

## srsran::ue\_config\_update\_event

- + ue\_config\_update\_event()
- + ue\_config\_update\_event()
- + ue\_config\_update\_event()
- + operator=()
- + ~ue\_config\_update\_event()
- + valid()
- + get\_ue\_index()
- + next\_config()
- + get\_fallback\_command()
- + abort()