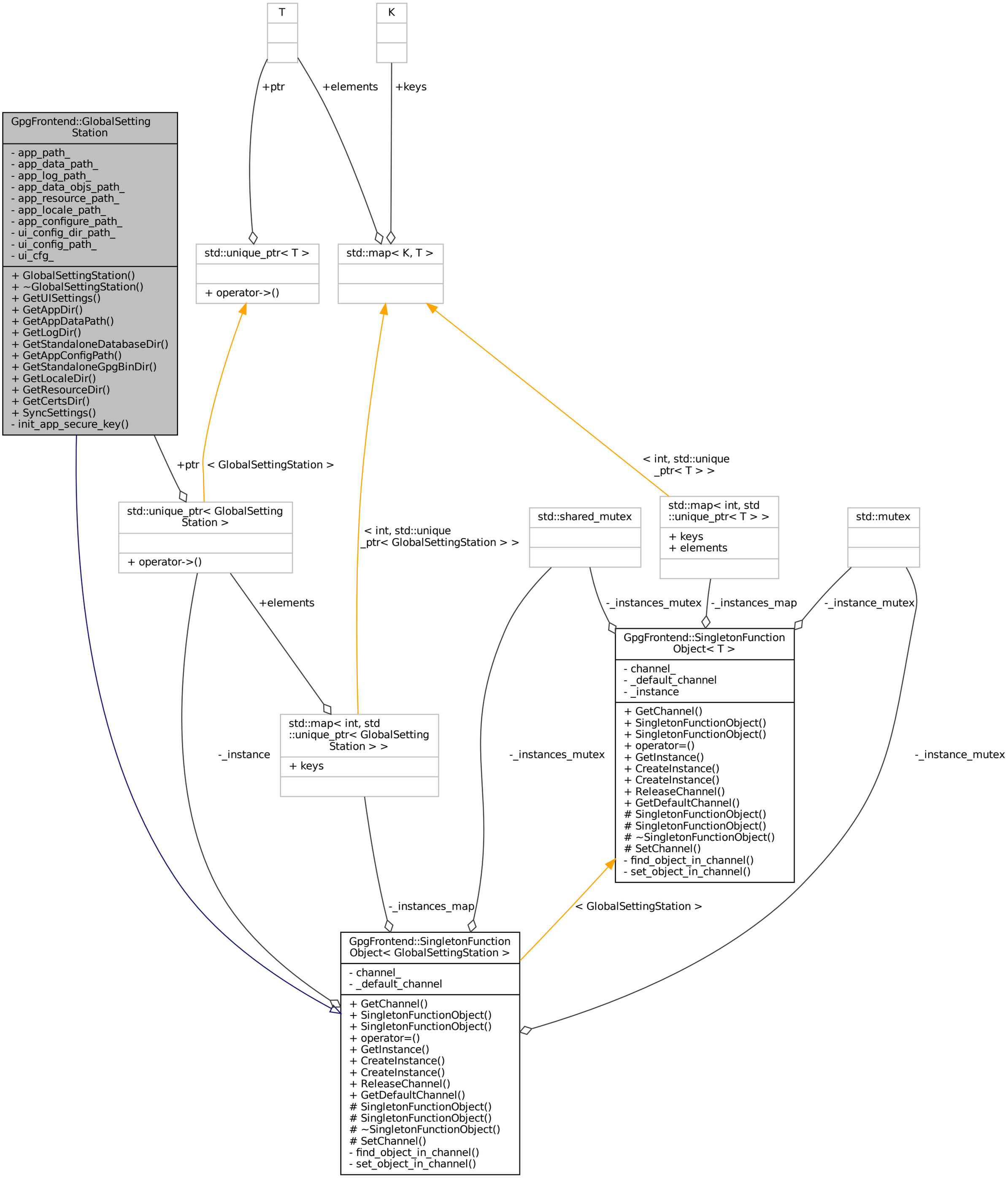
T
K
+ptr
+elements
+keys
GpgFrontend::GlobalSetting Station
- app_path_
- app_data_path_
- app_log_path_
- app_data_objs_path_
- app_resource_path_
- app_locale_path_
- app_configure_path_
- ui_config_dir_path_
- ui_config_path_
- ui_cfg_
+ GlobalSettingStation()
+ ~GlobalSettingStation()
+ GetUISettings()
+ GetAppDir()
+ GetAppDataPath()
+ GetLogDir()
+ GetStandaloneDatabaseDir()
+ GetAppConfigPath()
+ GetStandaloneGpgBinDir()
+ GetLocaleDir()
+ GetResourceDir()
+ GetCertsDir()
+ SyncSettings()
- init_app_secure_key()
std::unique_ptr< T >
+ operator->()
std::map< K, T >
+ptr
< GlobalSettingStation >
< int, std::unique _ptr< T > >
std::unique_ptr< GlobalSetting Station >
+ operator->()
< int, std::unique _ptr< GlobalSettingStation > >
std::shared_mutex
std::map< int, std ::unique_ptr< T > >
+ keys
+ elements
std::mutex
+elements
-_instances_mutex
-_instances_map
-_instance_mutex
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()
-_instance
std::map< int, std ::unique_ptr< GlobalSetting Station > >
+ keys
-_instances_mutex
-_instance_mutex
-_instances_map
< GlobalSettingStation >
GpgFrontend::SingletonFunction Object< GlobalSettingStation >
- channel_
- _default_channel
+ GetChannel()
+ SingletonFunctionObject()
+ SingletonFunctionObject()
+ operator=()
+ GetInstance()
+ CreateInstance()
+ CreateInstance()
+ ReleaseChannel()
+ GetDefaultChannel()
# SingletonFunctionObject()
# SingletonFunctionObject()
# ~SingletonFunctionObject()
# SetChannel()
- find_object_in_channel()
- set_object_in_channel()