
Subject: Re: Storing / Inserting Data per BIT
Posted by [Wolfgang](#) on Mon, 23 Apr 2012 19:00:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you very much for help, I've done it by bit-wise operations...

just if someone wants to see the code:

```
struct canFrame {
    unsigned int sAdress:10;
    unsigned int dAdress:10;
    char buffer[16];

    char* getBuffer() {
        return buffer;
    }

    void setAdress(const int& s, const int& d) {
        sAdress = s;
        dAdress = d;
        buffer[0] = sAdress;
        buffer[1] = (dAdress << 2);
        buffer[1] += sAdress/256;
        buffer[2] = (dAdress >> 6);
    }

    String getAdresses() {
        return (String)AsString(sAdress) + " :: " +AsString(dAdress);
    }

    canFrame() {
        sAdress = 0b0000000000;
        dAdress = 0b0000000000;
        for (int i=0;i<16;i++)
            buffer[i] = 0x0;
    }
};
```

Hope this code is "ok"
