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