

# MDP 3.0 - Message Header

For MDP 3.0 messaging, each message in the packet starts with a Binary message header that consists of the Binary Size and SBE header (Length, TemplateID, SchemaID, and Version)

Name	Binary Type (Size)	Number of Bytes	Req	Description
MsgSize	uint16	2	Y	Length of entire message, including binary header in number of bytes
<b>Simple Binary Encoding Header</b>				
BlockLength	uint16	2	Y	Length of the root of the FIX message contained before repeating groups or variable /conditions fields
TemplateID	uint16	2	Y	Template ID used to encode the message
SchemaID	uint16	2	Y	ID of the system publishing the message
Version	uint16	2	Y	Schema version