

NewSimulatorFileUtil

# m\_scanner

+ NewSimulatorFileUtil()  
+ NewSimulatorFileUtil()  
+ ~NewSimulatorFileUtil()  
+ process\_textbuffer()  
+ process\_textbuffer()  
+ process\_entity()  
+ process\_hexstring()



NewSimulatorFileRdr

# m\_depth

# m\_rdr

+ NewSimulatorFileRdr()  
+ ~NewSimulatorFileRdr()  
+ process\_rdr\_token()  
+ process\_token()



NewSimulatorFileSensor

- m\_sensor\_rec  
- m\_sensor\_data  
- m\_sensor\_event\_state  
- m\_sensor\_event\_amask  
- m\_sensor\_event\_dmask  
- m\_sensor\_thresholds  
- m\_sensor\_enabled  
- m\_sensor\_event\_enabled

+ NewSimulatorFileSensor()  
+ ~NewSimulatorFileSensor()  
+ process\_token()  
- process\_dataformat()  
- process\_dataformat\_range()  
- process\_thresholddef()  
- process\_sensor\_data\_token()  
- process\_sensor\_thresholds()  
- process\_sensor\_reading()