



## **SerializationExtension**

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Extension for serializing messages.

- UUID: `bc573c2f-89b3-d4b0-8061-2da8b11fe79a`
- Version: `2.0.0`
- Author: `NVIDIA`
- License: `LICENSE`

## Interfaces

### **nvidia::gxf::ComponentSerializer**

Interface for serializing components.

- Component ID: `8c76a828-2177-1484-f841-d39c3fa47613`
- Base Type: `nvidia::gxf::Component`
- Defined in: `gxf/serialization/component_serializer.hpp`

## Components

### **nvidia::gxf::EntityRecorder**

Serializes incoming messages and writes them to a file.

- Component ID: `9d5955c7-8fda-22c7-f18f-ea5e2d195be9`
- Base Type: `nvidia::gxf::Codelet`

### Parameters

#### **receiver**

Receiver channel to log.

- Flags: `GXF_PARAMETER_FLAGS_NONE`
- Type: `GXF_PARAMETER_TYPE_HANDLE`
- Handle Type: `nvidia::gfx::Receiver`

## serializers

List of component serializers to serialize entities.

- Flags: `GXF_PARAMETER_FLAGS_NONE`
- Type: `GXF_PARAMETER_TYPE_CUSTOM`
- Custom Type:  
`std::vector<nvidia::gfx::Handle<nvidia::gfx::ComponentSerializer>>`

## directory

Directory path for storing files.

- Flags: `GXF_PARAMETER_FLAGS_NONE`
- Type: `GXF_PARAMETER_TYPE_STRING`

## basename

User specified file name without extension.

- Flags: `GXF_PARAMETER_FLAGS_OPTIONAL`
- Type: `GXF_PARAMETER_TYPE_STRING`

### **flush\_on\_tick**

Flushes output buffer on every tick when true.

- Flags: `GXF_PARAMETER_FLAGS_NONE`
- Type: `GXF_PARAMETER_TYPE_BOOL`

### **nvidia::gxf::EntityReplayer**

De-serializes and publishes messages from a file.

- Component ID: `fe827c12-d360-c63c-8094-32b9244d83b6`
- Base Type: `nvidia::gxf::Codelet`

### **Parameters**

#### **transmitter**

Transmitter channel for replaying entities.

- Flags: `GXF_PARAMETER_FLAGS_NONE`
- Type: `GXF_PARAMETER_TYPE_HANDLE`
- Handle Type: `nvidia::gxf::Transmitter`

## serializers

List of component serializers to serialize entities.

- Flags: `GXF_PARAMETER_FLAGS_NONE`
- Type: `GXF_PARAMETER_TYPE_CUSTOM`
- Custom Type:  
`std::vector<nvidia::gxf::Handle<nvidia::gxf::ComponentSerializer>>`

## directory

Directory path for storing files.

- Flags: `GXF_PARAMETER_FLAGS_NONE`
- Type: `GXF_PARAMETER_TYPE_STRING`

## batch\_size

Number of entities to read and publish for one tick.

- Flags: `GXF_PARAMETER_FLAGS_NONE`
- Type: `GXF_PARAMETER_TYPE_UINT64`

## ignore\_corrupted\_entities

If an entity could not be de-serialized, it is ignored by default; otherwise a failure is generated.

- Flags: `GXF_PARAMETER_FLAGS_NONE`
- Type: `GXF_PARAMETER_TYPE_BOOL`

## **nvidia::gxf::StdComponentSerializer**

Serializer for Timestamp and Tensor components.

- Component ID: `c0e6b36c-39ac-50ac-ce8d-702e18d8bff7`
- Base Type: `nvidia::gxf::ComponentSerializer`

## **Parameters**

### **allocator**

Memory allocator for tensor components.

- Flags: `GXF_PARAMETER_FLAGS_OPTIONAL`
- Type: `GXF_PARAMETER_TYPE_HANDLE`
- Handle Type: `nvidia::gxf::Allocator`

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