H5LT_SET_ATTRIBUTE_USHORT

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Creates and writes an attribute.

Procedure:

H5LT_SET_ATTRIBUTE_USHORT(loc_id, obj_name, attr_name, buffer, size)

Signature:

```
herr_t H5LTset_attribute_ushort ( hid_t loc_id, const char *obj_name, const char *attr_name, unsigned short *buffer, hsize_t size)
```

Parameters:

hid_t `loc_id`	IN: Identifier of the object (dataset or group) to create the attribute within.
const char *`obj_name`	IN: The name of the object to attach the attribute.
const char *`attr_name`	IN: The attribute name.
unsigned short * `buffer`	IN: Buffer with data to be written to the attribute.
hsize_t `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_short` 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_USHORT.

Returns:

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

Example:

Coming Soon!
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