



**Function holoscan::gxf::add\_entity\_group**

# Table of contents

Function Documentation

---

- Defined in [File gxf\\_utils.hpp](#)

## Function Documentation

`gxf_uid_t holoscan::gxf::add_entity_group(void *context, std::string name)`

Create a GXF entity group with the specified name.

© Copyright 2022-2024, NVIDIA.. PDF Generated on 06/06/2024