

## 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()