## - 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() < DataObjectOperator > \ < GlobalSettingStation > GpgFrontend::SingletonFunction GpgFrontend::SingletonFunction Object < DataObjectOperator > Object < Global Setting Station > + SingletonFunctionObject() + SingletonFunctionObject() + SingletonFunctionObject() + SingletonFunctionObject() + SingletonFunctionObject() + SingletonFunctionObject() + operator=() + operator=() + operator=() + operator=() + GetChannel() + GetChannel() + GetInstance() + GetInstance() + CreateInstance() + CreateInstance() + ReleaseChannel() + ReleaseChannel() + GetDefaultChannel() + GetDefaultChannel() + GetAllChannelld() + GetAllChannelld() # SingletonFunctionObject() # SingletonFunctionObject() # SingletonFunctionObject() # SingletonFunctionObject() # ~SingletonFunctionObject() # ~SingletonFunctionObject() GpgFrontend::GlobalSetting Station app\_path\_ app\_data\_path\_ app\_log\_path\_ app\_data\_objs\_path\_ app\_resource\_path\_ app\_locale\_path app\_configure\_path\_ui\_config\_dir\_path\_ ui\_config\_path\_ - ui\_cfg + GlobalSettingStation() + ~GlobalSettingStation() + GetUISettings() + LookupSettings() GetAppoir() + GetAppDataPath() + GetLogDir() + GetStandaloneDatabaseDir() + GetAppConfigPath() + GetStandaloneGpgBinDir() + GetLocaleDir() + GetResourceDir() + GetCertsDir() + SyncSettings() init\_app\_secure\_key() -global\_setting\_station\_ GpgFrontend::DataObjectOperator app\_secure\_path app secure\_key\_path\_ app\_data\_objs\_path - rd - mt hash\_key\_ + DataObjectOperator() + SaveDataObj()

+ GetDataObject()
+ GetDataObjectByRef()
- init\_app\_secure\_key()

GpgFrontend::ChannelObject