

+ countActors() + getActorsForType(int \$actortype=1, array \$params=[]) et 67 de plus... + static getTaskClass() + static getReopenableStatus Array() + static getPriorityName (\$value) + static getUrgencyName (\$value) + static getImpactName (\$value) + static getAllStatusArray (\$withmetaforsearch=false) + static getClosedStatusArray() + static getSolvedStatusArray()

loadGroups() # clearLazyLoadedActors() # restoreInputAndDefaults (\$ID, array &\$options,

+ static getNotSolvedStatus

+ static getNewStatusArray()

Array()

et 40 de plus...

?array \$overriden_defaults =null, bool \$force_set_defaults=false) # setPredefinedFields

(ITILTemplate \$tt, array &\$options, array \$default _values)

handleTemplateFields (array \$input) # isNew() # hasImpactTab()

\$disable_notifications =false)

updateActors(bool

getActorObjectForItem (string \$itemtype="") # setTechAndGroupFromItil Category(\$input)

setTechAndGroupFromHardware (\$input, \$item) # assign(array \$input)

transformActorsInput (array \$input)