

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()



NewSimulatorFileControl

- m\_ctrl\_rec  
- m\_ctrl\_state  
- m\_ctrl\_mode  
- m\_diff\_mode  
- m\_diff\_state

+ NewSimulatorFileControl()  
+ ~NewSimulatorFileControl()  
+ process\_token()  
- process\_type\_digital()  
- process\_type\_discrete()  
- process\_type\_analog()  
- process\_type\_stream()  
- process\_state\_stream()  
- process\_type\_text()  
- process\_state\_text()  
- process\_type\_oem()  
- process\_state\_oem()  
- process\_control\_mode()