



Class ManualClock

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Inheritance Relationships

Base Type

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

Class Documentation

```
class ManualClock : public holoscan::Clock
```

Manual clock class.

The manual clock compresses time intervals, rather than waiting for specified durations (e.g. via [PeriodicCondition](#)). It is used mainly for testing applications.

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

ManualClock() = default

ManualClock(const std::string &name, nvidia::gxf::ManualClock *component)

inline virtual const char *gxf_typename() const override

The underlying GXF component's name.

virtual void setup([ComponentSpec](#) &spec)

Define the resource specification.

Parameters

spec – The reference to the component specification.

virtual double time() const override

The current time of the clock. Time is measured in seconds.

virtual int64_t timestamp() const override

The current timestamp of the clock. Timestamps are measured in nanoseconds.

virtual void sleep_for(int64_t duration_ns) override

Waits until the given duration has elapsed on the clock.

virtual void sleep_until(int64_t target_time_ns) override

Waits until the given target time.

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

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