Class Entity

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- Defined in File entity.hpp

Inheritance Relationships

Base Type

- `public nvidia::gxf::Entity`

Class Documentation

class Entity : public nvidia::gxf::Entity

Class to wrap GXF Entity (`nvidia::gxf::Entity`).

Public Functions

Entity() = default

inline explicit Entity(const nvidia::gxf::Entity &other)

inline explicit Entity(nvidia::gxf::Entity &&other)

inline operator bool() const

Return true if the entity is not null.

Calling this method on an entity object from {cpp:func} `holoscan::IOContext::receive` will return false if there is no entity to receive.

Returns

true if the entity is not null. Otherwise, false.

template<typename DataT, typename = std::enable_if_t<!holoscan::is_vector_v<DataT> && holoscan::is_one_of_v<DataT, holoscan::Tensor>>>
inline std::shared_ptr<DataT> get(const char *name = nullptr, bool log_errors = true) const

template<typename DataT, typename =
std::enable_if_t<!holoscan::is_vector_v<DataT> && holoscan::is_one_of_v<DataT,
holoscan::Tensor>>>
inline void add(std::shared_ptr<DataT> &data, const char *name = nullptr)

Public Static Functions

static Entity New(ExecutionContext *context)