

leveldb::VersionEdit

- + VersionEdit()
- + ~VersionEdit()
- + Clear()
- + SetComparatorName()
- + SetLogNumber()
- + SetPrevLogNumber()
- + SetNextFile()
- + SetLastSequence()
- + SetCompactPointer()
- + AddFile()
- + DeleteFile()
- + EncodeTo()
- + DecodeFrom()
- + DebugString()