```
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)
           Volume
 + prepare()
 + handle()
 + isNetworkDrive(\stdClass
    $raw_data)
```

+ isRemovableDrive(\stdClass \\$raw_data) + checkConf(Conf \\$conf)

+ getItemtype()