

## GpgFrontend::UI::General Dialog

- rect\_

- name

parent\_rect\_screen\_rect\_

+ GeneralDialog()

- rect\_restored
- + ~GeneralDialog()
  # setPosCenterOfScreen()
  # movePosition?CenterOf
- # movePosition2CenterOfParent()
  # isRectRestored()
- # showEvent()
- update\_rect\_cache()
- slot\_restore\_settings()- slot\_save\_settings()