



Program Listing for File ucx_component_serializer.hpp

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`include/holoscan/core/resources/gxf/ucx_component_serializer.hpp`)

```
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"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_RESOURCES_GXF_UCX_COMPONENT_SERIALIZER_HPP #define
HOLOSCAN_CORE_RESOURCES_GXF_UCX_COMPONENT_SERIALIZER_HPP #include
<memory> #include <vector> #include <gxf/ucx/ucx_component_serializer.hpp>
#include "../gxf/gxf_resource.hpp" #include "./allocator.hpp" namespace holoscan
{ class UcxComponentSerializer : public gxf::GXFResource { public:
HOLOSCAN_RESOURCE_FORWARD_ARGS_SUPER(UcxComponentSerializer,
GXFResource) UcxComponentSerializer() = default; const char* gxf_type_name()
const override { return "nvidia::gxf::UcxComponentSerializer"; } void
setup(ComponentSpec& spec) override; void initialize() override;
nvidia::gxf::UcxComponentSerializer* get() const; private:
Parameter<std::shared_ptr<holoscan::Allocator>> allocator_; }; } // namespace
holoscan #endif/*
HOLOSCAN_CORE_RESOURCES_GXF_UCX_COMPONENT_SERIALIZER_HPP */
```

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