array #\$input\_notmanaged #\$known\_links #\$raw links **InventoryAsset** # \$data # \$item # \$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) GraphicCard

# \$ignored+ prepare()

+ getItemtype()

+ checkConf(Conf \$conf)