

## NewSimulatorEventLog

- capability

+ NewSimulatorEventLog()  
+ ~NewSimulatorEventLog()  
+ IfELGetInfo()  
+ IfELSetState()  
+ IfELGetState()  
+ IfELSetTime()  
+ IfELAddEntry()  
+ IfELGetEntry()  
+ IfELClear()  
+ IfELOverflow()  
+ IfELGetCaps()



## 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()



## NewSimulator

+ m\_event\_lock  
- m\_magic  
- m\_handler  
- m\_entity\_root

+ CheckMagic()  
+ CheckHandler()  
+ IfEnter()  
+ IfLeave()  
+ IfOpen()  
+ IfClose()  
+ IfGetEvent()  
+ IfDiscoverResources()  
+ IfSetResourceTag()  
+ IfSetResourceSeverity()  
+ IfSetAutoInsertTimeout()  
+ IfGetPowerState()  
+ IfSetPowerState()  
+ IfGetIndicatorState()  
+ IfSetIndicatorState()  
+ IfGetResetState()  
+ IfSetResetState()  
+ IfControlParm()  
+ AddHpiEvent()  
+ GetHpiEventList()  
+ NewSimulator()  
+ ~NewSimulator()  
+ SetHandler()  
+ GetHandler()  
+ EntityRoot()  
+ FindResource()  
- GetParams()