



Struct BufferInfo

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Struct Documentation

struct BufferInfo

Buffer information, can be initialized either with a tensor or a video buffer.

Public Functions

`gxf_result_t init(const nvidia::gxf::Handle<nvidia::gxf::Tensor> &tensor)`

Initialize with tensor

Returns

error code

`gxf_result_t init(const nvidia::gxf::Handle<nvidia::gxf::VideoBuffer> &video)`

Initialize with video buffer

Returns

error code

Public Members

`uint32_t rank`

`uint32_t components`

`uint32_t width`

`uint32_t height`

`nvidia::gxf::PrimitiveType element_type`

`viz::ImageFormat image_format = static_cast<viz::ImageFormat>(-1)`

```
viz::ComponentSwizzle component_swizzle[4] = {viz::ComponentSwizzle::IDENTITY,  
viz::ComponentSwizzle::IDENTITY, viz::ComponentSwizzle::IDENTITY,  
viz::ComponentSwizzle::IDENTITY}
```

```
std::string name
```

```
const nvidia::byte *buffer_ptr
```

```
nvidia::gxf::MemoryStorageType storage_type
```

```
uint64_t bytes_size
```

```
nvidia::gxf::Tensor::stride_array_t stride
```

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