```
InventoryAsset
# $data
# $item
# $itemtype
# $extra_data
# $agent
# $entities id
# $is recursive
# $ruleentity_data
# $rulelocation_data
# $links handled
  et 6 de plus...
    construct(CommonDBTM
  $item, array $data=null)
+ setData(array $data)
+ getData()
+ prepare()
+ handle()
+ setExtraData($data)
+ getIgnored($type)
+ checkConf(Conf $conf)
+ handleLinks()
+ setAgent(Agent $agent)
  et 8 de plus...
# setItem(CommonDBTM
  $item)
# addOrMoveItem(array
  $input)
# setNew()
# handleInput(\stdClass
  $value, ?CommonDBTM
  $item=null)
# cleanName(string
  $string)
           Device
  # itemdeviceAdded(Item
     Devices $itemdevice,
     $val)
         SoundCard
  # $ignored
  + prepare()
  + checkConf(Conf $conf)
```

+ getItemtype()