

```
void MacReceivingTaskRunnable::Execute(SInt32 inQueueIndex, ThreadID currentThreadID)
{
    // do data link layer net receiving logic
    do
    {
        MacLinkCommuncation::Instance().
            ReceiveData(MacReceivingTaskRunnable::OnDataLinkLayerReceived, reinterpret_cast<u_char*>(this));
    } while (!mQuitRequested);
}
```