NAME

xil_cis_put_bits, xil_cis_put_bits_ptr – put compressed data into a compressed image sequence

SYNOPSIS

#include <xil/xil.h>

void xil_cis_put_bits (XilCis *cis***,**
 int *nbytes***,**
 int *nframes***,**
 void **data***);**

void xil_cis_put_bits_ptr (XilCis *cis***,**
 int *nbytes***,**
 int *nframes***,**
 void **data***,**
 XIL_FUNCPTR_DONE_WITH_DATA *done_with_data***);**

typedef void (*XIL_FUNCPTR_DONE_WITH_DATA)(void *);

DESCRIPTION

xil_cis_put_bits() copies *nbytes* of compressed data representing *nframes* frames of uncompressed data into the compressed image sequence *cis.* Parameter *data* is a generic pointer to the data being copied into the compressed image sequence (CIS).

xil_cis_put_bits_ptr() puts *nbytes* of compressed data representing *nframes* frames of uncompressed data into the compressed image sequence *cis.* Parameter *data* is a generic pointer to the data being put into the CIS.

Unlike **xil_cis_put_bits**(), in **xil_cis_put_bits_ptr**() does not copy data into the CIS; instead, the CIS directly references the data pointed to by *data.* In this case, the application is responsible for ensuring that the data remains valid. The application may supply a routine *done_with_data()* that is called when the particular buffer is no longer needed by the CIS. The *done_with_data()* routine will also be called if the CIS is destroyed explicitly with **xil_cis_destroy**(3) or implicitly with **xil_close**(3). The application may supply NULL for the callback; in this case, the application is responsible for determining when particular buffers are no longer needed.

The *nframes* parameter is used to specify how many frames of uncompressed data the *nbytes* of compressed data represents. Used in this way, *nframes* must be an integer greater than zero. If the exact number of complete frames is not known, then *nframes* should be set to -1. This informs the CIS that the data being placed into it contains one or more complete frames.

If the data being put into the CIS may not represent an integer number of frames, then *nframes* should be set to 0. This informs the CIS that the data being placed into it may contain 0 or more frames, and that the last frame and/or the first frame represented in this data may not be complete.

ERRORS

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

EXAMPLES

Copy bitstream data that contains *frame_count* frames into an *XilCis:*

```
XilCis cis;
xil_cis_put_bits(cis, bytes, frame_count, data);
```

Copy bitstream data that contains an unknown number of complete frames (greater than or equal to 1 frame) into an *XilCis:*

```
XilCis cis;
xil_cis_put_bits(cis, bytes, -1, data);
```

Insert into an *XilCis* bitstream data that contains some number of frames in which the last and/or the first frame may or may not be complete:

```
XilCis cis;
xil_cis_put_bits_ptr(cis, bytes, 0, data, NULL);
```

NOTES

If error messages indicate that there is no more available free memory, try increasing swap space.

SEE ALSO

xil_cis_create(3)