array

#$input_notmanaged
#$known_links
#$raw_links

InventoryAsset

$data
$item
$itemtype
$extra_data
$agent
$entities_id
$is_recursive
$ruleentity_data
$rulelocation_data
$links_handled
$with_history
$main_asset
$request_query

+ __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)

bool

#$is_discovery

MainAsset

$extra_data
$raw_data
$hardware
$states_id_default
$assets
$conf
$refused
$inventoried
$partial
$current_key

+ __construct(CommonDBTM $item, $data)
+ prepare()
+ prepareAllRulesInput(\stdClass $val)
+ prepareEntitiesRulesInput(\stdClass $val, array $input)
+ handle()
+ checkConf(Conf $conf)
+ getHardware()
+ getEntityID()
+ handleAssets()
+ setAssets(array $assets)
+ getItem()
+ getInventoried()
+ getRefused()
+ isPartial()
+ setDiscovery(bool $disco)
# getModelsFieldName()
# getTypesFieldName()
# prepareForHardware($val)
# prepareForBios($val)
# addRefused(array $input)
# setPartial()
# isAccessPoint($object)