NAME

xil_sel_get_by_name, xil_sel_get_name, xil_sel_set_name – get and set a structuring element (SEL) object name and get a handle to a SEL by specifying its name

SYNOPSIS

#include <xil/xil.h>

XilSel xil_sel_get_by_name (XilSystemState *State***,**
char **name***);**

char* xil_sel_get_name (XilSel *sel***);**

void xil_sel_set_name (XilSel *sel***,**
char **name***);**

DESCRIPTION

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

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

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

xil_sel_set_name () sets the name of the specified SEL 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 a structuring element named "rect3x3":

```
XilSystemState State;
XilSel sel;
unsigned int data[]  =     {1  1  1
                             1  1  1
                             1  1  1 };

sel = xil_sel_create(State,3,3,0,0,data);
xil_sel_set_name(sel, "rect3x3");
```

Use a structuring element named "rect3x3" to erode an image:

```
XilSystemState State;
XilImage src, dst;
XilSel sel;

sel = xil_sel_get_by_name(State,"rect3x3");
xil_erode(src, dst, sel);
```

SEE ALSO

xil_sel_create(3), **xil_sel_destroy**(3), **xil_sel_get_name**(3), **xil_sel_set_name**(3).