

## 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()



## NewSimulatorFileWatchdog

- m\_wdt\_rec  
- m\_data

- + NewSimulatorFileWatchdog()
- + ~NewSimulatorFileWatchdog()
- + process\_token()
- process\_watchdog\_data()