



Class GXFResource

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

Inheritance Relationships

Base Types

- `public holoscan::Resource` ([Class Resource](#))
- `public holoscan::gxf::GXFComponent` ([Class GXFComponent](#))

Derived Types

- `public holoscan::Allocator` ([Class Allocator](#))
- `public holoscan::Clock` ([Class Clock](#))
- `public holoscan::GXFComponentResource` ([Class GXFComponentResource](#))
- `public holoscan::Receiver` ([Class Receiver](#))
- `public holoscan::SerializationBuffer` ([Class SerializationBuffer](#))
- `public holoscan::StdComponentSerializer` ([Class StdComponentSerializer](#))
- `public holoscan::StdEntitySerializer` ([Class StdEntitySerializer](#))
- `public holoscan::Transmitter` ([Class Transmitter](#))
- `public holoscan::UcxComponentSerializer` ([Class UcxComponentSerializer](#))
- `public holoscan::UcxEntitySerializer` ([Class UcxEntitySerializer](#))
- `public holoscan::UcxHoloscanComponentSerializer` ([Class UcxHoloscanComponentSerializer](#))
- `public holoscan::UcxSerializationBuffer` ([Class UcxSerializationBuffer](#))

Class Documentation

```
class GXFResource : public holoscan::Resource, public holoscan::gxf::GXFComponent
```

```
Subclassed by holoscan::Allocator, holoscan::Clock, holoscan::GXFComponentResource,  
holoscan::Receiver, holoscan::SerializationBuffer, holoscan::StdComponentSerializer,  
holoscan::StdEntitySerializer, holoscan::Transmitter, holoscan::UcxComponentSerializer,  
holoscan::UcxEntitySerializer, holoscan::UcxHoloscanComponentSerializer,  
holoscan::UcxSerializationBuffer
```

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 GXFResource(ArgT &&arg, ArgsT&&... args)
```

```
GXFResource() = default
```

```
GXFResource(const std::string &name, nvidia::gxf::Component *component)
```

```
virtual void initialize() override
```

Initialize the component.

This method is called only once when the component is created for the first time, and use of light-weight initialization.

Protected Functions

```
virtual void add_to_graph_entity(Operator *op)
```

```
virtual void set_parameters() override
```

This method is invoked by `GXFResource::initialize()`. By overriding this method, we can modify how GXF Codelet's parameters are set from the arguments.

```
bool handle_dev_id(std::optional<int32_t> &dev_id_value)
```

Protected Attributes

```
std::string gxf_typename_ = "unknown_gxf_typename"
```

The GXF type name (used for [GXFComponentResource](#))

Friends

```
friend class holoscan::gxf::GXFExecutor
```

```
friend class holoscan::Operator
```

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