



Class BlockMemoryPool

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Inheritance Relationships

Base Type

- `public holoscan::Allocator` ([Class Allocator](#))

Class Documentation

class BlockMemoryPool : public holoscan::Allocator

Block memory pool allocator.

This is a memory pool which provides a user-specified number of equally sized blocks of memory.

Public Functions

```
template<typename ArgT, typename ...ArgsT, typename =
std::enable_if_t<!std::is_base_of_v<::holoscan::Resource, std::decay_t<ArgT>> &&
(std::is_same_v<::holoscan::Arg, std::decay_t<ArgT>> ||
std::is_same_v<::holoscan::ArgList, std::decay_t<ArgT>>>>
inline BlockMemoryPool(ArgT &&arg, ArgsT&&... args)
```

BlockMemoryPool() = default

```
inline BlockMemoryPool(int32_t storage_type, uint64_t block_size, uint64_t
num_blocks, int32_t dev_id = 0)
```

```
BlockMemoryPool(const std::string &name, nvidia::gfx::BlockMemoryPool
*component)
```

```
inline virtual const char *gfx_typename() const override
```

```
virtual void setup(ComponentSpec &spec) override
```

Define the resource specification.

Parameters

spec – The reference to the component specification.

```
nvidia::gxf::MemoryStorageType storage_type() const
```

```
uint64_t num_blocks() const
```

```
nvidia::gxf::BlockMemoryPool *get() const
```

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