

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/dds/> - **DDS Foundation Wiki**

Permanent link:
https://omgwiki.org/dds/doku.php?id=dds:public:guidebook:06_append:glossary:e:entity&rev=1616012679

Last update: **2021/03/17 16:24**

