
Subject: Re: Storing / Inserting Data per BIT
Posted by [Wolfgang](#) on Mon, 23 Apr 2012 19:00:12 GMT
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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 setAddress(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 getAddresses() {
return (String)AsString(sAdress) + " :: " + AsString(dAdress);
    }
    canFrame() {
sAdress = 0b00000000000;
dAdress = 0b00000000000;
for (int i=0;i<16;i++)
    buffer[i] = 0x0;
    }
};
```

Hope this code is "ok"
