

Marshalling

[Return to Glossary](#)

Marshalling or **Marshaling** is the process of transforming the memory representation of an object to a data format suitable for storage or transmission,[citation needed] and it is typically used when data must be moved between different parts of a computer program or from one program to another. **Marshalling** is similar to serialization and is used to communicate to remote objects with an object, in this case a serialized object. It simplifies complex communication, using composite objects in order to communicate instead of primitives. The inverse of Marshalling is called unmarshalling (or demarshalling, similar to [deserialization](#)).

Source: [Marshalling](#)

From:

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

Permanent link:

https://omgwiki.org/ddsf/doku.php?id=ddsf:public:guidebook:06_append:glossary:m:marshalling&rev=1601061094

Last update: 2020/09/25 15:11

