



Class UcxTransmitter

Table of contents

Inheritance Relationships

Class Documentation

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

Inheritance Relationships

Base Type

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

Class Documentation

class `UcxTransmitter` : public `holoscan::Transmitter`

UCX-based double buffer transmitter class.

The `UcxTransmitter` class is used to emit messages to an operator within another fragment of a distributed application.

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

`UcxTransmitter()` = default

`UcxTransmitter(const std::string &name, nvidia::gfx::Transmitter *component)`

`inline virtual const char *gfx_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.

`std::string receiver_address()`

The IPv4 network address used by the corresponding receiver.

`uint32_t port()`

The network port used by the receiver.

`std::string local_address()`

The local address to use for connection.

`uint32_t local_port()`

The local network port to use for connection.

`nvidia::gfx::UcxTransmitter *get() const`

Public Members

[Parameter<uint64_t> capacity_](#)

[Parameter<uint64_t> policy_](#)

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