NAME

xil_get_by_name, xil_get_name, xil_set_name – get and set an image object name and get a handle to an image by specifying a name

SYNOPSIS

```
#include <xil/xil.h>

XilImage xil_get_by_name (XilSystemState State,
        char *name);

char* xil_get_name (XilImage image);

void xil_set_name (XilImage image,
        char *name);
```

DESCRIPTION

Use these functions to assign names to image objects, to read an image's name, and to retrieve image objects by name.

xil_get_by_name() returns the handle to the image with the specified name *name.* If such an image does not exist, NULL is returned. **xil_get_by_name** () does not make a copy of the image.

xil_get_name() returns a copy of the specified image's name. A call to **free** (3) should be used to free the space allocated by **xil_get_name**()
If the specified image has no name, NULL is returned.

xil_set_name() sets the name of the specified image to the one provided.

ERRORS

For a complete list of XIL error messages by number, consult Appendix B of the *XIL Programmer's Guide.*

EXAMPLES

Create a 5x5 3-band blank test image called "empty5x5x3":

```
XilSystemState State;
XilImage image;
float values[] = { 0.0, 0.0, 0.0 };

image = xil_create(State,5,5,3,XIL_BYTE);
xil_set_value(image, values);
xil_set_name(image, "empty5x5x3");
```

Use an image named "empty5x5x3" to zero a portion of another image:

```
XilSystemState State;
XilImage zero_image, src, src_child;

zero_image = xil_get_by_name (State,"empty5x5x3");
src_child = xil_create_child (src, 100, 100, 5, 5, 1, 3);
xil_multiply (src_child, zero_image, src_child);
```

NOTES

If you give two images the same name, it is not defined which image will be retrieved by a call to **xil_get_by_name**().

SEE ALSO

xil_create_child(3).