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()

NewSimulatorTimerThread

+ m_exit
# m_running
- m_timeout
- m_start

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

NewSimulatorWatchdog

- m_wdt_rec
- m_wdt_data
- m_start
- m_state

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