



Program Listing for File ucx_entity_serializer.hpp

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`include/holoscan/core/resources/gxf/ucx_entity_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_ENTITY_SERIALIZER_HPP #define
HOLOSCAN_CORE_RESOURCES_GXF_ENTITY_SERIALIZER_HPP #include <memory>
#include <vector> #include <gxf/ucx/ucx_entity_serializer.hpp> #include
"../gxf/gxf_resource.hpp" namespace holoscan { class UcxEntitySerializer : public
gxf::GXFResource { public:
HOLOSCAN_RESOURCE_FORWARD_ARGS_SUPER(UcxEntitySerializer, GXFResource)
UcxEntitySerializer() = default; const char* gxf_typename() const override { return
"nvidia::gxf::UcxEntitySerializer"; } void setup(ComponentSpec& spec) override; void
initialize() override; nvidia::gxf::UcxEntitySerializer* get() const; private:
Parameter<std::vector<std::shared_ptr<holoscan::Resource>>>
component_serializers_; Parameter<bool> verbose_warning_; }; } // namespace
holoscan #endif/* HOLOSCAN_CORE_RESOURCES_GXF_ENTITY_SERIALIZER_HPP */
```

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