array #\$input_notmanaged #\$known_links #\$raw_links

InventoryAsset

\$item

\$data

\$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)

Device

itemdeviceAdded(Item Devices \$itemdevice, \$val)

Camera

+ prepare()

+ checkConf(Conf \$conf) getItemtype()

itemdeviceAdded(Item Devices \$itemdevice, \$val)