

Entity

The system components are called “Entities” because they all inherit from the Entity class. Each Entity has specialised QoS policies. An Entity may have a Listener, a call back interface for notifications about changes in the Entity’s state or, a wait interface (using WaitSets) for detecting changes in the Entity’s state.

Source: [OpenSplice Glossary](#)

From:
<https://omgwiki.org/ddsf/> - **DDS Foundation Wiki**

Permanent link:
https://omgwiki.org/ddsf/doku.php?id=ddsf:public:guidebook:06_append:glossary:e:entity&rev=1591310583

Last update: **2020/06/04 18:43**

