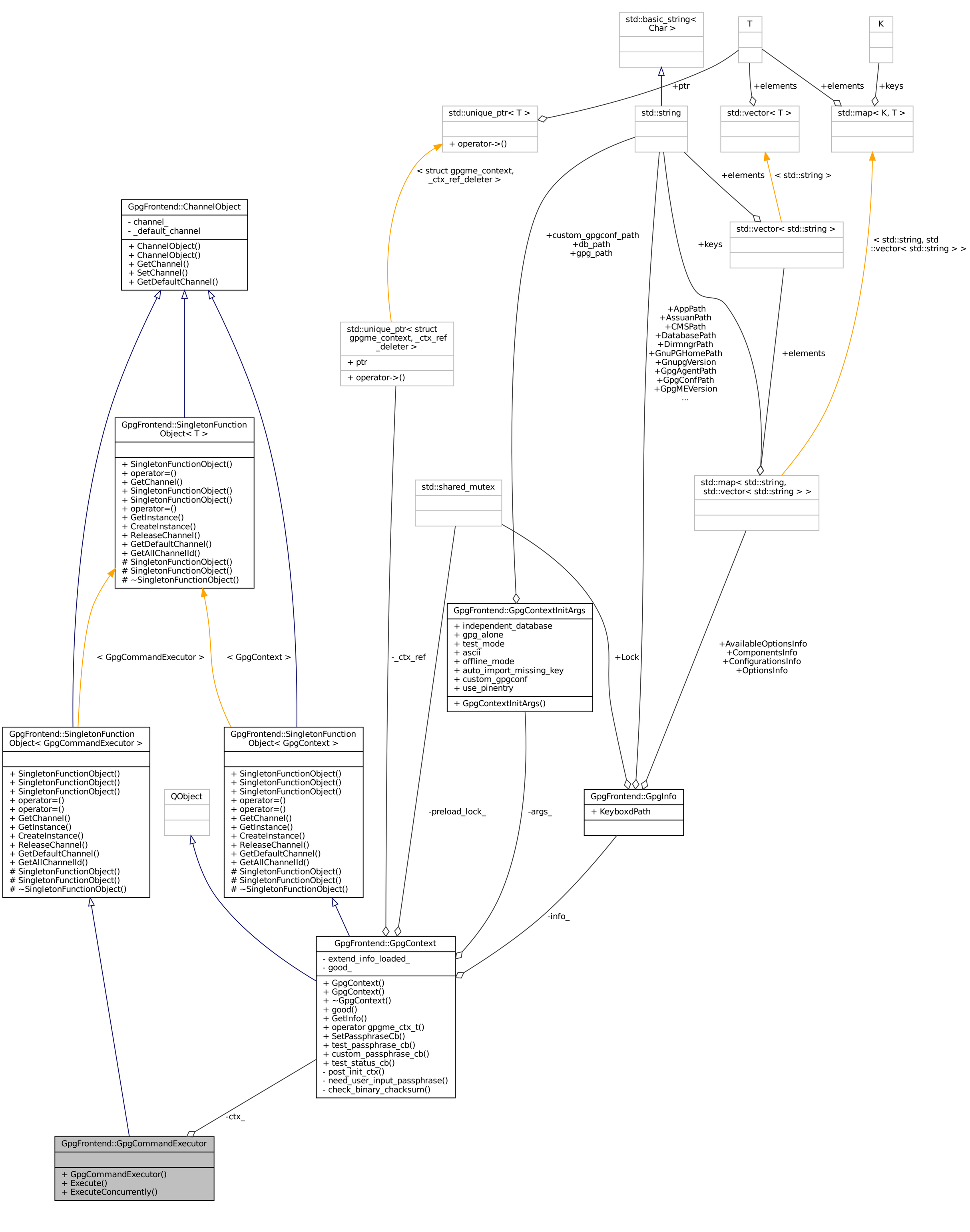
GpgFrontend::ChannelObject
- channel_
- _default_channel
+ ChannelObject()
+ ChannelObject()
+ GetChannel()
+ SetChannel()
+ GetDefaultChannel()
GpgFrontend::SingletonFunction Object< T >
+ SingletonFunctionObject()
+ operator=()
+ GetChannel()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ GetInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
+ GetAllChannelId()
# SingletonFunctionObject()
# SingletonFunctionObject()
# ~SingletonFunctionObject()
< GpgCommandExecutor >
< GpgContext >
GpgFrontend::SingletonFunction Object< GpgCommandExecutor >
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ operator=()
+ GetChannel()
+ GetInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
+ GetAllChannelId()
# SingletonFunctionObject()
# SingletonFunctionObject()
# ~SingletonFunctionObject()
QObject
GpgFrontend::SingletonFunction Object< GpgContext >
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+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ operator=()
+ GetChannel()
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+ GpgCommandExecutor()
+ Execute()
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- good_
+ GpgContext()
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+ operator gpgme_ctx_t()
+ SetPassphraseCb()
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+ ptr
+ operator->()
< struct gpgme_context, _ctx_ref_deleter >
-_ctx_ref
std::unique_ptr< T >
+ operator->()
std::basic_string< Char >
T
K
+ptr
std::string
+elements
std::vector< T >
+elements
+keys
std::map< K, T >
+elements
< std::string >
std::vector< std::string >
< std::string, std ::vector< std::string > >
+custom_gpgconf_path
+db_path
+gpg_path
+keys
+AppPath
+AssuanPath
+CMSPath
+DatabasePath
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...
+elements
std::map< std::string, std::vector< std::string > >
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-preload_lock_
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