Class Message

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- Defined in File message.hpp

Class Documentation

class Message

Class to define a message.

A message is a data structure that is used to pass data between operators. It wraps a `std::any` object and provides a type-safe interface to access the data.

This class is used by the `holoscan::gxf::GXFWrapper` to support the Holoscan native operator. The `holoscan::gxf::GXFWrapper` will hold the object of this class and delegate the message to the Holoscan native operator.

Public Functions

Message() = default

Construct a new Message object.

template<typename typeT, typename =
std::enable_if_t<!std::is_same_v<std::decay_t<typeT>, Message>>>
inline explicit Message(typeT &&value)

Construct a new Message object.

Parameters

value – The value to be wrapped by the message.

template<typename ValueT>
inline void set_value(ValueT &&value)

Set the value object.

Template Parameters

ValueT – The type of the value.

Parameters

value – The value to be wrapped by the message.

inline std::any value() const

Get the value object.

Returns

The value wrapped by the message.

template<typename ValueT>
inline std::shared_ptr<ValueT> as() const

Get the value object as a specific type.

Template Parameters

ValueT – The type of the value to be returned.

Returns

The value wrapped by the message.