

## NewSimulatorRdr

```
# m_resource  
# m_record_id  
# m_type  
# m_entity_path  
# m_is_fru  
# m_id_string  
- m_populate
```

```
+ NewSimulatorRdr()  
+ NewSimulatorRdr()  
+ ~NewSimulatorRdr()  
+ Resource()  
+ RecordId()  
+ Type()  
+ IsFru()  
+ IdString()  
+ IdString()  
+ EntityPath()  
+ Domain()  
+ CreateRdr()  
+ Num()  
+ Dump()  
+ Populate()
```



## NewSimulatorControl

```
# m_num  
# m_output_type  
# m_type  
# m_def_mode  
# m_write_only  
# m_oem  
# m_ctrl_mode
```

```
+ NewSimulatorControl()  
+ ~NewSimulatorControl()  
+ Num()  
+ CreateRdr()  
+ SetState()  
+ GetState()  
+ GetType()  
+ Dump()
```



## NewSimulatorControlAnalog

```
# m_rec  
# m_state
```

```
+ NewSimulatorControlAnalog()  
+ ~NewSimulatorControlAnalog()  
+ CreateRdr()  
+ SetState()  
+ GetState()  
+ Dump()
```