

Cc

```
#locHandler: LocationInfoHandle
#hostHandler: HostsInfoHandler
#do_Stat(fi:UgrFileInfo*): int
#do_waitStat(fi:UgrFileInfo*,tm
#do_Locate(fi:UgrFileInfo*): in
#do_waitLocate(fi:UgrFileInfo*): int
#do_waitList(fi:UgrFileInfo*): int
#do_waitList(fi:UgrFileInfo*,tm
+~UgrConnector()
+init(cfgfile:char*): int
+locate(lfn:std::string&,o:Ug
+stat(lfn:std::string&,o:Ug
```

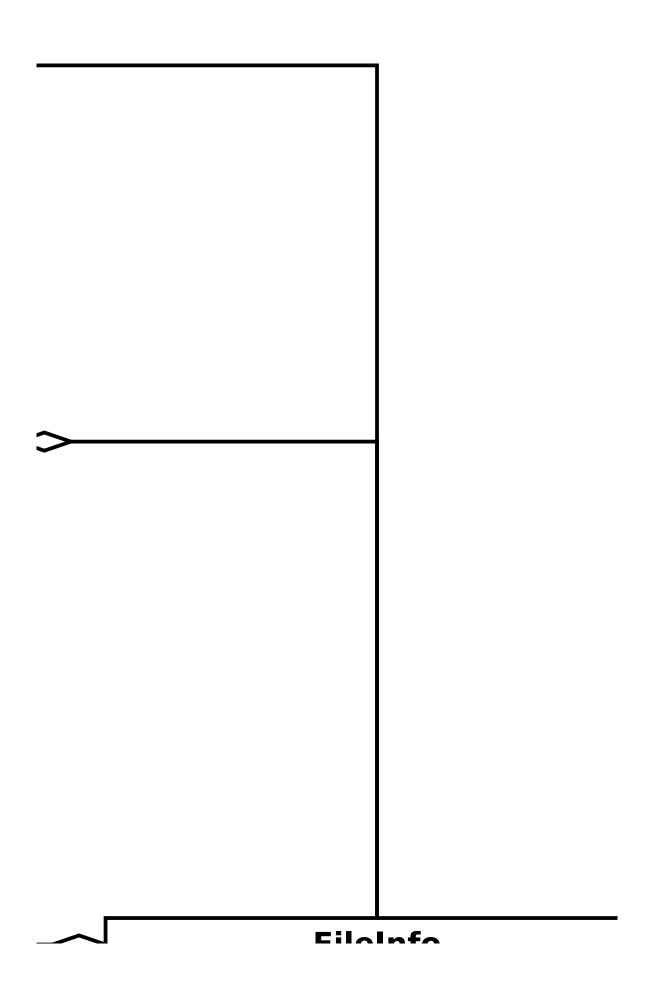
```
nnector
r
out:int): int
t
tmout:int): int
out:int): int
UgrFileInf): virtual int
rFileInf, nitemswait:int): virtual int
rFileInf): virtual int
```

LocationPlugin





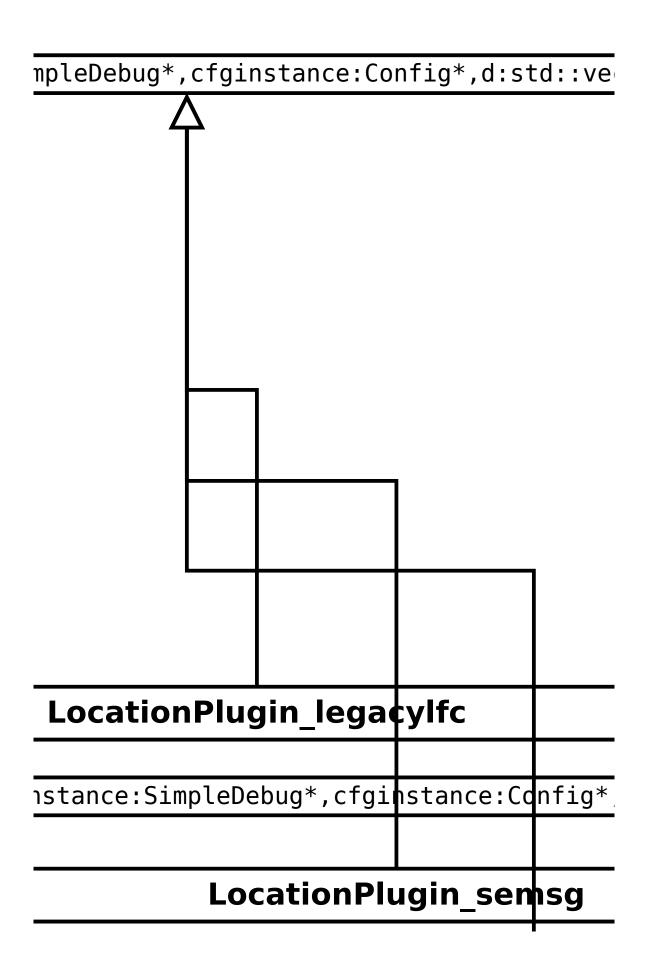
-deleteLRUitem(): void
+LocationInfoHandler()



-tick(timenow:time_t): void

#name: char *
+LocationPlugin(dbginstance:Signature)

#name: char *
+LocationPlugin_legacylfc(dbgir



ctor<st)

,d:std::vector<st)

Config

```
#inst: Config *
#Config()
+GetInstance(): static Config *
+Set(i:Config*): static void
+ProcessFile(filename:char*): int
+SetLong(name:char*,val:long): void
+SetString(name:char*,val:char*): void
+GetLong(name:char*,deflt:long): long
+GetString(name:char*,deflt:char*): st
+GetString(name:char*,deflt:bool): bool
+ArrayGetString(name:char*,val:char*,p
```

SimpleDebug

```
-Instance(): SimpleDebug::
-Instance(): SimpleDebug::
```

PluginLoader

```
-libPath: char *
-libHandle: void *
+getPlugin(pname:char*,errok:int): vo
+PluginLoader(path:char*)
```

:d::string
char*): void

os:int): void

id *

riieitem

+name: std::string

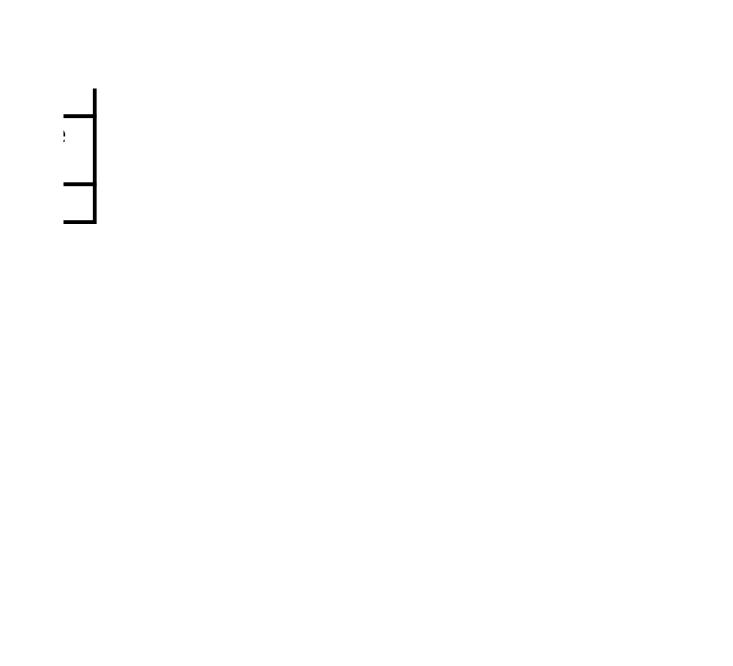
+location: std::string

LIIGIIIIO

#condvar: boost::condition_variable

+name: std::string

+UgrFileInfo(lfn:std::string&)



#name: char *
+LocationPlugin_legac

#name: char +LocationPlu ylfc(dbginstance:SimpleDebug*,cfginstanc

LocationPlugin_na

*

ugin_legacylfc(dbginstance:SimpleDebug*,

e:Config*,d:std::vector<st)

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cfginstance:Config*,d:std::vector<st)

]

+~PluginLoader()

