

## 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()
```

## cArray< NewSimulatorAnnouncement >

```
- m_array  
- m_num  
- m_size  
- m_resize
```

```
+ cArray()  
+ cArray()  
+ ~cArray()  
+ Add()  
+ Rem()  
+ RemAll()  
+ operator[]()  
+ operator[]()  
+ operator+=(  
+ operator-=(  
+ Num()  
+ Find()  
+ Sort()  
+ Search()  
+ Clear()  
+ Insert()  
+ operator=(
```

## NewSimulatorAnnunciator

```
- m_ann_rec  
- m_mode  
- m_anns  
- m_ann_id
```

```
+ NewSimulatorAnnunciator()  
+ NewSimulatorAnnunciator()  
+ ~NewSimulatorAnnunciator()  
+ Num()  
+ ValidEntryId()  
+ FindAnnouncement()  
+ AddAnnouncement()  
+ CreateRdr()  
+ SetData()  
+ GetMode()  
+ SetMode()  
+ DeleteAnnouncement()  
+ AddAnnouncement()  
+ GetAnnouncement()  
+ GetNextAnnouncement()  
+ SetAcknowledge()  
+ Dump()
```

m\_anns