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

version	1.1.1
scope	Example. This code is provided as example code for a user to base their code on.
description	How to specify that two functions must be placed in the same overlay
boards	Unless otherwise specified, this example runs on the SliceKIT Core Board, but can easily be run on any XMOS device by using a different XN file.

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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