

## NewSimulatorFileUtil

# m\_scanner

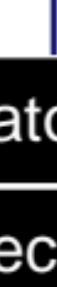
- + NewSimulatorFileUtil()
- + NewSimulatorFileUtil()
- + ~NewSimulatorFileUtil()
- + process\_textbuffer()
- + process\_textbuffer()
- + process\_entity()
- + process\_hexstring()



## 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()