

H5A_EXISTS_BY_NAME

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H5A_EXISTS_BY_NAME

Determines whether an attribute with a given name exists on an object

Procedure:

H5A_EXISTS_BY_NAME(loc_id, obj_name, attr_name, lapl_id)

Signature:

```
htri_t H5Aexists_by_name
(
    hid_t      loc_id,
    const char *obj_name,
    const char *attr_name,
    hid_t      lapl_id
)
```

```

SUBROUTINE h5aexists_by_name_f(loc_id, obj_name, attr_name, attr_exists, hdferr,&
    lapl_id)
    IMPLICIT NONE
    INTEGER(HID_T), INTENT(IN) :: loc_id ! Location identifier
    CHARACTER(LEN=*), INTENT(IN) :: obj_name
        ! Object name either relative to loc_id,
        ! absolute from the
        ! file's root group, or '.'
    CHARACTER(LEN=*), INTENT(IN) :: attr_name
        ! Attribute name
    LOGICAL, INTENT(OUT) :: attr_exists ! .TRUE. if exists, .FALSE. otherwise
    INTEGER, INTENT(OUT) :: hdferr
        ! Error code:
        ! 0 on success and -1 on failure
    INTEGER(HID_T), OPTIONAL, INTENT(IN) :: lapl_id
        ! Link access property list identifier
END SUBROUTINE h5aexists_by_name_f

```

Parameters:

<i>hid_t</i> loc_id	IN: Location identifier; may be a file, group, dataset, or named datatype
<i>const char *</i> obj_name	IN: Object name Either relative to loc_id, absolute from the file's root group, or '.' (a dot)
<i>const char *</i> attr_name	IN: Attribute name
<i>hid_t</i> lapl_id	IN: Link access property list identifier

Description:

H5A_EXISTS_BY_NAME determines whether the attribute `attr_name` exists on an object. That object is specified by its location and name, `loc_id` and `obj_name`, respectively.

`loc_id` specifies a location in the file containing the object. `obj_name` is the name of the object to which the attribute is attached and can be a relative name, relative to `loc_id`, or an absolute name, based in the root group of the file. If `loc_id` fully specifies the object, `obj_name` should be '.' (a dot).

The link access property list, `lapl_id`, may provide information regarding the properties of links required to access `obj_name`. See "Link Access Properties" in the [H5P APIs](#).

Returns:

Returns a positive value if `attr_name` exists.
Returns 0 if `attr_name` does not exist.
Returns a negative value when the function fails.

Example:

Coming Soon!

History:

Release	Change
1.8.0	Function introduced in this release.