



Class UcxComponentSerializer

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Inheritance Relationships

Base Type

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

Class Documentation

class UcxComponentSerializer : public holoscan::gxf::GXFResource

UCX-based component serializer.

Used by [UcxEntitySerializer](#) to serialize and deserialize GXF components such as `nvidia::gxf::Tensor`, `nvidia::gxf::VideoBuffer`, `nvidia::gxf::AudioBuffer`, `nvidia::gxf::Timestamp` and `nvidia::gxf::EndOfStream`.

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

`UcxComponentSerializer()` = default

`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::UcxComponentSerializer *get() const
```

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