接收的数据帧结构设计:

帧头+信令

帧头定义：

typedef struct FuzzingData\_Head

{

char SynData[4]; //Sync Frame Head, the value is 0x00, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0x00;

int FuzzingType; //0 means L3 Fuzzing, 1 means SMS Fuzzing; if the value is SMS, the value of L3ProtocolDiscriminator and L3MessageType is invalid

char IMSI[16]; //The IMSI of the tested phone;

int L3ProtocolDiscriminator; //L3 Protocol Discriminator, GSM 04.08 10.2, gsm 04.07 11.2.3.1.1

int L3MessageType; //Message MTIs; GSM 04.08 Table 10.1/3, 10.2, 10.3

int ElementNumber

unsigned int FuzzingLen; //The Fuzzing Data length, not include the head length

}\_\_attribute\_\_ ((packed)) FuzzingDataHead;

信令：不定长，第三层信令实际数据，二进制bit流。

返回的数据帧格式：字符串

“RSP 状态 返回信息”

状态：定长， 两字符，OK标示成功，WR标示错误, FF标示fuzzing检测到错误。

举例："RSP WR Invalid Data Length“