



## GpgFrontend::UI::General Dialog

- `name_`  
- `rect_`  
- `parent_rect_`  
- `screen_rect_`  
- `rect_restored_`

+ `GeneralDialog()`  
+ `~GeneralDialog()`  
# `setPosCenterOfScreen()`  
# `movePosition2CenterOfParent()`  
# `isRectRestored()`  
# `showEvent()`  
- `update_rect_cache()`  
- `slot_restore_settings()`  
- `slot_save_settings()`

## GpgFrontend::UI::KeyServer ImportDialog

- `message_layout_`  
- `search_line_edit_`  
- `key_server_combo_box_`  
- `waiting_bar_`  
- `search_label_`  
- `key_server_label_`  
- `message_`  
- `icon_`  
- `close_button_`  
- `import_button_`  
- `search_button_`  
- `keys_table_`

+ `KeyServerImportDialog()`  
+ `SlotImport()`  
+ `SlotImport()`  
- `create_keys_table()`  
- `set_message()`  
- `import_keys()`  
- `set_loading()`  
- `create_button()`  
- `create_combo_box()`  
- `slot_import()`  
- `slot_search_finished()`  
- `slot_import_finished()`  
- `slot_search()`