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()

NewSimulatorSensor

m_sensor_record
m_enabled
m_events_enabled
m_read_support
m_assert_mask
m_deassert_mask
m_read_data
m_event_data

+ NewSimulatorSensor()
+ NewSimulatorSensor()
+ ~NewSimulatorSensor()
+ Num()
+ Type()
+ EventCategory()
+ EnableCtrl()
+ EventCtrl()
+ EventStates()
+ DataFormat()
+ ThresholdDefn()
+ Oem()
+ HandleNew()
+ Cmp()
+ CreateEnableChangeEvent()
+ Dump()
+ CreateRdr()
+ GetSensorReading()
+ GetEnable()
+ GetEventEnables()
+ GetEventMasks()
+ SetEnable()
+ SetEventEnables()
+ SetEventMasks()
# gt()
# ge()
# lt()
# le()
# eq()
# ltZero()

NewSimulatorSensorCommon

+ NewSimulatorSensorCommon()
+ NewSimulatorSensorCommon()
+ ~NewSimulatorSensorCommon()
+ CreateRdr()
+ GetSensorReading()
+ Dump()

NewSimulatorSensorThreshold

- m_read_thold
- m_write_thold
- m_thres

+ NewSimulatorSensorThreshold()
+ NewSimulatorSensorThreshold()
+ ~NewSimulatorSensorThreshold()
+ HandleNew()
+ Dump()
+ Cmp()
+ CreateRdr()
+ GetSensorReading()
+ GetThresholds()
+ SetThresholds()
- checkThresholdValue()
- checkHysteresisValue()
- checkOrdering()
- setMask()