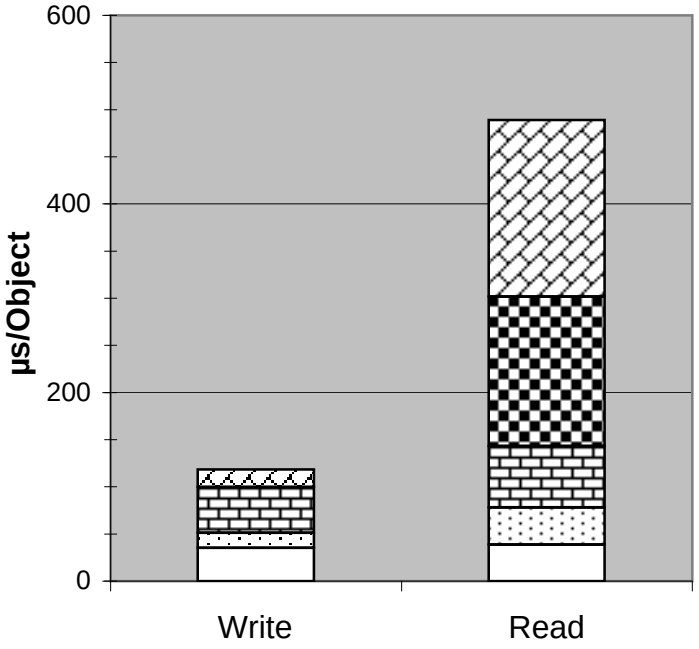
Explicit Marshaling Routine



- Slim type information (section 3.2)
- Internal buffering (section 3.4a)
- Buffer accessibility (section 3.4b)
- Keeping type information on reset (section 3.3)
- UKA serialization