LCM Type Definitions

How are LCM types defined?

Non-primitive LCM Types

Non-primitive types are also used in defining LCM type files. These types can consist of multi-dimensional arrays that contain primitives, constant declarations, and structs. Constants can also be declared inside of a struct as numerical, bitfields, or enumerations. Namespaces are another form of packaging data into structs to be used in an environment where other structs may have the same name.

General LCM Types for openSEA Applications

So we know LCM types are a collection of data types specific to the system configuration. That means each of these data type files is a collection of definitions and measuring tools packaged together to define that data type internally as an LCM readable type.

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