Entity

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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

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Last update: **2020/11/13 02:29**