



Class SerializationBuffer

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Inheritance Relationships

Base Type

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

Class Documentation

class `SerializationBuffer` : public `holoscan::gxf::GXFResource`

Base entity serialization buffer class.

Provides a memory buffer that can be used for serialization of GXF entities. The allocator parameter can be used to set the memory allocator used for this buffer.

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

`SerializationBuffer()` = default

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

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

`virtual void setup(ComponentSpec &spec)` override

Define the resource specification.

Parameters

spec – The reference to the component specification.

`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.

```
nvidia::gxf::SerializationBuffer *get() const
```

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