```cpp
bool SimulationDeviceContext::Initialize(const DeserializeNode& inRootNode)
  {
    MacReceivingTaskRunnable* producerRunnable = nullptr;
    #ifdef MOCKSIM
{
      LOG_INFO("Initialize Mock SIM!!!");
auto mockDocPath = GetExecutablePath().GetCString() + inRootNode["MockSimDocument"].AsString();
producerRunnable = new MockMacReceivingTaskRunnable(0, mDevicePtr, mPacketQueue, mockDocPath);
}
    #else
{
      LOG_INFO("Initialize SIM!!!");
MacLinkCommuncation::Instance().Init();
producerRunnable = new MacReceivingTaskRunnable(0, mDevicePtr, mPacketQueue);
}
    #endif
    mMacLayerReceivingThread = WorkerThread{producerRunnable, threading::RunnableThread::CreateRunnableThread(producerRunnable)};
    return true;
  }
```