

```

void MockMacReceivingTaskRunnable::Execute(SInt32 inQueueIndex, ThreadID currentThreadID)
{
    static std::vector<MacEncodingPacket> tempPackets;

    static SInt32 currentFrameCount = 0;
    do
    {
        // FPS restriction while restrictor valid
        mRestriction.Sync();

        // 'CSV' convert data into SIM device struct
        mDevicePtr->MockFramePackets(tempPackets, this);
        .....
        MacLogicFramePacket logicFramePacket;
        for (SInt32 i = 0, size = (std::min)((SInt32)tempPackets.size(), logicFramePacket.capacity()); i < size; ++i)
            logicFramePacket.push_back(tempPackets[i]);
        tempPackets.clear();

        QueuePacket(std::move(logicFramePacket), GetThreadID());
        OnRecvEthernPacketsFinish();
    } while (!mQuitRequested);
}

```