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.