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)

Software

+ const SEPARATOR

$extra_data

+ prepare()

+ getOsForKey($val)

+ logSoftwares()

+ checkConf(Conf $conf)

+ getItemtype()

getSoftwareKey($name, $manufacturers_id)

getVersionKey($val, $softwares_id)

getFullCompareKey (\stdClass $val, bool $with_version=true)

getSimpleCompareKey (\stdClass $val)

getCompareKey(array $parts)

getNormalizedComparison Key(array $data)