0-1023><10 bit as a number 0-1023><....>  
//I need 16 Byte in complete... just told you the first 29 BIT.
```

```
struct MyData  
{  
    unsigned dummy:9;  
    unsigned number1:10;  
    unsigned number2:10;  
    //....  
};
```

Then you can modify each field as you do a normal variable, and load/store the whole 16 bytes together.
