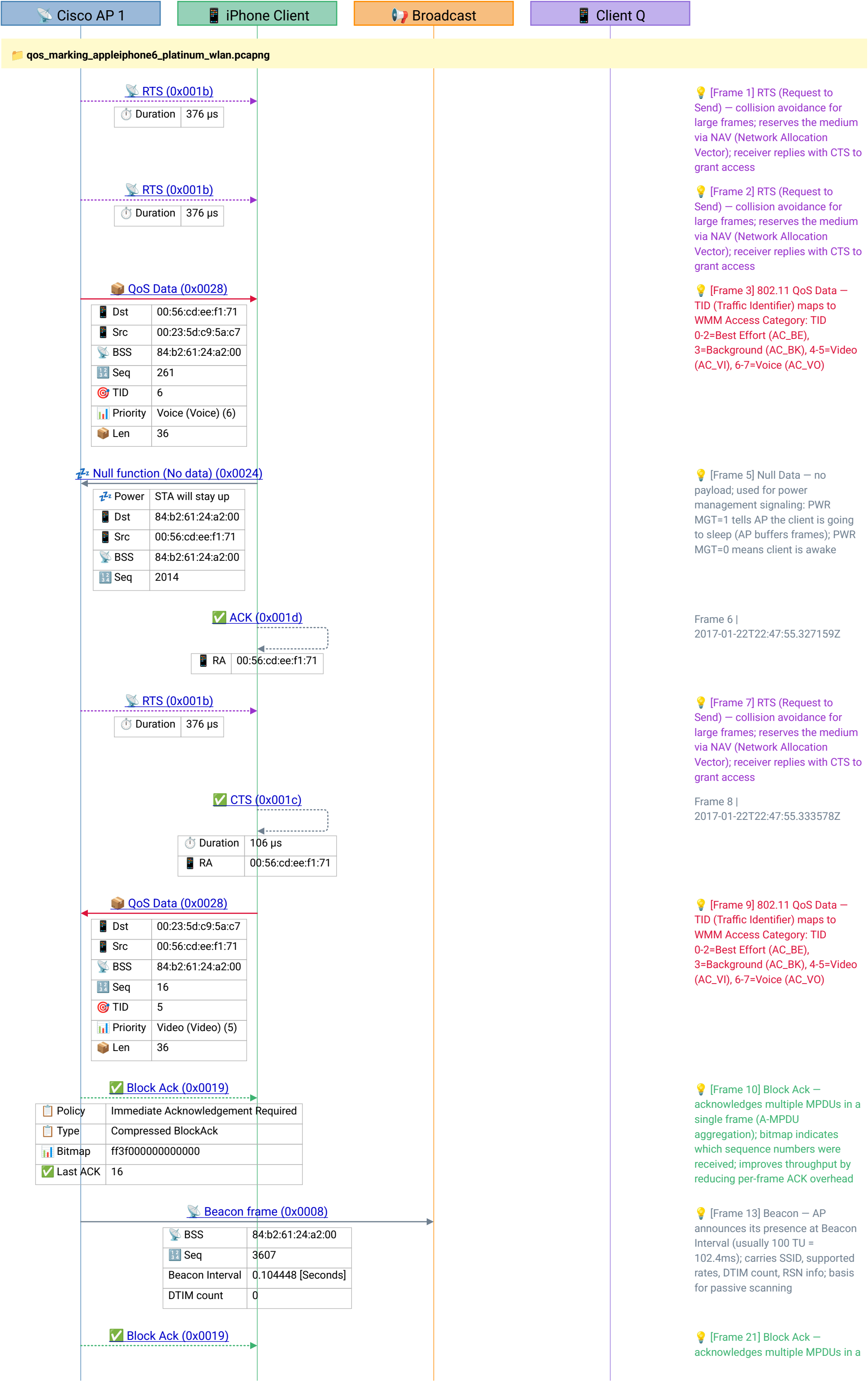
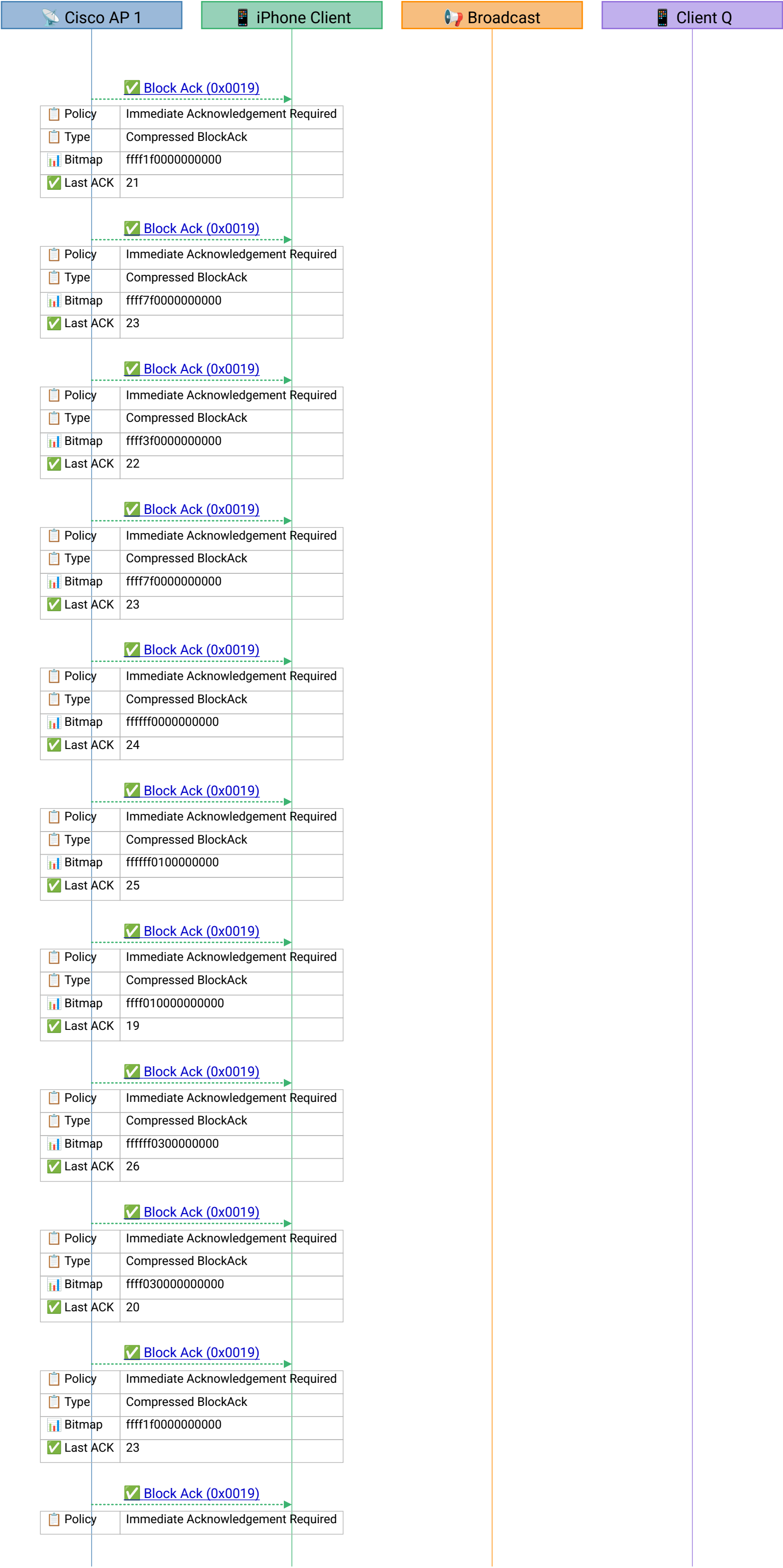








Vector); receiver replies with CTS to grant access

💡 [Frame 64] 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

💡 [Frame 74] 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

💡 [Frame 76] 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

💡 [Frame 81] 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

💡 [Frame 84] 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

💡 [Frame 91] 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

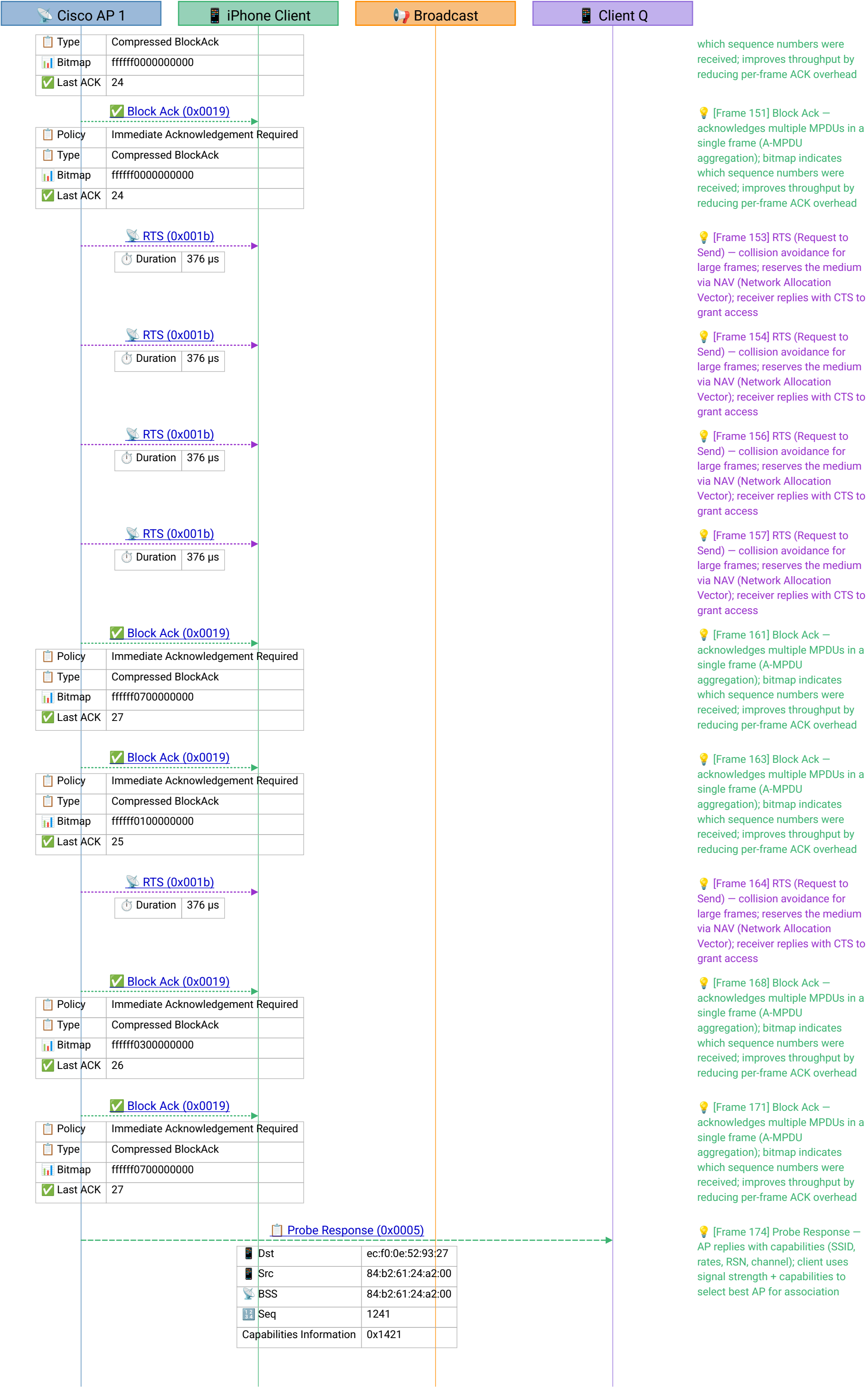
💡 [Frame 101] Block Ack – acknowledges multiple MPDUs in a single frame (A-MPDU aggregation); bitmap indicates which sequence numbers were received; improves throughput by reducing per-frame ACK overhead

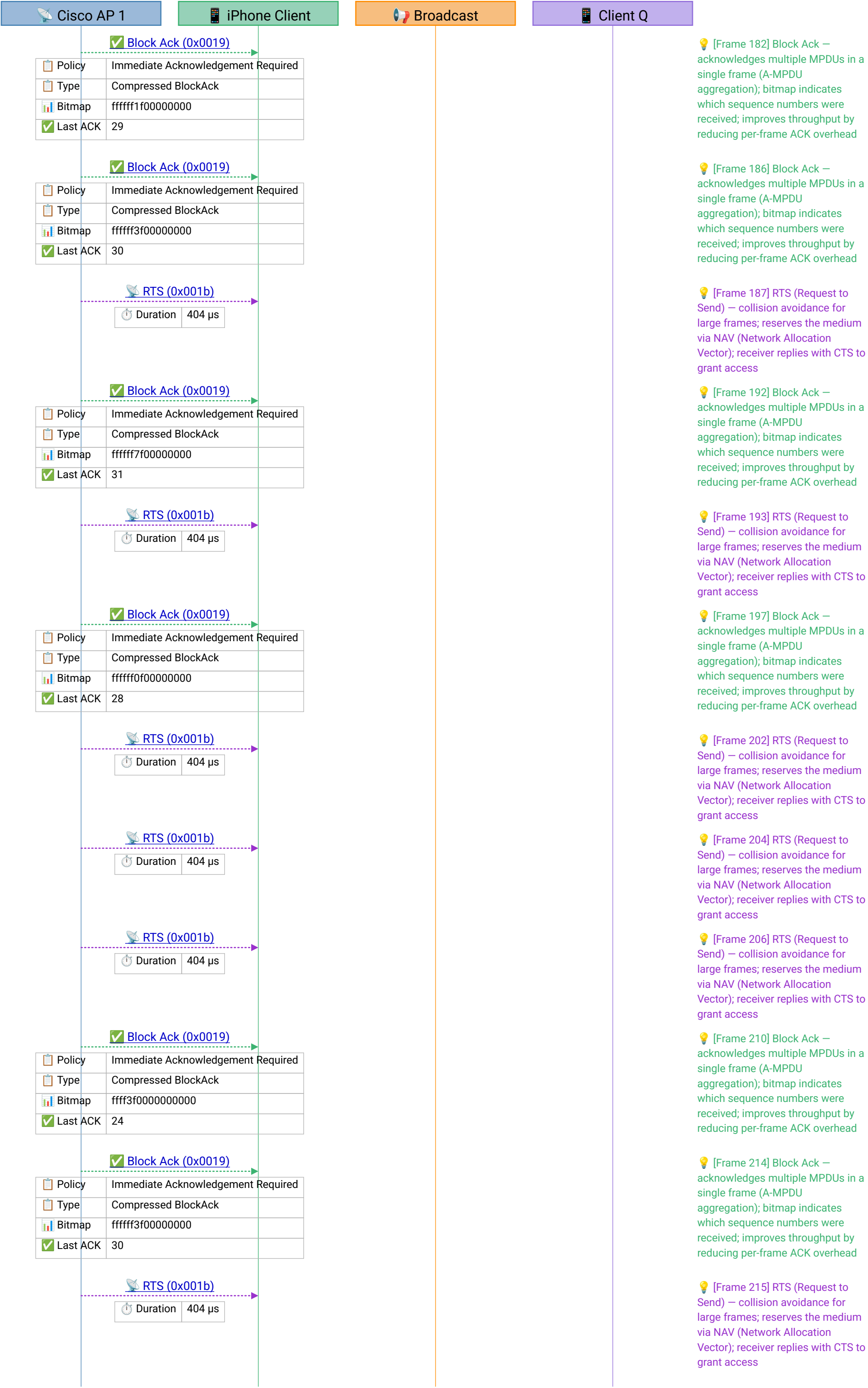
💡 [Frame 107] Block Ack – acknowledges multiple MPDUs in a single frame (A-MPDU aggregation); bitmap indicates which sequence numbers were received; improves throughput by reducing per-frame ACK overhead

💡 [Frame 110] 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

💡 [Frame 125] 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

💡 [Frame 148] Block Ack – acknowledges multiple MPDUs in a single frame (A-MPDU aggregation); bitmap indicates







Block Ack (0x0019)

Policy

Immediate Acknowledgement Required

Type

Compressed BlockAck

Bitmap

fffffff000000000

Last ACK

32

RTS (0x001b)

Duration

404 μs

RTS (0x001b)

Duration

404 μs

Block Ack (0x0019)

Policy

Immediate Acknowledgement Required

Type

Compressed BlockAck

Bitmap

fffffff010000000

Last ACK

33

RTS (0x001b)

Duration

404 μs

RTS (0x001b)

Duration

404 μs

[Frame 219] 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

[Frame 220] 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 224] 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

[Frame 233] 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 239] 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

[Frame 243] 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

[Frame 251] 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

[Frame 261] 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 262] 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 266] 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

[Frame 272] 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 274] RTS (Request to Send) – collision avoidance for large frames; reserves the medium via NAV (Network Allocation Vector); receiver replies with CTS to grant access

Page 6 | Generated with [VisualEther Professional Edition](#)

