



Class UnboundedAllocator

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

Inheritance Relationships

Base Type

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

Class Documentation

```
class UnboundedAllocator : public holoscan::Allocator
```

Unbounded memory allocator.

An allocator that uses dynamic host or device memory allocation without an upper bound.

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

```
UnboundedAllocator() = default
```

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

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

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