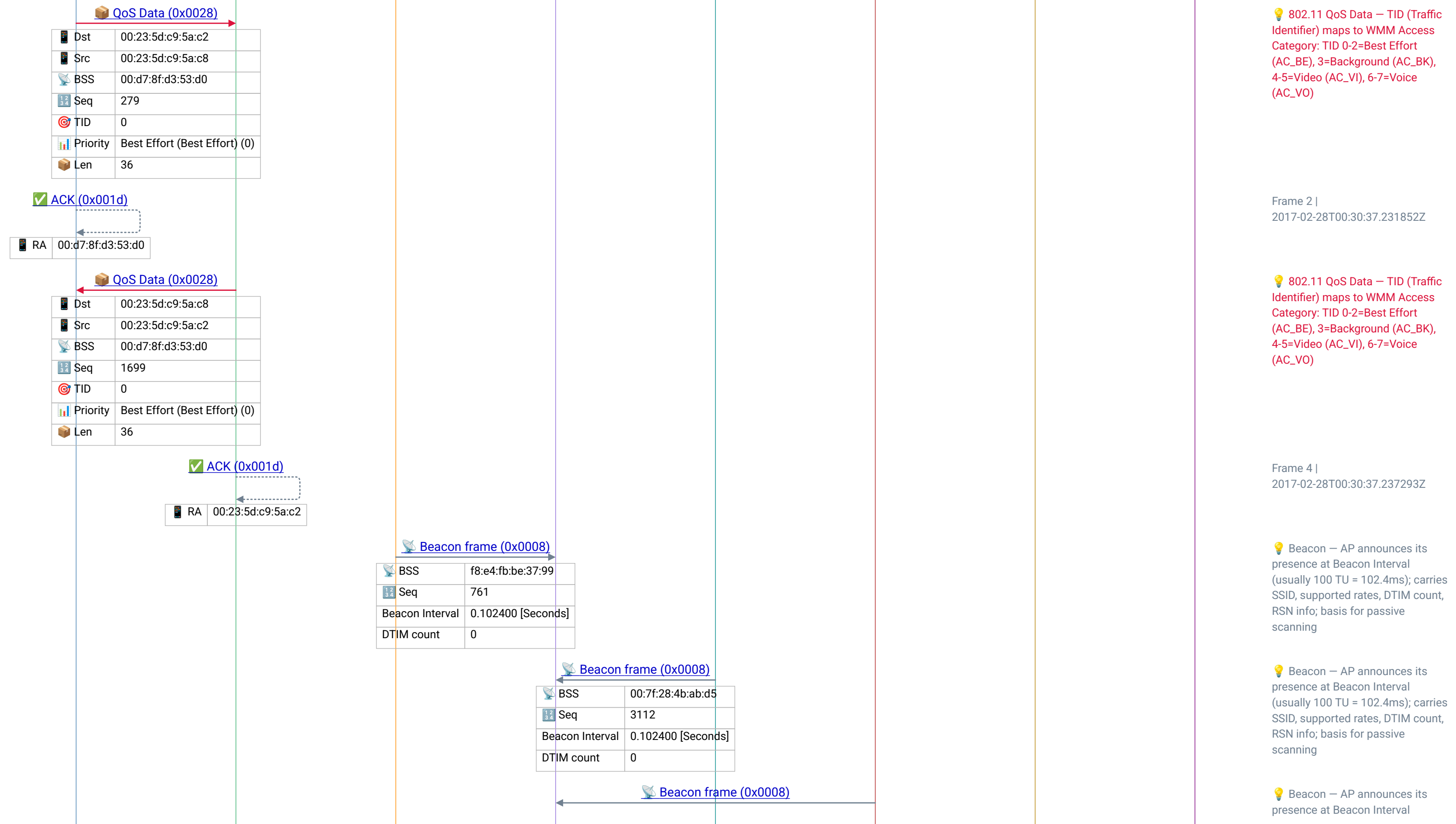




interop_11g_11n_wlan.pcapng





BSS	c8:a7:0a:c2:ae:9c
Seq	2328
Beacon Interval	0.102400 [Seconds]
DTIM count	0

Beacon frame (0x0008)

BSS	3c:a8:2a:9d:a7:f8
Seq	167
Beacon Interval	0.102400 [Seconds]
DTIM count	0

Null function (No data) (0x0024)

Power	STA will stay up
Dst	00:d7:8f:d3:53:d0
Src	00:56:cd:ee:f1:71
BSS	00:d7:8f:d3:53:d0
Seq	454

ACK (0x001d)

RA	00:56:cd:ee:f1:71
----	-------------------

QoS Data (0x0028)

Dst	00:56:cd:ee:f1:71
Src	00:23:5d:c9:5a:c8
BSS	00:d7:8f:d3:53:d0
Seq	1395
TID	0
Priority	Best Effort (Best Effort) (0)
Len	36

RTS (0x001b)

Duration	146 μs
----------	--------

CTS (0x001c)

Duration	106 μs
RA	00:56:cd:ee:f1:71

(usually 100 TU = 102.4ms); carries SSID, supported rates, DTIM count, RSN info; basis for passive scanning

Beacon — AP announces its presence at Beacon Interval (usually 100 TU = 102.4ms); carries SSID, supported rates, DTIM count, RSN info; basis for passive scanning

Null Data — no payload; used for power management signaling: PWR MGT=1 tells AP the client is going to sleep (AP buffers frames); PWR MGT=0 means client is awake

Frame 10 | 2017-02-28T00:30:37.294708Z

802.11 QoS Data — TID (Traffic Identifier) maps to WMM Access Category: TID 0-2=Best Effort (AC_BE), 3=Background (AC_BK), 4-5=Video (AC_VI), 6-7=Voice (AC_VO)

RTS (Request to Send) — collision avoidance for large frames; reserves the medium via NAV (Network Allocation Vector); receiver replies with CTS to grant access

Frame 14 | 2017-02-28T00:30:37.296881Z



QoS Data (0x0028)

Dst	00:23:5d:c9:5a:c8
Src	00:56:cd:ee:f1:71
BSS	00:d7:8f:d3:53:d0
Seq	69
TID	0
Priority	Best Effort (Best Effort) (0)
Len	36

Block Ack (0x0019)

Policy	Immediate Acknowledgement Required
Type	Compressed BlockAck
Bitmap	fffffffffffffff
Last ACK	69

💡 802.11 QoS Data – TID (Traffic Identifier) maps to WMM Access Category: TID 0-2=Best Effort (AC_BE), 3=Background (AC_BK), 4-5=Video (AC_VI), 6-7=Voice (AC_VO)

💡 Block Ack – acknowledges multiple MPDUs in a single frame (A-MPDU aggregation); bitmap indicates which sequence numbers were received; improves throughput by reducing per-frame ACK overhead