```cpp
void MacLinkCommuncation::OnDataLinkLayerReceived(const struct pcap_pkthdr* header, const u_char* pkt_data, std::vector<MacLogicFrame
Packet>& outPackets)
{
    // Parse mac header + cae header + cae external header
    SInt32 cursorOffset = 0;
    SInt8 const* cursor = reinterpret_cast<SInt8 const*>(pkt_data);
    cursorOffset += cross::IProtoclConversion::PraseMacLinkLayerHeader(cursor, macDataLinkHeader);
    cursor += cursorOffset;
    // Parse packets
    SInt32 leftBytesToRead = macDataLinkHeader.byte_to_send_count;
    while (leftBytesToRead > 0)
    {
        ......
        SInt8* packetBuffer = new SInt8[curPacketLength];
        MacEncodingPacket packet(packetBuffer, curPacketLength, frameMsgNumber);
        memcpy(reinterpret_cast<SInt8*>(packet.Buffer.get()), cursor, curPacketLength);
        currentFramePacketPtr->push_back(std::move(packet));
    }
}
```