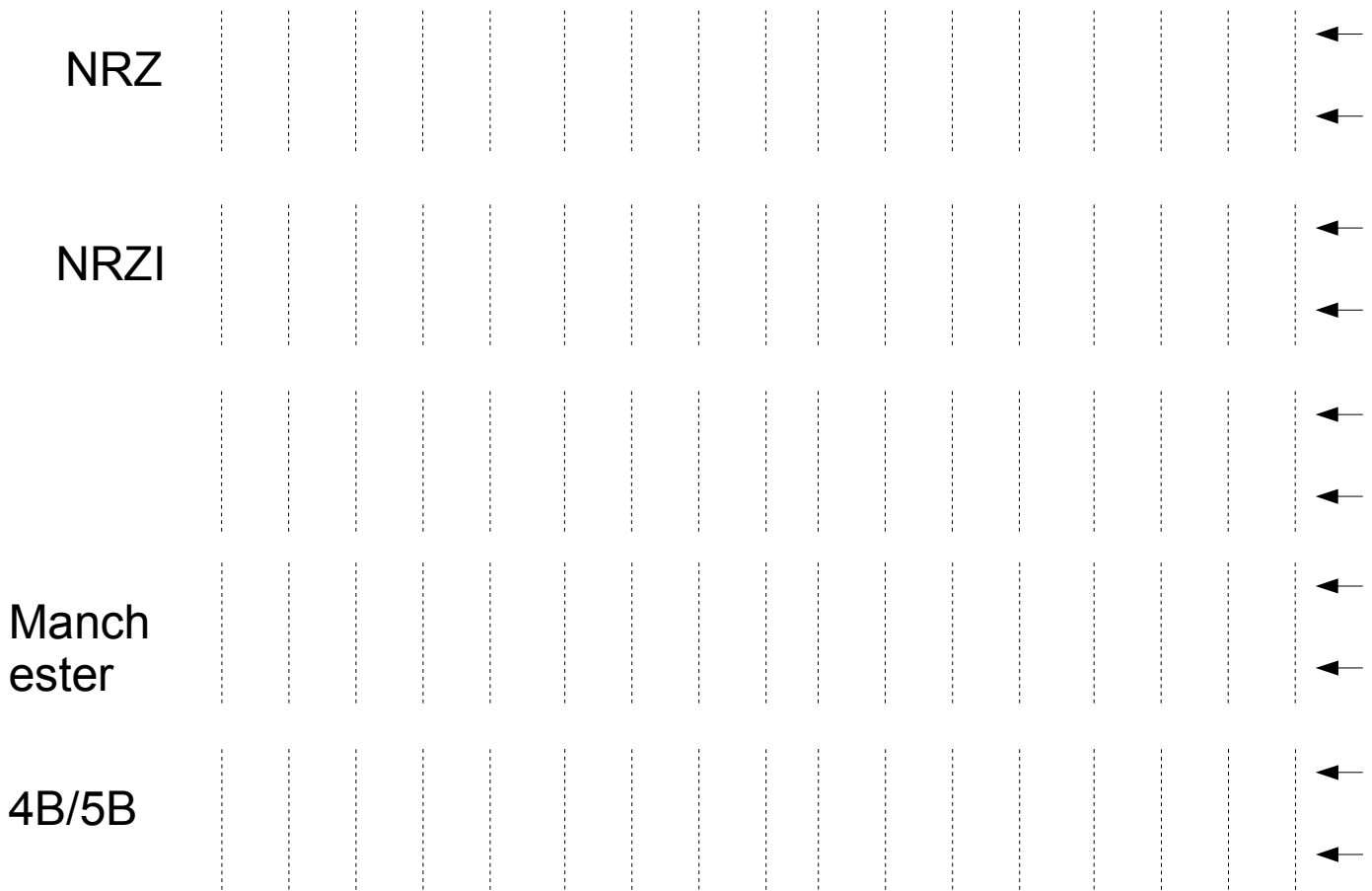


1

Bits: 1 0 0 1 1 1 1 0 1 0 0 1 0 0 0 0



2

Suppose I have frame marker 01111110

Where should I stuff bits in:  
01111100111111011110