

```
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< NewSimulatorInventoryArea >
- 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=()
```



```
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()
+ GetldrInfo()
+ GetAreaHeader()
+ AddArea()
+ AddAreaById()
+ DeleteArea()
+ GetField()
+ AddField()
+ AddFieldById()
+ SetField()
+ DeleteField()
+ Dump()
```