

Application Note: AN10037

How to specify that two functions must be placed in the same overlay

This application note is a short how-to on programming/using the xTIMEcomposer tools. It shows how to specify that two functions must be placed in the same overlay.

Required tools and libraries

This application note is based on the following components:

- xTIMEcomposer Tools - Version 14.0.0

Required hardware

Programming how-tos are generally not specific to any particular hardware and can usually run on all Xmos devices. See the contents of the note for full details.

1 How to specify that two functions must be placed in the same overlay

You can associate a name with the overlay containing an overlay root by specifying the overlay name in the overlay attribute as follows:

```
[[overlay(overlay_name)]] void f() {}
```

Specify the same overlay name multiple times forces two functions into the same named overlay. For example:

```
[[overlay(foo)]] void g() {}  
[[overlay(foo)]] void h() {}
```

f and g will be placed in the same overlay. All the code and read only data that is only referenced from f or g will be placed in this overlay. The overlay will be loaded into memory when either one of f and g is called.