

```
bool SimulationDeviceContext::SendToSimulationDevice(cross::FfsLogicFramePacket const& inFfsPacket)
{
    return mMacLayerReceivingThread.mTaskRunnable->SendToSimulationDevice(inFfsPacket, cross::ThreadID::MainThread);
}

bool MacReceivingTaskRunnable::SendToSimulationDevice(cross::FfsLogicFramePacket const& inFfsPacket, ThreadID currentThreadID)
{
    return mDevicePtr->SendToSimulationDevice(inFfsPacket);
}

bool CAEGenericSimulatorDeviceBase::SendToSimulationDevice(cross::FfsLogicFramePacket const& inFfsPacket)
{
    .....
}
```