



Program Listing for File v4l2exposuretype.h

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`include/holoscan/operators/v4l2_video_capture/v4l2exposuretype.h`)

```
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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_OPERATORS_V4L2_VIDEO_CAPTURE_V4L2_EXPOSURE_TYPE_HPP
#define
HOLOSCAN_OPERATORS_V4L2_VIDEO_CAPTURE_V4L2_EXPOSURE_TYPE_HPP
#include <linux/videodev2.h> #include <yaml-cpp/yaml.h> #include <sstream>
#include <string> template <> struct YAML::convert<v4l2_exposure_auto_type> {
static Node encode(const v4l2_exposure_auto_type& rhs) { Node node; auto type =
static_cast<int>(rhs); std::stringstream ss; switch (type) { case 0: ss <<
"V4L2_EXPOSURE_AUTO"; break; case 1: ss << "V4L2_EXPOSURE_MANUAL"; break;
case 2: ss << "V4L2_EXPOSURE_SHUTTER_PRIORITY"; break; case 3: ss <<
"V4L2_EXPOSURE_APERTURE_PRIORITY"; break; default: ss <<
"V4L2_EXPOSURE_APERTURE_PRIORITY"; break; } node.push_back(ss.str());
YAML::Node value_node = node[0]; return value_node; } static bool decode(const
Node& node, v4l2_exposure_auto_type& rhs) { if (!node.IsScalar()) { return false; }
auto value = node.as<std::string>(); if (value == "V4L2_EXPOSURE_AUTO") { rhs =
V4L2_EXPOSURE_AUTO; } else if (value == "V4L2_EXPOSURE_MANUAL") { rhs =
V4L2_EXPOSURE_MANUAL; } else if (value == "V4L2_EXPOSURE_SHUTTER_PRIORITY")
{ rhs = V4L2_EXPOSURE_SHUTTER_PRIORITY; } else if (value ==
"V4L2_EXPOSURE_APERTURE_PRIORITY") { rhs =
V4L2_EXPOSURE_APERTURE_PRIORITY; } else { return false; } return true; } };
#endif/*
HOLOSCAN_OPERATORS_V4L2_VIDEO_CAPTURE_V4L2_EXPOSURE_TYPE_HPP */
```

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