

## 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()
```



## NewSimulatorSensor

```
# m_sensor_record  
# m_enabled  
# m_events_enabled  
# m_read_support  
# m_assert_mask  
# m_deassert_mask  
# m_read_data  
# m_event_data
```

```
+ NewSimulatorSensor()  
+ NewSimulatorSensor()  
+ ~NewSimulatorSensor()  
+ Num()  
+ Type()  
+ EventCategory()  
+ EnableCtrl()  
+ EventCtrl()  
+ EventStates()  
+ DataFormat()  
+ ThresholdDefn()  
+ Oem()  
+ HandleNew()  
+ Cmp()  
+ CreateEnableChangeEvent()  
+ Dump()  
+ CreateRdr()  
+ GetSensorReading()  
+ GetEnable()  
+ GetEventEnables()  
+ GetEventMasks()  
+ SetEnable()  
+ SetEventEnables()  
+ SetEventMasks()  
# gt()  
# ge()  
# lt()  
# le()  
# eq()  
# ltZero()
```