

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()



NewSimulatorFileInventory

- m\_idr\_rec

+ NewSimulatorFileInventory()  
+ ~NewSimulatorFileInventory()  
+ process\_token()  
- process\_idr\_data()  
- process\_idr\_area()  
- process\_idr\_field()