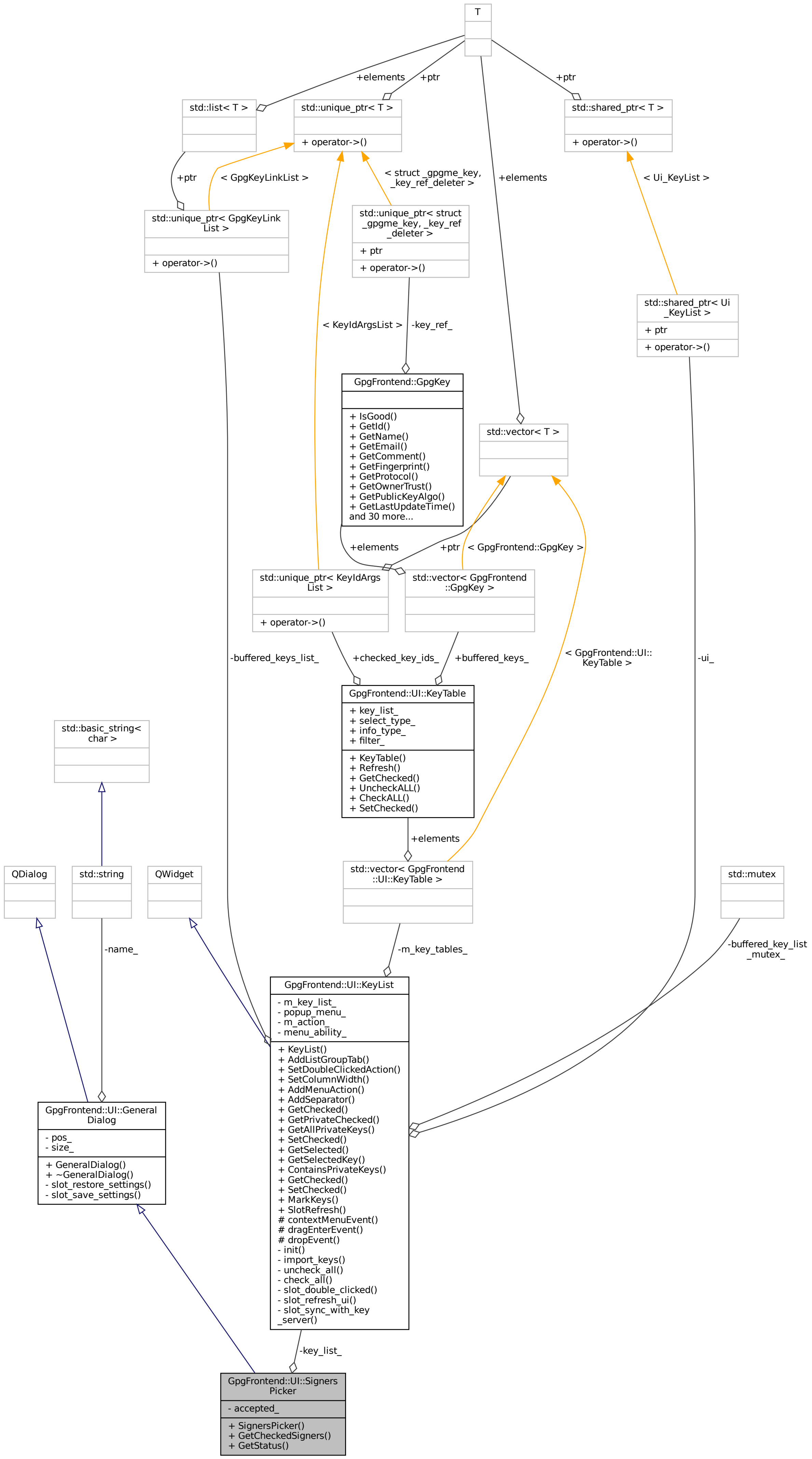
T
+elements
+ptr
+ptr
std::list< T >
std::unique_ptr< T >
+ operator->()
std::shared_ptr< T >
+ operator->()
+ptr
< GpgKeyLinkList >
< struct _gpgme_key, _key_ref_deleter >
+elements
< Ui_KeyList >
std::unique_ptr< GpgKeyLink List >
+ operator->()
std::unique_ptr< struct _gpgme_key, _key_ref _deleter >
+ ptr
+ operator->()
std::shared_ptr< Ui _KeyList >
+ ptr
+ operator->()
< KeyIdArgsList >
-key_ref_
GpgFrontend::GpgKey
+ IsGood()
+ GetId()
+ GetName()
+ GetEmail()
+ GetComment()
+ GetFingerprint()
+ GetProtocol()
+ GetOwnerTrust()
+ GetPublicKeyAlgo()
+ GetLastUpdateTime()
and 30 more...
std::vector< T >
+elements
+ptr
< GpgFrontend::GpgKey >
std::unique_ptr< KeyIdArgs List >
+ operator->()
std::vector< GpgFrontend ::GpgKey >
-buffered_keys_list_
+checked_key_ids_
+buffered_keys_
< GpgFrontend::UI:: KeyTable >
-ui_
GpgFrontend::UI::KeyTable
+ key_list_
+ select_type_
+ info_type_
+ filter_
+ KeyTable()
+ Refresh()
+ GetChecked()
+ UncheckALL()
+ CheckALL()
+ SetChecked()
+elements
std::basic_string< char >
QDialog
std::string
QWidget
std::mutex
-name_
-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()
+ MarkKeys()
+ SlotRefresh()
# contextMenuEvent()
# dragEnterEvent()
# dropEvent()
- init()
- import_keys()
- uncheck_all()
- check_all()
- slot_double_clicked()
- slot_refresh_ui()
- slot_sync_with_key _server()
GpgFrontend::UI::General Dialog
- pos_
- size_
+ GeneralDialog()
+ ~GeneralDialog()
- slot_restore_settings()
- slot_save_settings()
-key_list_
GpgFrontend::UI::Signers Picker
- accepted_
+ SignersPicker()
+ GetCheckedSigners()
+ GetStatus()