```
# $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)
          MainAsset
# $extra_data
# $raw_data
# $hardware
# $states_id_default
# $assets
# $conf
# $refused
# $inventoried
# $partial
# bool $is_discovery
# $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)
      NetworkEquipment
  # $extra_data
  + prepare()
  + rulepassed($items
    _id, $itemtype, $rules
_id, $ports_id=0)
  + handleLinks(array
    $data=null)
  + getManagementPorts()
  + setManagementPorts
    (array $ports)
  + isStackedSwitch($parent
    _index=0)
  + getStackedSwitches()

    isWirelessController

    ($parent_index=0)
  + getAccessPoints()
  + getStackId()
  + getItemtype()
  # getModelsFieldName()
  # getTypesFieldName()
  # portCreated(\stdClass
    $port, int $netports_id)
```

InventoryAsset

\$item, \$data)
+ prepare()
+ handle()
+ getCounters()
+ handleMetrics()
+ getItemtype()

+ static needToBeUpdatedFrom Discovery(CommonDBTM \$item, \$val)# getModelsFieldName()# getTypesFieldName()

Printer

construct(CommonDBTM