

H5LT_SET_ATTRIBUTE_STRING

[Expand all](#) [Collapse all](#)

- [Jump to ...](#)
- [Summary](#)
- [Description](#)
- [Example](#)
- [Switch language ...](#)
- [C](#)
- [C++](#)
- [FORTRAN](#)
- [JAVA](#)

[Summary](#)
[Description](#)
[Example](#)
[JAVA](#)
[FORTRAN](#)
[C++](#)
[C](#)

H5LT_SET_ATTRIBUTE_STRING

Creates and writes a string attribute.

Procedure:

H5LT_SET_ATTRIBUTE_STRING(*loc_id*, *obj_name*, *attr_name*, *attr_data*)

Signature:

```
herr_t H5LTset_attribute_string( hid_t loc_id, const char *obj_name, const char *attr_name, const char *attr_data )
```

```
subroutine h5ltset_attribute_string_f(loc_id, dset_name, attr_name, &
                                     buf, errcode )
    implicit none
    integer(HID_T), intent(IN) :: loc_id           ! file or group identifier
    character(LEN=*), intent(IN) :: dset_name      ! name of the dataset
    character(LEN=*), intent(IN) :: attr_name      ! name of the attribute
    integer :: errcode                             ! error code
    character(LEN=*), intent(IN) :: buf           ! data buffer
end subroutine h5ltset_attribute_string_f
```

Parameters:

| | |
|----------------------------|---|
| <i>hid_t</i> <i>loc_id</i> | IN: Identifier of the object (dataset or group) to create the attribute within. |
|----------------------------|---|

| | |
|------------------------------------|--|
| <code>const char *obj_name</code> | IN: The name of the object to attach the attribute. |
| <code>const char *attr_name</code> | IN: The attribute name. |
| <code>const char *attr_data</code> | IN: Buffer with data to be written to the attribute. |

Description:

`H5LTattach_attribute` creates and writes a string attribute named `attr_name` and attaches it to the object specified by the name `obj_name`. If the attribute already exists, it is overwritten.

Returns:

Returns a non-negative value if successful; otherwise returns a negative value.

Example:

Coming Soon!

--- Last Modified: December 04, 2017 | 07:15 AM