

NewSimulatorRdr

m_resource
m_record_id
m_type
m_entity_path
m_is_fru
m_id_string
- m_populate

+ NewSimulatorRdr()
+ NewSimulatorRdr()
+ ~NewSimulatorRdr()
+ Resource()
+ RecordId()
+ Type()
+ IsFru()
+ IdString()
+ IdString()
+ EntityPath()
+ Domain()
+ CreateRdr()
+ Num()
+ Dump()
+ Populate()



NewSimulatorInventory

- m_inv_rec
- m_inv_info
- m_areas
- m_area_id

+ NewSimulatorInventory()
+ NewSimulatorInventory()
+ NewSimulatorInventory()
+ ~NewSimulatorInventory()
+ Num()
+ ValidAreaId()
+ IsReadOnly()
+ IncUpdateCount()
+ FindInventoryArea()
+ AddInventoryArea()
+ SetData()
+ SetInfo()
+ CreateRdr()
+ GetIdrInfo()
+ GetAreaHeader()
+ AddArea()
+ AddAreaById()
+ DeleteArea()
+ GetField()
+ AddField()
+ AddFieldById()
+ SetField()
+ DeleteField()
+ Dump()