



Class UcxEntitySerializer

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

Inheritance Relationships

Base Type

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

Class Documentation

```
class UcxEntitySerializer : public holoscan::gxf::GXFResource
```

UCX-based entity serializer.

Used by [UcxReceiver](#) and [UcxTransmitter](#) to serialize and deserialize entities, respectively.

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

`UcxEntitySerializer()` = 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::UcxEntitySerializer *get() const
```

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