

```
void MacReceivingTaskRunnable::OnDataLinkLayerReceived(u_char* param, const struct pcap_pkthdr* header, const u_char* pkt_data)
{
    static thread_local std::vector<MacLogicFramePacket> framePackets;
    MacLinkCommunication::Instance().OnDataLinkLayerReceived(header, pkt_data, framePackets);

    // Flood fill in all eth packets
    auto runnable = reinterpret_cast<MacReceivingTaskRunnable*>(param);
    std::for_each(framePackets.begin(), framePackets.end(), [&](auto& packet) {
        runnable->QueuePacket(std::move(packet), runnable->GetThreadID());
    });
    framePackets.clear();

    // Flood fill finished
    runnable->OnRecvEthernPacketsFinish();
}
```