Rocket Uniface Library 10.4

$collSize

Get the number of Struct nodes in the collection.

Struct -> `$collSize`

Return Values

The value returned by `$collSize` depends on whether *Struct* refers to a single Struct or to multiple Structs.

Table: Return Values

Return Value	Meaning
>1	Number of members in the collection
1	*StructVariable* refers to a single Struct node or a Struct leaf
0	*StructVariable* does not refer to a Struct

Table: Values of `$procerror` Commonly Returned Following `$collsize`

Value	Error Constant	Meaning
-1155	`USTRUCTERR_MEMBER_NOT_FOUND`	Struct member not found
-1157	`USTRUCTERR_ILLEGAL_MEMBER_TYPE`	Not a valid struct member type

Description

The `$collSize` function is intended for use with a `struct` variable or parameter that refers to multiple Structs. If it refers to only a one Struct, you can use the `$memberCount` Struct function. In this case, the expression *StructVariable* -> `$memberCount` evaluates to the same value as *StructVariable* ->* -> `$collSize`.

Using the Collection Size

The collection size can be used when you need to iteratively process the members of a Struct. For example:

```
vTotalStructs = pStruct->$collsize
if (vTotalStructs > 1)
 i = 1
 while (i <= vTotalStructs)
 ;do something
 i = i + 1
 endwhile
 else
 ;do something else
endif
```

Related concepts

[$memberCount](#)