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NewSimulatorTextBuffer
# m_buffer

+ NewSimulatorTextBuffer()
+ NewSimulatorTextBuffer()
+ NewSimulatorTextBuffer()
+ Clear()
+ operator SaHpiTextBufferT()
+ DataLength()
+ CheckAscii()
+ SetAscii()
+ SetData()
+ GetAscii()
+ operator==(())
+ operator!=(())
# BinaryToAscii()
# BcdPlusToAscii()
# Ascii6ToAscii()
# LanguageToAscii()
# AsciiToBcdPlus()
# AsciiToAscii6()
# AsciiToLanguage()

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NewSimulatorDomain
+ m_initial_discover_lock
+ m_initial_discover
# m_file
# m_did
# m_domain_tag
# m_insert_timeout
# m_extract_timeout
# m_own_domain
# m_handler_id
# m_running_wdt
# m_running_fumi
# m_major_version
# m_minor_version
# m_lock
# m_resources

+ DomainId()
+ InsertTimeout()
+ ExtractTimeout()
+ HandlerId()
+ HasRunningWdt()
+ HasRunningFumi()
+ SetRunningWdt()
+ SetRunningFumi()
+ ReadLock()
+ ReadUnlock()
+ WriteLock()
+ WriteUnlock()
+ CheckLock()
+ Num()
+ AddResource()
+ CleanupResource()
+ RemResource()
+ GetResource()
+ FindResource()
+ FindResource()
+ NewSimulatorDomain()
+ ~NewSimulatorDomain()
+ Init()
+ Cleanup()
+ VerifyResource()
+ VerifyRdr()
+ VerifySensor()
+ VerifyControl()
+ VerifyAnnunciator()
+ VerifyWatchdog()
+ VerifyFumi()
+ VerifyDimi()
+ VerifyInventory()
+ AddHpiEvent()
+ GetHpiEventList()
+ EntityRoot()
+ GetHandler()
+ FindResource()
+ Dump()

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NewSimulatorEntityPath
+ m_entity_path

+ NewSimulatorEntityPath()
+ NewSimulatorEntityPath()
+ operator SaHpiEntityPathT()
+ SetEntry()
+ GetEntryType()
+ SetEntryType()
+ GetEntryInstance()
+ SetEntryInstance()
+ AppendRoot()
+ FromString()
+ operator+=(())
+ operator==(())
+ operator!=(())

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cArray< NewSimulatorRdr >
- 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=(())

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NewSimulatorResource
# m_domain
# m_hotswap
# m_entity_path
# m_is_fru
# m_oem
# m_sensor_num
# m_rpt_entry
# m_resource_tag
# m_current_control_id
# m_power_state
# m_hotswap_indicator
# m_reset_state
- m_populate

+ FindRdr()
+ AddRdr()
+ RemRdr()
+ FindRdr()
+ NumRdr()
+ GetRdr()
+ CreateSensorNum()
+ GetControlNum()
+ Domain()
+ Oem()
+ EntityPath()
+ IsFru()
+ ResourceTag()
+ HotSwapState()
+ PowerState()
+ HSIndicator()
+ ResetState()
+ EntryId()
+ ResourceCapabilities()
+ HotSwapCapabilities()
+ ResourceId()
+ ResourceSeverity()
+ ResourceFailed()
+ NewSimulatorResource()
+ ~NewSimulatorResource()
+ Destroy()
+ Dump()
+ SetAutoExtractTimeout()
+ GetAutoExtractTimeout()
+ RequestHotswapAction()
+ GetHotswapState()
+ SetStateActive()
+ SetStateInactive()
+ HotswapPolicyCancel()
+ SetResourceInfo()
+ Create()
+ Populate()

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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()

```

