



Program Listing for File `video_stream_recorder.hpp`

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`include/holoscan/operators/video_stream_recorder/video_stream_recorder.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_OPERATORS_STREAM_PLAYBACK_VIDEO_STREAM_RECORDER_HPP
#define
HOLOSCAN_OPERATORS_STREAM_PLAYBACK_VIDEO_STREAM_RECORDER_HPP
#include <memory> #include <string> #include <utility> #include <vector> #include
"holoscan/core/gxf/gxf_operator.hpp" #include "holoscan/core/fragment.hpp"
#include "gxf/serialization/file_stream.hpp" namespace holoscan::ops { class
VideoStreamRecorderOp : public holoscan::Operator { public:
HOLOSCAN_OPERATOR_FORWARD_ARGS(VideoStreamRecorderOp)
VideoStreamRecorderOp() = default; ~VideoStreamRecorderOp() override; void
setup(OperatorSpec& spec) override; void initialize() override; // void deinitialize()
override; void compute(InputContext& op_input, OutputContext& op_output,
ExecutionContext& context) override; void stop() override; private:
Parameter<holoscan::IOSpec*> receiver_;
Parameter<std::shared_ptr<holoscan::Resource>> entity_serializer_;
Parameter<std::string> directory_; Parameter<std::string> basename_;
Parameter<bool> flush_on_tick_; // File stream for data index nvidia::gxf::FileStream
index_file_stream_; // File stream for binary data nvidia::gxf::FileStream
binary_file_stream_; // Offset into binary file size_t binary_file_offset_; }; } //
namespace holoscan::ops #endif/*
HOLOSCAN_OPERATORS_STREAM_PLAYBACK_VIDEO_STREAM_RECORDER_HPP */
```

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