

displayjack

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Chapter 1

Welcome to displayjack's documentation!

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

_Screen_Ace	9
ProhibitedWindowDecision	15
QDBusAbstractAdaptor	
DBusAdaptor	9
QDBusContext	
PolkitProhibitedDBus	10
QList< T >	17
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QMap< int, bool >	17
QMap< uint, bool >	17
QObject	
PolkitProhibitedDBus	10

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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PolkitProhibitedDBus	
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ProhibitedWindowDecision	15
QList< T >	17
QMap< Key, Value >	17

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File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

/home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/ dbus.h	19
/home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/ dbusadaptor.h	??
/home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/ prohibitedwindowdecision.h	??
/home/uos/wangxinbo/src/displayjack/include/screen-ace/ dtk_screen_ace.h	19

Chapter 5

Class Documentation

5.1 _Screen_Ace Struct Reference

Public Attributes

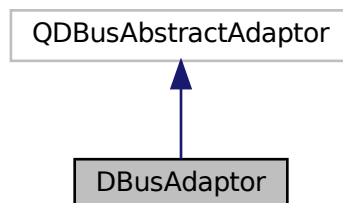
- void * **backend**
- bool **isWayland**
- char * **xdgSessionType**
- InitBackendPtr **InitBackend**
- DestroyBackendPtr **DestroyBackend**
- SetProtectedWindowPtr **SetProtectedWindow**
- RemoveProtectedWindowPtr **RemoveProtectedWindow**
- SetScreenShotToolsPtr **SetScreenShotTools**
- RemoveScreenShotToolsPtr **RemoveScreenShotTools**
- FreeScreenShotToolsPtr **FreeScreenShotTools**
- SetProhibitedPtr **SetProhibited**

The documentation for this struct was generated from the following file:

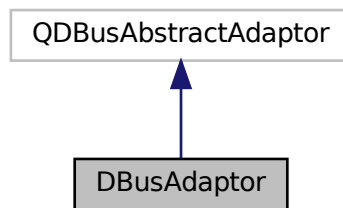
- /home/uos/wangxinbo/src/displayjack/include/screen-ace/[dtk_screen_ace.h](#)

5.2 DBusAdaptor Class Reference

Inheritance diagram for DBusAdaptor:



Collaboration diagram for DBusAdaptor:



Public Slots

- bool **prohibited** ()
- int **setProhibited** (bool bProhibited)
- int **registerProhibitedWindow** (int window)
- int **unRegisterProhibitedWindow** (int window)
- bool **queryProhibitWindowState** (int window)
- QString **getOffClient** ()

Signals

- void **ProhibitedChanged** (bool in0)

The documentation for this class was generated from the following files:

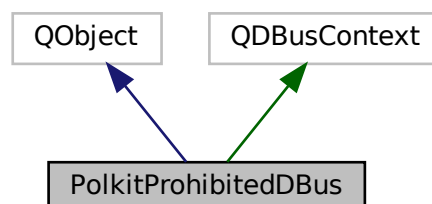
- /home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/dbusadaptor.h
- /home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/dbusadaptor.cpp

5.3 PolkitProhibitedDBus Class Reference

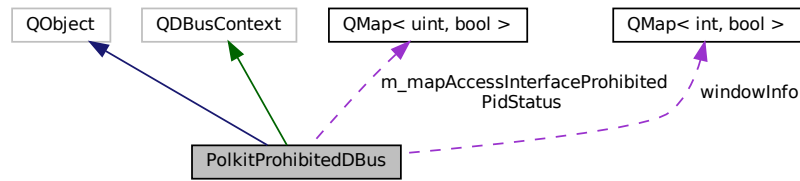
set window be protected or not(either root window) by dbus

```
#include <dbus.h>
```

Inheritance diagram for PolkitProhibitedDBus:



Collaboration diagram for PolkitProhibitedDBus:



Public Slots

- int **setProhibited** (bool bProhibited)
set root window be protected or not, only be used by ICBC
- bool **prohibited** ()
get current prohibited status
- int **registerProhibitedWindow** (int window)
register the Window that need be protected
- int **unRegisterProhibitedWindow** (int window)
unregister the Window that need be protected
- bool **queryProhibitWindowState** (int window)
query Window protect State
- void **protectedRootWindow** (bool isActive)
- QString **getOffClient** ()
- void **timerCheckProhibitedWindowPid** ()
- void **checkNeedProhibitScreenshot** ()
- void **dealWithSystemdbus** (int pid, bool bProhibited)
- void **toggleActiveMinimize** (int window, bool isMinimize)
- void **clientToDesktop** (int window, int desk)
- void **workspaceSwitched** (int from, int to)
- void **destroyWindow** (int window)
- void **showingDesktop** (bool isShowingDesktop)
- void **sessionRemoved** (const QString &)
- void **tabboxClosed** ()

Signals

- void **ProhibitedChanged** (bool)

Public Member Functions

- **PolkitProhibitedDBus** (QObject *parent=nullptr)
- int **doProtectedWindow** (bool bProhibited, int window=-1)
- int **doGetWindowPid** (int window)

Private Member Functions

- bool **checkSenderWhiteList** (uint pid)
- bool **checkIsExistsOtherOpenProhibitedSwitchPid** (uint pid)

Private Attributes

- QMap< uint, bool > **m_mapAccessInterfaceProhibitedPidStatus**
- bool **isNeed** = false
- QMap< int, bool > **windowInfo**
- bool **isCalledByUs** = false
- int **m_nProtectedWindowCount** = 0
- bool **isWayland** = false
- ScreenShotConfig * **m_pScreenShotConfig** = NULL

5.3.1 Detailed Description

set window be protected or not(either root window) by dbus

Author

xinbo wang

Date

2023

5.3.2 Member Function Documentation

5.3.2.1 prohibited

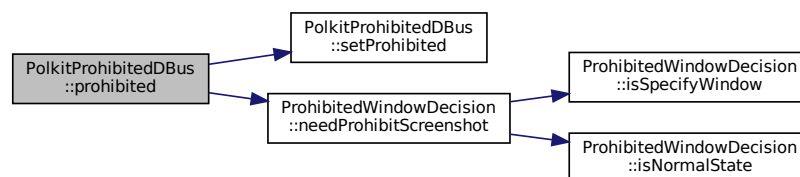
```
bool PolkitProhibitedDBus::prohibited ( ) [slot]
```

get current prohibited status

Returns

true or false if current is prohibited

Here is the call graph for this function:



5.3.2.2 queryProhibitWindowState

```
bool PolkitProhibitedDBus::queryProhibitWindowState (
    int window ) [slot]
```

query Window protect State

Parameters

<i>window</i>	id of the window
---------------	------------------

Returns

true or false if the window is protected

5.3.2.3 registerProhibitedWindow

```
int PolkitProhibitedDBus::registerProhibitedWindow (
    int window ) [slot]
```

register the Window that need be protected

Parameters

<i>window</i>	id of the window
---------------	------------------

Returns

0 means set succeed, otherwise failed.

5.3.2.4 setProhibited

```
int PolkitProhibitedDBus::setProhibited (
    bool bProhibited ) [slot]
```

set root window be protected or not, only be used by ICBC

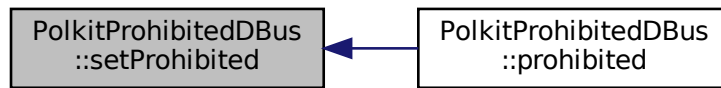
Parameters

<i>bProhibited</i>	Whether or not to Set protected
--------------------	---------------------------------

Returns

0 means set succeed, otherwise failed.

Here is the caller graph for this function:



5.3.2.5 unRegisterProhibitedWindow

```
int PolkitProhibitedDBus::unRegisterProhibitedWindow (
    int window ) [slot]
```

unregister the Window that need be protected

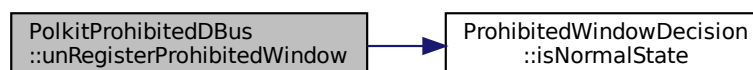
Parameters

<i>window</i>	id of the window
---------------	------------------

Returns

0 means set succeed, otherwise failed.

Here is the call graph for this function:



The documentation for this class was generated from the following files:

- `/home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/dbus.h`
- `/home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/dbus.cpp`

5.4 ProhibitedWindowDecision Class Reference

Public Member Functions

- bool [needProhibitScreenshot](#) (Window window)
prohibit screenshot judgment for hook screenshot function
- bool [isSpecifyWindow](#) (Window window, const std::unordered_map< std::string, std::vector< std::string >> &mapPropertyName2Values)
specify window judgment by property
- bool [isNormalState](#) (Window window)
the judgment of window visualization

Private Attributes

- X11WindowSystem **m_windowSystem**

5.4.1 Member Function Documentation

5.4.1.1 isNormalState()

```
bool ProhibitedWindowDecision::isNormalState (
    Window window )
```

the judgment of window visualization

Parameters

<i>window</i>	The window id of screenshot function
---------------	--------------------------------------

Returns

true or false if not visualization window

Here is the caller graph for this function:



5.4.1.2 isSpecifyWindow()

```
bool ProhibitedWindowDecision::isSpecifyWindow (
    Window window,
    const std::unordered_map< std::string, std::vector< std::string >> & mapProperty↵
    Name2Values )
```

specify window judgment by property

Parameters

<i>window</i>	The window id of screenshot function
---------------	--------------------------------------

Returns

true or false if is not prohibited window

Here is the caller graph for this function:



5.4.1.3 needProhibitScreenshot()

```
bool ProhibitedWindowDecision::needProhibitScreenshot (
    Window window )
```

prohibit screenshot judgment for hook screenshot function

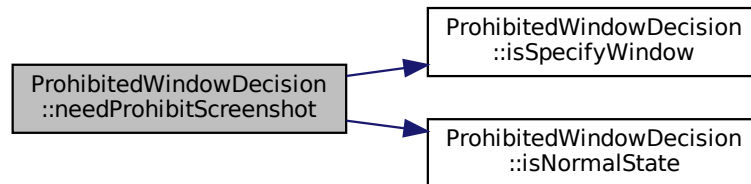
Parameters

<i>window</i>	The window id of screenshot function
---------------	--------------------------------------

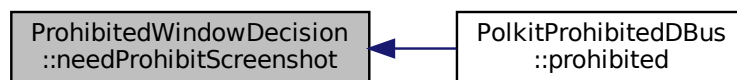
Returns

true or false if dont need to prohibit screenshot

Here is the call graph for this function:



Here is the caller graph for this function:



The documentation for this class was generated from the following files:

- `/home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/prohibitedwindowdecision.h`
- `/home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/prohibitedwindowdecision.cpp`

5.5 QList< T > Class Template Reference

The documentation for this class was generated from the following file:

- `/home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/dbusadaptor.h`

5.6 QMap< Key, Value > Class Template Reference

The documentation for this class was generated from the following file:

- `/home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/dbusadaptor.h`

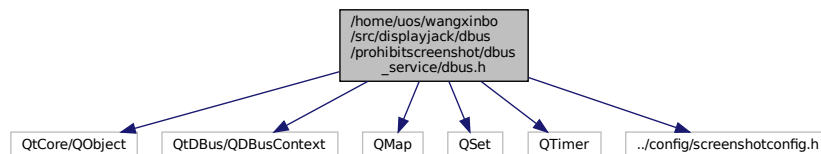
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File Documentation

6.1 /home/uos/wangxinbo/src/displayjack/dbus/prohibitscreenshot/dbus_service/dbus.h File Reference

```
#include <QtCore/QObject>
#include <QtDBus/QDBusContext>
#include <QMap>
#include <QSet>
#include <QTimer>
#include "../config/screenshotconfig.h"
```

Include dependency graph for dbus.h:



Classes

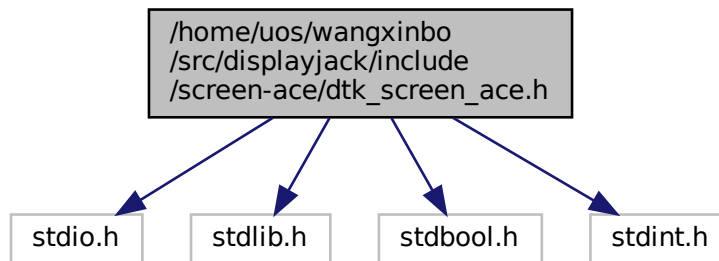
- class [PolkitProhibitedDBus](#)
set window be protected or not(either root window) by dbus

6.2 /home/uos/wangxinbo/src/displayjack/include/screen-ace/dtk_screen_ace.h File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
```

```
#include <stdint.h>
```

Include dependency graph for dtk_screen_ace.h:



Classes

- struct [_Screen_Ace](#)

Typedefs

- typedef int(* [InitBackendPtr](#)) ()
- typedef void(* [DestroyBackendPtr](#)) ()
- typedef bool(* [SetProtectedWindowPtr](#)) (int32_t)
- typedef bool(* [RemoveProtectedWindowPtr](#)) (int32_t)
- typedef bool(* [SetScreenShotToolsPtr](#)) (const char *)
- typedef bool(* [RemoveScreenShotToolsPtr](#)) (char *)
- typedef void(* [FreeScreenShotToolsPtr](#)) ()
- typedef void(* [SetProhibitedPtr](#)) (const char *, bool)
- typedef struct [_Screen_Ace](#) [ScreenAce](#)
- typedef struct [_Screen_Ace](#) * [ScreenAcePtr](#)

Functions

- int [InitDtkDisplay](#) ()
init dtkdisplay content
- void [DestoryDtkDisplay](#) ()
destory dtkdisplay content
- bool [SetProtectedWindow](#) (int32_t window)
set protected windowid to prohibit screenshot
- bool [RemoveProtectedWindow](#) (int32_t window)
remove protected windowid to enable screenshot
- bool [SetScreenShotTools](#) (const char *name)
set screenshot tools blacklist
- bool [RemoveScreenShotTools](#) (char *name)
remove screenshot tools blacklist
- void [FreeScreenShotTools](#) ()
free screenshot tools pointer
- void [SetProhibited](#) (const char *white_lists, bool prohibit)
set prohibited

Variables

- [ScreenAcePtr](#) **pScreenAce**

6.2.1 Function Documentation

6.2.1.1 RemoveProtectedWindow()

```
bool RemoveProtectedWindow (
    int32_t window )
```

remove protected windowid to enable screenshot

Parameters

<i>window</i>	window id
---------------	-----------

Returns

true: success

6.2.1.2 RemoveScreenShotTools()

```
bool RemoveScreenShotTools (
    char * name )
```

remove screenshot tools blacklist

Parameters

<i>name</i>	blacklist
-------------	-----------

Returns

true: success

6.2.1.3 SetProtectedWindow()

```
bool SetProtectedWindow (
    int32_t window )
```

set protected windowid to prohibit screenshot

Parameters

<i>window</i>	window id
---------------	-----------

Returns

true: success

6.2.1.4 SetScreenShotTools()

```
bool SetScreenShotTools (
    const char * name )
```

set screenshot tools blacklist

Parameters

<i>name</i>	blacklist
-------------	-----------

Returns

true: success

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