

# Identifiers

## Manipulating object identifiers and object names (H5I)

- `H5I_CLEAR_TYPE` — Deletes all identifiers of the given type
- `H5I_DEC_REF` — Decrements the reference count for an object
- `H5I_DEC_TYPE_REF` — Decrements the reference count on an identifier type
- `H5I_DESTROY_TYPE` — Removes the type type and all identifiers within that type
- `H5I_GET_FILE_ID` — Retrieves an identifier for the file containing the specified object
- `H5I_GET_NAME` — Retrieves a name of an object based on the object identifier
- `H5I_GET_REF` — Retrieves the reference count for an object
- `H5I_GET_TYPE` — Retrieves the type of an object
- `H5I_GET_TYPE_REF` — Retrieves the reference count on an ID type
- `H5I_INC_REF` — Increments the reference count for an object
- `H5I_INC_TYPE_REF` — Increments the reference count on an ID type
- `H5I_IS_VALID` — Determines whether an identifier is valid
- `H5I_ITERATE` — Calls a callback for each member of the identifier type specified
- `H5I_NMEMBERS` — Returns the number of identifiers in a given identifier type
- `H5I_OBJECT_VERIFY` — Returns the object referenced by id
- `H5I_REGISTER` — Creates and returns a new ID
- `H5I_REGISTER_TYPE` — Creates and returns a new ID type
- `H5I_REMOVE_VERIFY` — Removes an ID from internal storage
- `H5I_SEARCH` — Finds the memory referred to by an ID within the given ID type such that some criterion is satisfied
- `H5I_TYPE_EXISTS` — Determines whether an identifier type is registered