

**GpgFrontend::SingletonFunction  
Object< T >**

- channel
- \_default\_channel
- \_instance\_mutex
- \_instances\_mutex
- \_instance
- \_instances\_map

- + GetChannel()
- + SingletonFunctionObject()
- + SingletonFunctionObject()
- + operator=( )
- + GetInstance()
- + CreateInstance()
- + CreateInstance()
- + ReleaseChannel()
- + GetDefaultChannel()
- # SingletonFunctionObject()
- # SingletonFunctionObject()
- # ~SingletonFunctionObject()
- # SetChannel()
- find\_object\_in\_channel()
- set\_object\_in\_channel()

< GpgUIDOperator >

**GpgFrontend::SingletonFunction  
Object< GpgUIDOperator >**

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**GpgFrontend::GpgUIDOperator**

- ctx\_

- + GpgUIDOperator()
- + AddUID()
- + AddUID()
- + RevUID()
- + SetPrimaryUID()