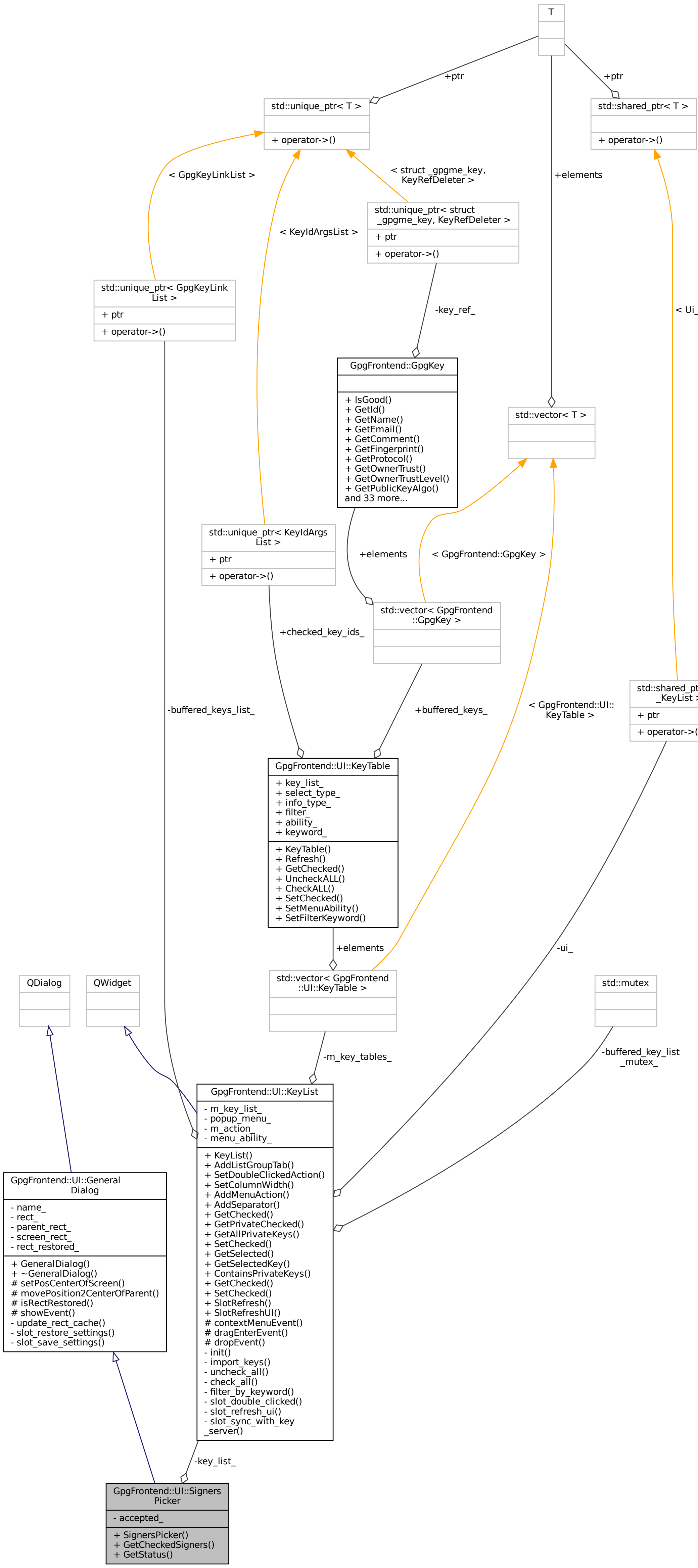
T
+ptr
+ptr
std::unique_ptr< T >
+ operator->()
std::shared_ptr< T >
+ operator->()
< GpgKeyLinkList >
< struct _gpgme_key, KeyRefDeleter >
+elements
std::unique_ptr< struct _gpgme_key, KeyRefDeleter >
+ ptr
+ operator->()
< KeyIdArgsList >
std::unique_ptr< GpgKeyLink List >
+ ptr
+ operator->()
-key_ref_
< Ui_KeyList >
GpgFrontend::GpgKey
+ IsGood()
+ GetId()
+ GetName()
+ GetEmail()
+ GetComment()
+ GetFingerprint()
+ GetProtocol()
+ GetOwnerTrust()
+ GetOwnerTrustLevel()
+ GetPublicKeyAlgo()
and 33 more...
std::vector< T >
std::unique_ptr< KeyIdArgs List >
+ ptr
+ operator->()
+elements
< GpgFrontend::GpgKey >
std::vector< GpgFrontend ::GpgKey >
+checked_key_ids_
std::shared_ptr< Ui _KeyList >
+ ptr
+ operator->()
-buffered_keys_list_
+buffered_keys_
< GpgFrontend::UI:: KeyTable >
GpgFrontend::UI::KeyTable
+ key_list_
+ select_type_
+ info_type_
+ filter_
+ ability_
+ keyword_
+ KeyTable()
+ Refresh()
+ GetChecked()
+ UncheckALL()
+ CheckALL()
+ SetChecked()
+ SetMenuAbility()
+ SetFilterKeyword()
+elements
-ui_
QDialog
QWidget
std::vector< GpgFrontend ::UI::KeyTable >
std::mutex
-m_key_tables_
-buffered_key_list _mutex_
GpgFrontend::UI::KeyList
- m_key_list_
- popup_menu_
- m_action_
- menu_ability_
+ KeyList()
+ AddListGroupTab()
+ SetDoubleClickedAction()
+ SetColumnWidth()
+ AddMenuAction()
+ AddSeparator()
+ GetChecked()
+ GetPrivateChecked()
+ GetAllPrivateKeys()
+ SetChecked()
+ GetSelected()
+ GetSelectedKey()
+ ContainsPrivateKeys()
+ GetChecked()
+ SetChecked()
+ SlotRefresh()
+ SlotRefreshUI()
# contextMenuEvent()
# dragEnterEvent()
# dropEvent()
- init()
- import_keys()
- uncheck_all()
- check_all()
- filter_by_keyword()
- slot_double_clicked()
- slot_refresh_ui()
- slot_sync_with_key _server()
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()
-key_list_
GpgFrontend::UI::Signers Picker
- accepted_
+ SignersPicker()
+ GetCheckedSigners()
+ GetStatus()