cThreadLock

m_lock

+ cThreadLock()
+ ~cThreadLock()
+ Lock()
+ Unlock()
+ TryLock()

m_initial_discover_lock

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()

m_event_lock

NewSimulatorEntityPath

+ m_entity_path

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

m_entity_root

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()