NAME

xil_roi_get_by_name, xil_roi_get_name, xil_roi_set_name – get and set a region of interest (ROI) object name and get a handle to a ROI by specify a name

SYNOPSIS

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

XilRoi xil_roi_get_by_name (XilSystemState State,
        char *name);

char* xil_roi_get_name (XilRoi roi);

void xil_roi_set_name (XilRoi roi,
        char *name);
```

DESCRIPTION

Use these functions to assign names to ROI objects, get the name of ROIs, and retrieve ROI objects by name.

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

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

xil_roi_set_name () sets the name of the specified ROI object 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 an ROI named "image1_mask" from an image:

```
XilSystemState State;
XilImage image1;
XilRoi roi;
roi = xil_roi_create(State);
xil_roi_add_image(roi,image1);
xil_roi_set_name(roi, "image1_mask");
```

Use an ROI named "image1_mask" to selectively copy an image:

```
XilSystemState State;
XilImage src, dst;
XilRoi image_mask_roi;
image_mask_roi = xil_roi_get_by_name(State,"image1_mask");
xil_set_roi(dst, image_mask_roi);
xil_copy(src, dst);
```

NOTES

If you give two ROI objects the same name, it is not defined which ROI object will be retrieved by a call to **xil_roi_get_by_name** ().