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()

NewSimulatorControl

m_num
m_output_type
m_type
m_def_mode
m_write_only
m_oem
m_ctrl_mode

+ NewSimulatorControl()
+ ~NewSimulatorControl()
+ Num()
+ CreateRdr()
+ SetState()
+ GetState()
+ GetType()
+ Dump()
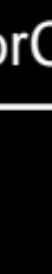
NewSimulatorControlDiscrete

m_rec
m_state

+ NewSimulatorControlDiscrete()
+ ~NewSimulatorControlDiscrete()
+ CreateRdr()
+ SetState()
+ GetState()
+ Dump()