

namespace structure

application.cpp

```
namespace graphene { namespace app {
```

1.10

```
    using net::item_hash_t;
    using net::item_id;
    using net::message;
    using net::block_message;
    using net::trx_message;

    using chain::block_header;
    using chain::signed_block_header;
    using chain::signed_block;
    using chain::block_id_type;

    using std::vector;
```

```
    namespace bpo = boost::program_options;
```

1.11

```
    namespace detail {
```

1.12

```
    }
```

```
}}
```

```
namespace graphene { namespace app { namespace detail {
```

2.00

```
}
```

```
namespace graphene { namespace app {
```

1.20

```
}
```

```
namespace graphene { namespace app { namespace detail { ... }
```

Items List

2.00	<code>namespace graphene { namespace app { namespace detail {</code>
	<code>void application_impl::reset_p2p_node(const fc::path& data_dir)</code>
	<code>std::vector<fc::ip::endpoint> application_impl::resolve_string_to_ip_endpoints(const std::string& endpoint_string)</code>
	<code>void application_impl::new_connection(const fc::http::websocket_connection_ptr& c)</code>
	<code>void application_impl::reset_websocket_server()</code>
	<code>void application_impl::reset_websocket_tls_server()</code>
	<code>void application_impl::set_dbg_init_key(graphene::chain::genesis_state_type& genesis, const std::string& init_key)</code>
	<code>void application_impl::startup()</code>
	<code>optional< api_access_info > application_impl::get_api_access_info(const string& username) const</code>
	<code>void application_impl::set_api_access_info(const string& username, api_access_info&& permissions)</code>
	<code>bool application_impl::has_item(const net::item_id& id)</code>
	<code>bool application_impl::handle_block(const graphene::net::block_message& blk_msg, bool sync_mode, std::vector<fc::uint160_t>& contained_transaction_message_ids)</code>
	<code>void application_impl::handle_transaction(const graphene::net::trx_message& transaction_message)</code>
	<code>void application_impl::handle_message(const message& message_to_process)</code>
	<code>bool application_impl::is_included_block(const block_id_type& block_id)</code>
	<code>std::vector<item_hash_t> application_impl::get_block_ids(const std::vector<item_hash_t>& blockchain_synopsis, uint32_t& remaining_item_count, uint32_t limit)</code>
	<code>message application_impl::get_item(const item_id& id)</code>
	<code>chain_id_type application_impl::get_chain_id() const</code>
	<code>std::vector<item_hash_t> application_impl::get_blockchain_synopsis(const item_hash_t& reference_point, uint32_t number_of_blocks_after_reference_point)</code>
	<code>void application_impl::sync_status(uint32_t item_type, uint32_t item_count)</code>
	<code>void application_impl::connection_count_changed(uint32_t c)</code>
	<code>uint32_t application_impl::get_block_number(const item_hash_t& block_id)</code>
	<code>fc::time_point_sec application_impl::get_block_time(const item_hash_t& block_id)</code>
	<code>item_hash_t application_impl::get_head_block_id() const</code>
	<code>uint32_t application_impl::estimate_last_known_fork_from_git_revision_timestamp(uint32_t unix_timestamp) const</code>
	<code>void application_impl::error_encountered(const std::string& message, const fc::oexception& error)</code>
	<code>uint8_t application_impl::get_current_block_interval_in_seconds() const</code>
	<code>}}} // namespace graphene namespace app namespace detail</code>