Data is always handled as 32-bit words. If an odd number of 32-bit words is received by LRB, data will be re-aligned automatically to a 32-bit boundary and an error flagged.

Here are the details of some of the fields:

**Header Byte 1:**

- Bit 0,1 **CHAN_ID**
  - 00 Channel A (relevant for merge mode)
  - 01 Channel B
  - 02 Channel C

- Bits 2-7 are reserved.

**Trailer Byte 1 (errors):**

- Bit 0 **E_CERR** Correctable Link Error
- Bit 1 **E_UERR** Uncorrectable Link Error
- Bit 2 **E_TRUNC** Block size overflow (> programmed limit, data truncated)
- Bit 3 **E_BADID** Event ID header/trailer mismatch
- Bit 4 **E_SHORT** FIFO empty while reading block
- Bit 5 **E_OVER** FIFO over depth limit (data truncated)
- Bit 6 **E_STRUCT** Block structure error (missing header/trailer)
- Bit 7 **E_ODD** Odd 16-bit word count (data corrupted/missing)

Word Count is a 16-bit count of the total number of 32-bit words in the block, including the header and trailer. This feature *may be disabled* allowing these bits to be used for user data.