



Program Listing for File endpoint.hpp

[Return to documentation for file \(include/holoscan/core/endpoint.hpp\)](#)

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or agreed to in writing, software * distributed under the License is distributed on an
"AS IS" BASIS, * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either
express or implied. * See the License for the specific language governing
permissions and * limitations under the License. */ #ifndef
HOLOSCAN_CORE_ENDPOINT_HPP #define HOLOSCAN_CORE_ENDPOINT_HPP
#include <gxf/core/gxf.h> #include <iostream> #include <memory> #include
<string> #include <utility> #include "./errors.hpp" #include "./expected.hpp"
#include "./resource.hpp" #include "./gxf/gxf_component.hpp" #include
"./gxf/gxf_utils.hpp" #include "gxf/core/expected.hpp" #include
"gxf/serialization/endpoint.hpp" #include "gxf/std/allocator.hpp" // for
nvidia::gxf::MemoryStorageType namespace holoscan { class Endpoint : public
Resource { public: Endpoint() = default; Endpoint(Endpoint&&) = default; ~Endpoint()
override = default; explicit Endpoint(nvidia::gxf::Endpoint* gxf_endpoint) :
gxf_endpoint_(gxf_endpoint) {} using MemoryStorageType =
nvidia::gxf::MemoryStorageType; // C++ API wrappers virtual bool is_write_available()
{ if (!gxf_endpoint_) { throw std::runtime_error("GXF endpoint has not been set"); }
return gxf_endpoint_->isWriteAvailable(); } virtual bool is_read_available() { if
(!gxf_endpoint_) { throw std::runtime_error("GXF endpoint has not been set"); }
return gxf_endpoint_->isReadAvailable(); } virtual expected<size_t, RuntimeError>
write(const void* data, size_t size) { if (!gxf_endpoint_) { return
make_unexpected<RuntimeError>( RuntimeError(ErrorCode::kCodecError, "GXF
endpoint has not been set")); } auto maybe_size = gxf_endpoint_->write(data, size);
if (!maybe_size) { // converted nvidia::gxf::Unexpected to holoscan::unexpected auto
err_msg = fmt::format("GXF endpoint read failure: {} ",
GxfResultStr(maybe_size.error())); return make_unexpected<RuntimeError>
(RuntimeError(ErrorCode::kCodecError, err_msg)); } return maybe_size.value(); }
virtual expected<size_t, RuntimeError> read(void* data, size_t size) { if
(!gxf_endpoint_) { return make_unexpected<RuntimeError>(
```

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RuntimeError(ErrorCode::kCodecError, "GXF endpoint has not been set")); } auto
maybe_size = gxf_endpoint_->read(data, size); if (!maybe_size) { // converted
nvidia::gxf::Unexpected to holoscan::unexpected auto err_msg = fmt::format("GXF
endpoint read failure: {}", GxfResultStr(maybe_size.error())); return
make_unexpected<RuntimeError>(RuntimeError(ErrorCode::kCodecError, err_msg));
} return maybe_size.value(); } virtual expected<void, RuntimeError> write_ptr(const
void* pointer, size_t size, MemoryStorageType type) { if (!gxf_endpoint_) { return
make_unexpected<RuntimeError>( RuntimeError(ErrorCode::kCodecError, "GXF
endpoint has not been set")); } auto maybe_void = gxf_endpoint_->write_ptr(pointer,
size, type); if (!maybe_void) { // converted nvidia::gxf::Unexpected to
holoscan::unexpected auto err_msg = fmt::format("GXF endpoint read failure: {}",
GxfResultStr(maybe_void.error())); return make_unexpected<RuntimeError>
(RuntimeError(ErrorCode::kCodecError, err_msg)); } return expected<void,
RuntimeError>(); } // Note: in GXF, writeTrivialType and readTrivialType below are not on
Endpoint itself, but on // SerializationBuffer and UcxSerializationBuffer // Writes an
object of type T to the endpoint template <typename T> expected<size_t,
RuntimeError> write_trivial_type(const T* object) { return write(object, sizeof(T)); } //
Reads an object of type T from the endpoint template <typename T> expected<size_t,
RuntimeError> read_trivial_type(T* object) { return read(object, sizeof(T)); } private:
nvidia::gxf::Endpoint* gxf_endpoint_; }; } // namespace holoscan #endif/*
HOLOSCAN_CORE_ENDPOINT_HPP */

```

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