PBPSimulator Instructions

# Sample File

<ArbitraryRoot>

<RootNode> Must exist, and have only one child node

<FutureRoot>

<simpleNode someAttribute="something" />

<simpleNode>

Some Value.

</simpleNode>

<simpleNode SimDataInsertionPoint="" /> This Attribute must be in at least one node here.

<simpleNode>

That last node should have stuff written to it.

</simpleNode>

</FutureRoot>

</RootNode>

<SimData Offset="15"> The children of this node will be written 15 seconds after the start.

<AddedNode>

This node was added at 15 seconds.

</AddedNode>

</SimData>

<SimData Offset="20">

<AddedNode>

This node was added at 20 seconds.

</AddedNode>

</SimData>

<SimData Offset="25">

<AddedNode>

This node was added at 25 seconds.

</AddedNode>

</SimData>

<SimData Offset="45">

<AddedNode>

This node was added at 45 seconds.

</AddedNode>

</SimData>

</ArbitraryRoot>

# Explanation

The PBPSimulator is designed to simulate an xml file being progressively written to. It starts with a base file and then writes nodes as children of some element in that xml file.

The base file is defined by the first child node (FutureRoot, above) of the RootNode element. Any other child nodes will be ignored and an error will be produced if there is more than one RootNode element in the input file.

There must be at least one element in the base file (FutureRoot and its children, above) containing the attribute "SimDataInsertionPoint". The simulator ignores the value the attribute is set to, and just looks for the attribute's existence. This attribute is removed from the element -- it will not appear in the output file -- and the element is marked as the parent of all nodes to be inserted.

If you add the "SimDataInsertionPoint" attribute to multiple elements in the base file, they will all be ignored except the first.

<SimData> nodes each contain xml nodes to be written to the insertion point element in the output file. The SimData node must have an "Offset" attribute, which represents the number of seconds to wait after beginning to write the child nodes to the output file.

The SimData nodes are ordered by time when the app loads the xml file. They are not required to be in any particular order.

# Resulting Output File

<?xml version="1.0" encoding="utf-8"?>

<FutureRoot>

<simpleNode someAttribute="something" />

<simpleNode>

Some Value.

</simpleNode>

<simpleNode>

<AddedNode>

This node was added at 15 seconds.

</AddedNode>

<AddedNode>

This node was added at 20 seconds.

</AddedNode>

<AddedNode>

This node was added at 25 seconds.

</AddedNode>

<AddedNode>

This node was added at 45 seconds.

</AddedNode>

</simpleNode>

<simpleNode>

That last node should have stuff written to it.

</simpleNode>

</FutureRoot>