schema data structure <<struct>> <<struct>> registry\_schema\_t registry\_instance\_t 0..\* + char \*name + char \*name + char \*description + void \*data + get(int param\_id, registry\_instance\_t \*instance, void \*buf, int buf\_len, void \*context) + commit\_cb(int \*path, int path\_len, void\* context) + set(int param\_id, registry\_instance\_t \*instance, void \*val, int val\_len, void \*context) 1..\* <<struct>> <<enum>> registry\_schema\_item\_t registry\_schema\_type\_t 1..\* + int id REGISTRY\_SCHEMA\_TYPE\_GROUP + char \*name REGISTRY SCHEMA TYPE PARAMETER + char \*description <<union>> <<enum>> registry\_type\_t REGISTRY\_TYPE\_NONE REGISTRY\_TYPE\_STRING REGISTRY\_TYPE\_BOOL 0..1 0..1 **REGISTRY TYPE UINT8** <<struct>> <<struct>> REGISTRY TYPE UINT16 registry\_group\_t registry\_parameter\_t **REGISTRY TYPE UINT32** REGISTRY\_TYPE\_UINT64 **REGISTRY TYPE INT8** REGISTRY TYPE INT16 REGISTRY\_TYPE\_INT32 **REGISTRY TYPE INT64** REGISTRY TYPE FLOAT32 REGISTRY TYPE FLOAT64