

Re: Bit twiddling

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2005-06/msg01601.html

- *From:* Dave Thompson <david.thompson1@xxxxxxxxxxxxxxxxxxxx>
 - *Date:* Mon, 13 Jun 2005 04:01:27 GMT
-

On Sun, 5 Jun 2005 09:24:48 +0100, Chris Crougton
<chris@xxxxxxxxxxxxxx> wrote:

> On Sat, 04 Jun 2005 09:11:56 -0400, Joe Wright
<snip>

>> More interesting is a bit's value in time. Think of async serial bytes:
>> start bit, 8 data bits and stop bit. It is of crucial importance that we
>> know whether the bit after the start bit is the lsb or the msb of the
>> byte. I used to know. Really. :-)

>
> LSB first (see CCITT V.24 <g>. That one I /do/ remember, I was
> programming async serial comms for a long time...

>
I never saw the CCITT one, but once did the ANSI (X3) equivalent
(which I believe was also FIPSeD back when those mattered). It was
rather amusing because it had all the structure of any X3 standard:
identification of sponsor and participants in development, rules for
applicability, name and address of the secretariat, etc., totalling
about a page, but the substantive content was one short sentence,
something like "The order of bit transmission of ASCII on a serial
interface shall be least to most significant."

– David.Thompson1 at worldnet.att.net

• *References:*

- ◆ ***Re: Bit twiddling***
 ◇ *From:* grid
- ◆ ***Re: Bit twiddling***
 ◇ *From:* Paul Mesken
- ◆ ***Re: Bit twiddling***
 ◇ *From:* Keith Thompson
- ◆ ***Re: Bit twiddling***
 ◇ *From:* Dik T. Winter
- ◆ ***Re: Bit twiddling***
 ◇ *From:* glen herrmannsfeldt
- ◆ ***Re: Bit twiddling***

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◇ *From:* Chris Croughton

◆ ***Re: Bit twiddling***

◇ *From:* Joe Wright

◆ ***Re: Bit twiddling***

◇ *From:* Chris Croughton

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