

**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.



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