



cThread

m_thread
m_main
m_state

+ cThread()
+ cThread()
+ ~cThread()
+ Start()
+ Wait()
+ IsRunning()
+ IsMain()
+ GetThread()
Run()
Exit()
Thread()

NewSimulatorTimerThread

+ m_exit
m_running
- m_timeout
- m_start

+ NewSimulatorTimerThread()
+ ~NewSimulatorTimerThread()
+ Stop()
+ Reset()
Run()
TriggerAction()

NewSimulatorHotSwap

- m_insert_time
- m_extract_time
- m_start
- m_running
- m_state
- m_res

+ NewSimulatorHotSwap()
+ NewSimulatorHotSwap()
+ ~NewSimulatorHotSwap()
+ Dump()
+ GetState()
+ GetExtractTimeout()
+ StartResource()
+ SetTimeouts()
+ CancelPolicy()
+ SetActive()
+ SetInactive()
+ GetExtractTimeout()
+ SetExtractTimeout()
+ GetState()
+ ActionRequest()
TriggerAction()
- TriggerTransition()
- SendEvent()

NewSimulatorWatchdog

- m_wdt_rec
- m_wdt_data
- m_start
- m_state

+ NewSimulatorWatchdog()
+ NewSimulatorWatchdog()
+ ~NewSimulatorWatchdog()
+ Num()
+ Oem()
+ CreateRdr()
+ Dump()
+ GetWatchdogInfo()
+ SetWatchdogInfo()
+ ResetWatchdog()
TriggerAction()
- TriggerAction()
- SendEvent()