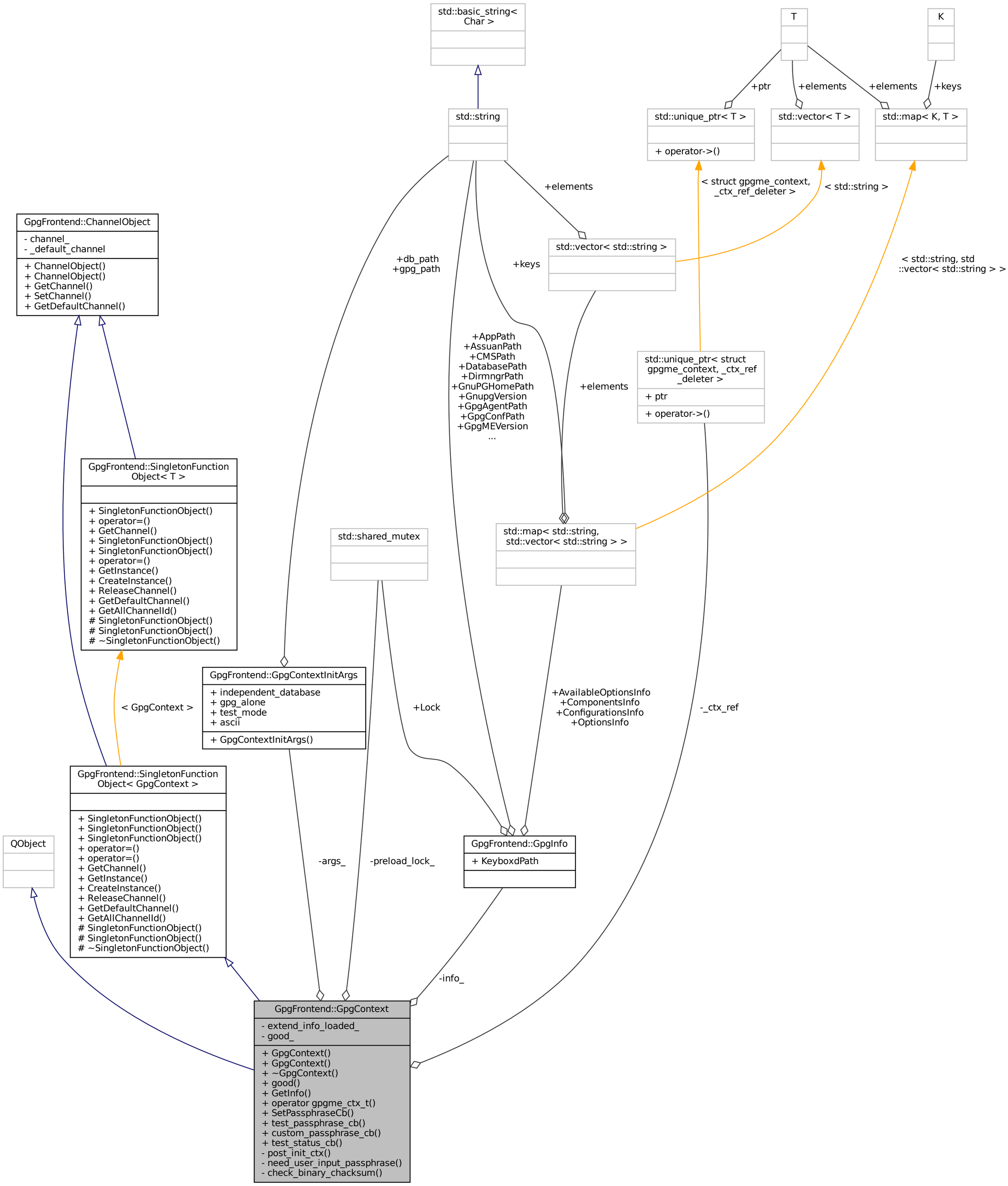
std::basic_string< Char >
T
K
+ptr
+elements
+elements
+keys
std::string
std::unique_ptr< T >
+ operator->()
std::vector< T >
std::map< K, T >
+elements
< struct gpgme_context, _ctx_ref_deleter >
< std::string >
GpgFrontend::ChannelObject
- channel_
- _default_channel
+ ChannelObject()
+ ChannelObject()
+ GetChannel()
+ SetChannel()
+ GetDefaultChannel()
+db_path
+gpg_path
+keys
std::vector< std::string >
< std::string, std ::vector< std::string > >
+AppPath
+AssuanPath
+CMSPath
+DatabasePath
+DirmngrPath
+GnuPGHomePath
+GnupgVersion
+GpgAgentPath
+GpgConfPath
+GpgMEVersion
...
+elements
std::unique_ptr< struct gpgme_context, _ctx_ref _deleter >
+ ptr
+ operator->()
GpgFrontend::SingletonFunction Object< T >
+ SingletonFunctionObject()
+ operator=()
+ GetChannel()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ GetInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
+ GetAllChannelId()
# SingletonFunctionObject()
# SingletonFunctionObject()
# ~SingletonFunctionObject()
std::shared_mutex
std::map< std::string, std::vector< std::string > >
GpgFrontend::GpgContextInitArgs
+ independent_database
+ gpg_alone
+ test_mode
+ ascii
+ GpgContextInitArgs()
< GpgContext >
+Lock
+AvailableOptionsInfo
+ComponentsInfo
+ConfigurationsInfo
+OptionsInfo
-_ctx_ref
GpgFrontend::SingletonFunction Object< GpgContext >
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ operator=()
+ GetChannel()
+ GetInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
+ GetAllChannelId()
# SingletonFunctionObject()
# SingletonFunctionObject()
# ~SingletonFunctionObject()
QObject
-args_
-preload_lock_
GpgFrontend::GpgInfo
+ KeyboxdPath
-info_
GpgFrontend::GpgContext
- extend_info_loaded_
- good_
+ GpgContext()
+ GpgContext()
+ ~GpgContext()
+ good()
+ GetInfo()
+ operator gpgme_ctx_t()
+ SetPassphraseCb()
+ test_passphrase_cb()
+ custom_passphrase_cb()
+ test_status_cb()
- post_init_ctx()
- need_user_input_passphrase()
- check_binary_chacksum()