

com_config.h

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```
1Â #ifndef _COM_CONFIG_H_    2Â #define _COM_CONFIG_H_    3Â    4Â #include <vector>
5Â #include <string>    6Â #include <pthread.h>
7Â #include "ipc/jsobject.h"    8Â    10Â class ComConfig    11Â {    12Â     public:
13Â         <std::string>
14Â         m_whitelist;    15Â         std::string m_bt_address;    16Â         std::string m_bt_device_name;
17Â         <unsigned>
18Â         m_idx_list;    19Â         ComConfig();    20Â         virtual ~ComConfig();
21Â         <std::string>
22Â         & whitelist()    23Â         {    24Â             return m_whitelist;    25Â         }    26Â         <unsigned>
27Â         & idx_list()    28Â         {    29Â             return m_idx_list;    30Â             // written/changed by s...
```