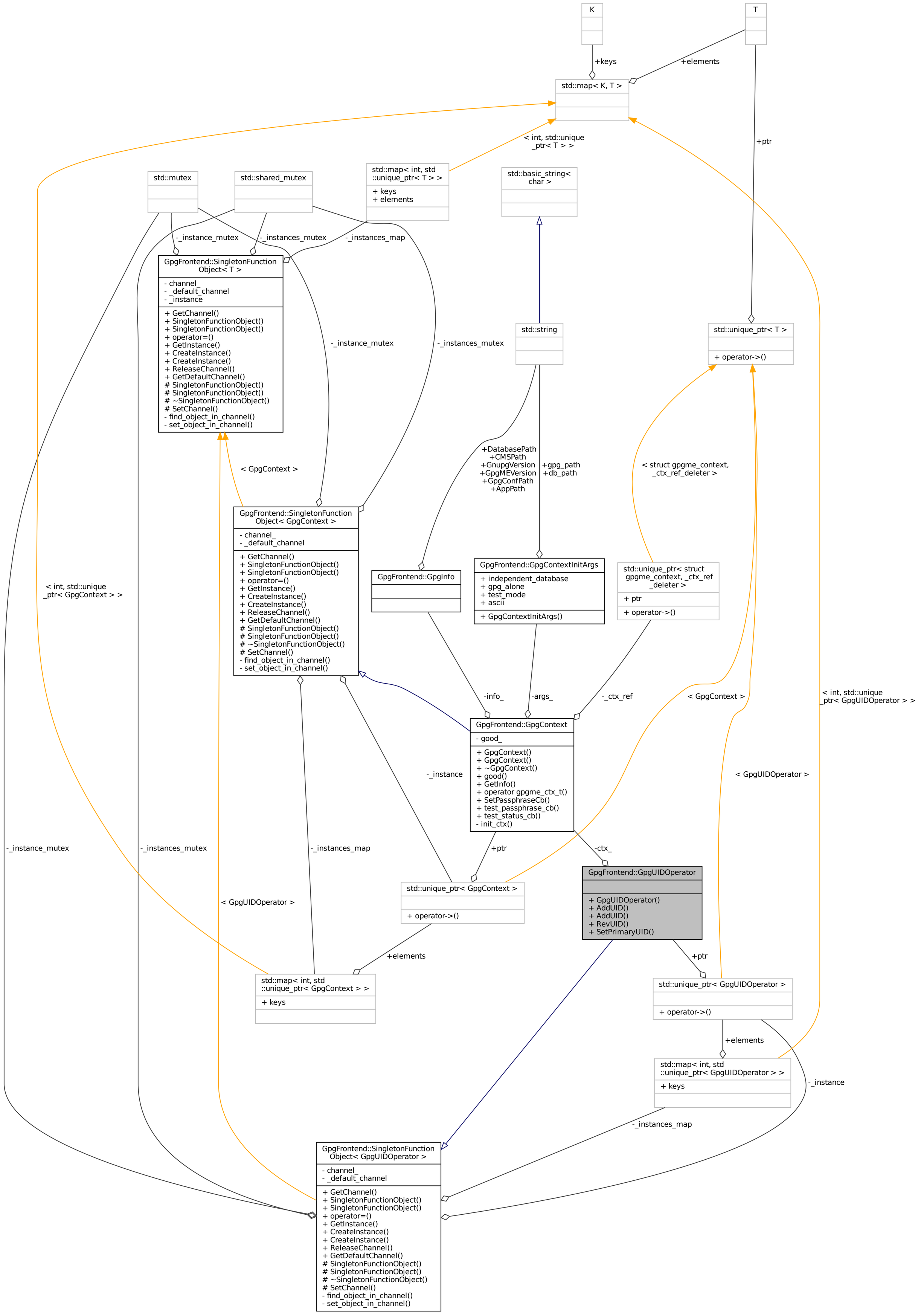
K
T
+keys
+elements
std::map< K, T >
< int, std::unique _ptr< T > >
+ptr
std::mutex
std::shared_mutex
std::map< int, std ::unique_ptr< T > >
+ keys
+ elements
std::basic_string< char >
-_instance_mutex
-_instances_mutex
-_instances_map
GpgFrontend::SingletonFunction Object< T >
- channel_
- _default_channel
- _instance
+ GetChannel()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ GetInstance()
+ CreateInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
# SingletonFunctionObject()
# SingletonFunctionObject()
# ~SingletonFunctionObject()
# SetChannel()
- find_object_in_channel()
- set_object_in_channel()
std::string
std::unique_ptr< T >
+ operator->()
< GpgContext >
+DatabasePath
+CMSPath
+GnupgVersion
+GpgMEVersion
+GpgConfPath
+AppPath
+gpg_path
+db_path
< struct gpgme_context, _ctx_ref_deleter >
GpgFrontend::SingletonFunction Object< GpgContext >
- channel_
- _default_channel
+ GetChannel()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ GetInstance()
+ CreateInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
# SingletonFunctionObject()
# SingletonFunctionObject()
# ~SingletonFunctionObject()
# SetChannel()
- find_object_in_channel()
- set_object_in_channel()
GpgFrontend::GpgInfo
GpgFrontend::GpgContextInitArgs
+ independent_database
+ gpg_alone
+ test_mode
+ ascii
+ GpgContextInitArgs()
std::unique_ptr< struct gpgme_context, _ctx_ref _deleter >
+ ptr
+ operator->()
< int, std::unique _ptr< GpgContext > >
-info_
-args_
-_ctx_ref
< GpgContext >
< int, std::unique _ptr< GpgUIDOperator > >
GpgFrontend::GpgContext
- good_
+ GpgContext()
+ GpgContext()
+ ~GpgContext()
+ good()
+ GetInfo()
+ operator gpgme_ctx_t()
+ SetPassphraseCb()
+ test_passphrase_cb()
+ test_status_cb()
- init_ctx()
-_instance
< GpgUIDOperator >
-_instance_mutex
-_instances_mutex
-_instances_map
+ptr
-ctx_
GpgFrontend::GpgUIDOperator
+ GpgUIDOperator()
+ AddUID()
+ AddUID()
+ RevUID()
+ SetPrimaryUID()
< GpgUIDOperator >
std::unique_ptr< GpgContext >
+ operator->()
+elements
+ptr
std::map< int, std ::unique_ptr< GpgContext > >
+ keys
std::unique_ptr< GpgUIDOperator >
+ operator->()
+elements
std::map< int, std ::unique_ptr< GpgUIDOperator > >
+ keys
-_instance
-_instances_map
GpgFrontend::SingletonFunction Object< GpgUIDOperator >
- channel_
- _default_channel
+ GetChannel()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ GetInstance()
+ CreateInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
# SingletonFunctionObject()
# SingletonFunctionObject()
# ~SingletonFunctionObject()
# SetChannel()
- find_object_in_channel()
- set_object_in_channel()