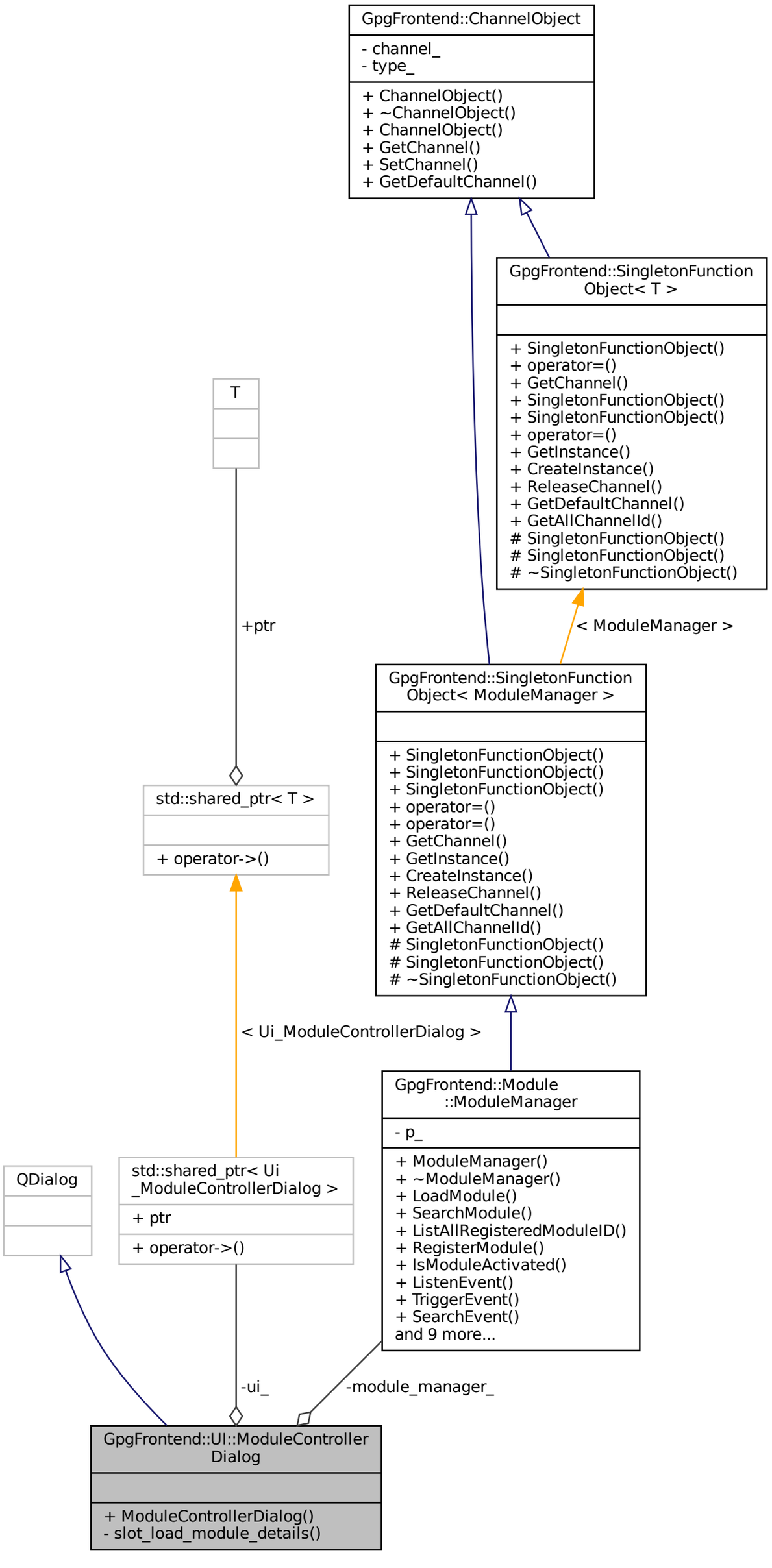
GpgFrontend::ChannelObject
- channel_
- type_
+ ChannelObject()
+ ~ChannelObject()
+ ChannelObject()
+ GetChannel()
+ SetChannel()
+ GetDefaultChannel()
GpgFrontend::SingletonFunction Object< T >
+ SingletonFunctionObject()
+ operator=()
+ GetChannel()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ GetInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
+ GetAllChannelId()
# SingletonFunctionObject()
# SingletonFunctionObject()
# ~SingletonFunctionObject()
T
+ptr
< ModuleManager >
GpgFrontend::SingletonFunction Object< ModuleManager >
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ operator=()
+ GetChannel()
+ GetInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
+ GetAllChannelId()
# SingletonFunctionObject()
# SingletonFunctionObject()
# ~SingletonFunctionObject()
std::shared_ptr< T >
+ operator->()
< Ui_ModuleControllerDialog >
GpgFrontend::Module ::ModuleManager
- p_
+ ModuleManager()
+ ~ModuleManager()
+ LoadModule()
+ SearchModule()
+ ListAllRegisteredModuleID()
+ RegisterModule()
+ IsModuleActivated()
+ ListenEvent()
+ TriggerEvent()
+ SearchEvent()
and 9 more...
QDialog
std::shared_ptr< Ui _ModuleControllerDialog >
+ ptr
+ operator->()
-ui_
-module_manager_
GpgFrontend::UI::ModuleController Dialog
+ ModuleControllerDialog()
- slot_load_module_details()