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)

Device

itemdeviceAdded(Item
  _Devices $itemdevice,
  $val)

Drive

+ prepare()
+ isDrive($data)
+ handle()
+ checkConf(Conf $conf)
+ getPreparedHarddrives()
+ getItemtype()