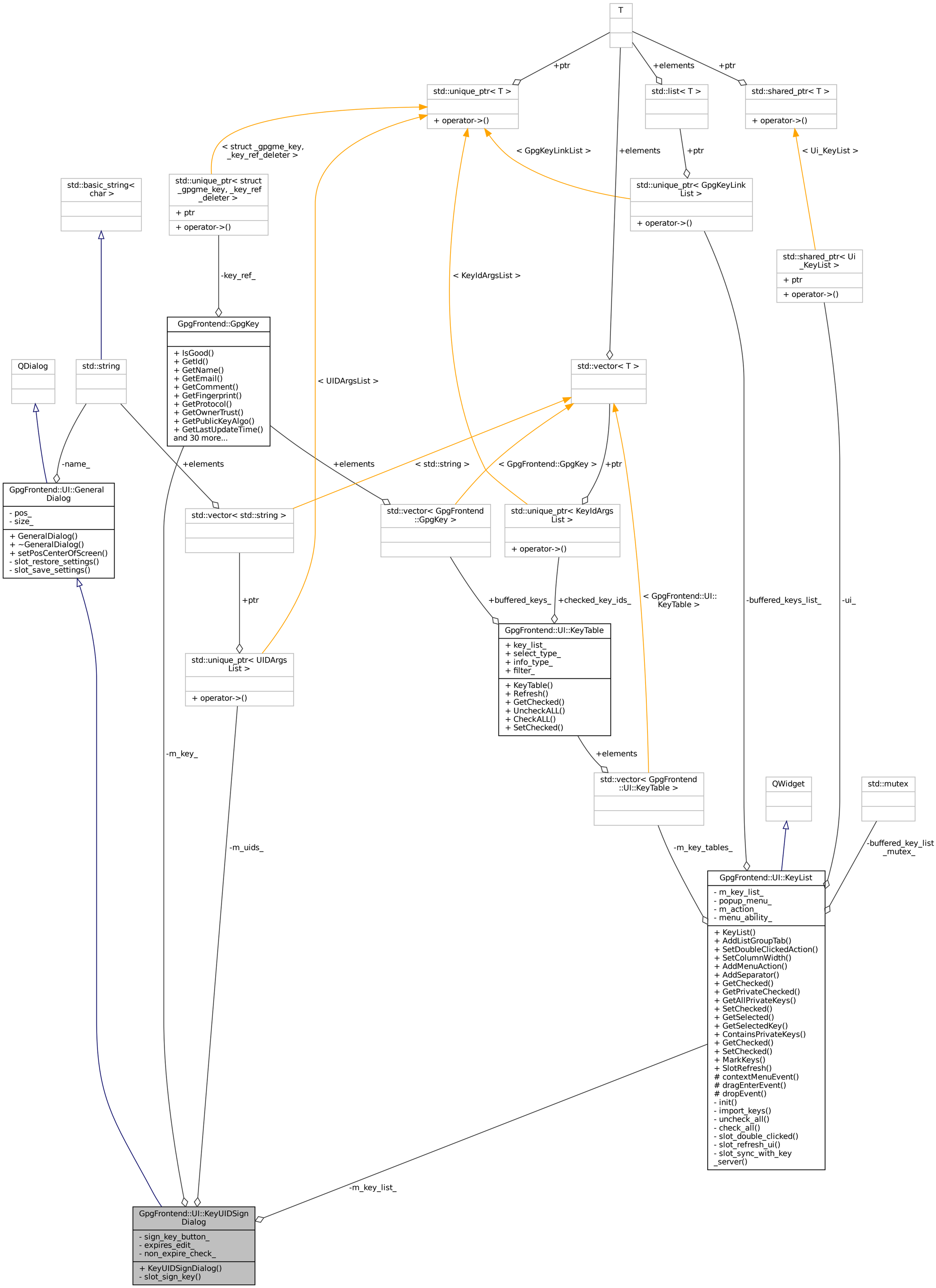
T
+ptr
+elements
+ptr
std::unique_ptr< T >
+ operator->()
std::list< T >
std::shared_ptr< T >
+ operator->()
< struct _gpgme_key, _key_ref_deleter >
< GpgKeyLinkList >
+elements
+ptr
< Ui_KeyList >
std::basic_string< char >
std::unique_ptr< struct _gpgme_key, _key_ref _deleter >
+ ptr
+ operator->()
std::unique_ptr< GpgKeyLink List >
+ operator->()
std::shared_ptr< Ui _KeyList >
+ ptr
+ operator->()
-key_ref_
< KeyIdArgsList >
GpgFrontend::GpgKey
+ IsGood()
+ GetId()
+ GetName()
+ GetEmail()
+ GetComment()
+ GetFingerprint()
+ GetProtocol()
+ GetOwnerTrust()
+ GetPublicKeyAlgo()
+ GetLastUpdateTime()
and 30 more...
QDialog
std::string
< UIDArgsList >
std::vector< T >
-name_
+elements
+elements
< std::string >
< GpgFrontend::GpgKey >
+ptr
GpgFrontend::UI::General Dialog
- pos_
- size_
+ GeneralDialog()
+ ~GeneralDialog()
+ setPosCenterOfScreen()
- slot_restore_settings()
- slot_save_settings()
std::vector< std::string >
std::vector< GpgFrontend ::GpgKey >
std::unique_ptr< KeyIdArgs List >
+ operator->()
+ptr
+buffered_keys_
+checked_key_ids_
< GpgFrontend::UI:: KeyTable >
-buffered_keys_list_
-ui_
GpgFrontend::UI::KeyTable
+ key_list_
+ select_type_
+ info_type_
+ filter_
+ KeyTable()
+ Refresh()
+ GetChecked()
+ UncheckALL()
+ CheckALL()
+ SetChecked()
std::unique_ptr< UIDArgs List >
+ operator->()
-m_key_
+elements
std::vector< GpgFrontend ::UI::KeyTable >
QWidget
std::mutex
-m_uids_
-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()
-m_key_list_
GpgFrontend::UI::KeyUIDSign Dialog
- sign_key_button_
- expires_edit_
- non_expire_check_
+ KeyUIDSignDialog()
- slot_sign_key()