



Class EventBasedScheduler

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- Defined in [File event_based_scheduler.hpp](#)

Inheritance Relationships

Base Type

- `public holoscan::gfx::GXFScheduler` ([Class GXFScheduler](#))

Class Documentation

```
class EventBasedScheduler : public holoscan::gfx::GXFScheduler
```

Public Functions

```
template<typename ArgT, typename ...ArgsT, typename =
std::enable_if_t<!std::is_base_of_v<::holoscan::Scheduler, 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 EventBasedScheduler(ArgT &&arg, ArgsT&&... args)
```

EventBasedScheduler() = default

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

Get the type name of the GFX scheduler.

The returned string is the type name of the GFX scheduler and is used to create the GFX scheduler.

Example: "nvidia::holoscan::GreedyScheduler"

Returns

The type name of the GFX scheduler.

```
inline virtual std::shared_ptr<Clock> clock() override
```

Get the [Clock](#) used by the scheduler.

Returns

The Clock used by the scheduler.

virtual void setup(ComponentSpec &spec) override

Define the scheduler specification.

Parameters

spec – The reference to the component specification.

virtual void initialize() override

Initialize the scheduler.

This function is called after the scheduler is created by holoscan::Fragment::make_scheduler().

inline int64_t worker_thread_number()

inline bool stop_on_deadlock()

inline int64_t stop_on_deadlock_timeout()

inline int64_t max_duration_ms()

nvidia::gxf::EventBasedScheduler *get() const

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