```
Inventory Asset
# $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)
       VirtualMachine
  + prepare()
  + handle()
  + checkConf(Conf $conf)
  + getItemtype()
```