

H5R_CREATE_OBJECT

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H5R_CREATE_OBJECT

Creates an object reference

Procedure:

H5R_CREATE_OBJECT (loc_id, name, oapl_id, ref_ptr)

Signature:

```
herr_t H5Rcreate_object ( hid_t loc_id, const char *name, hid_t oapl_id, H5R_ref_t *ref_ptr )
```

Parameters:

<i>hid_t</i> loc_id	IN: Location identifier
<i>const char *</i> name	IN: Name of object
<i>hid_t</i> oapl_id	IN: Valid object access property list identifier
<i>H5R_ref_t *</i> ref_ptr	OUT: Pointer to reference <i>H5R_ref_t</i> is defined in H5Rpublic.h as: <code>typedef unsigned char H5R_ref_t[H5R_REF_BUF_SIZE];</code>

Description:

H5R_CREATE_OBJECT creates a reference pointing to the object named `name` located at `loc_id`. The parameters `loc_id` and `name` are used to locate the object.

The parameter `oapl_id` is an object access property list identifier for the referenced object. The access property list must be of the same type as the object being referenced, that is a group, dataset or committed datatype property list.

Returns:

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

Example:

None

History:

Release	Change
1.12.0	C function was introduced in this release.

--- Last Modified: December 03, 2019 | 01:36 PM