

H5LT_SET_ATTRIBUTE_ULONG

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H5LT_SET_ATTRIBUTE_ULONG

Creates and writes an attribute.

Procedure:

H5LT_SET_ATTRIBUTE_ULONG(loc_id, obj_name, attr_name, buffer, size)

Signature:

```
herr_t H5LTset_attribute_ulong ( hid_t loc_id, const char *obj_name, const char *attr_name, unsigned long *buffer, hsize_t size)
```

Parameters:

<i>hid_t</i> loc_id	IN: Identifier of the object (dataset or group) to create the attribute within.
<i>const char *</i> obj_name	IN: The name of the object to attach the attribute.
<i>const char *</i> attr_name	IN: The attribute name.
<i>unsigned long *</i> buffer	IN: Buffer with data to be written to the attribute.
<i>hsize_t</i> size	IN: The size of the 1D array (one in the case of a scalar attribute). This value is used by H5Screate_simple to create the dataspace.

Description:

`H5LTset_attribute_long` creates and writes a numerical attribute named `attr_name` and attaches it to the object specified by the name `obj_name`. The attribute has a dimensionality of 1. The HDF5 datatype of the attribute is `H5T_NATIVE_ULONG`.

Returns:

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

Example:

Coming Soon!

--- Last Modified: December 04, 2017 | 07:16 AM