

Rocket Uniface Library 10.4

# **\$memberCount**

Get the number of members in a Struct.

Struct -> \$memberCount

#### **Return Values**

The value returned by \$memberCount depends on whether Struct refers to a single Struct or to multiple Structs.

Return Value	Meaning	
0	Struct has no members	
>=0	Number of members in the Struct.	
1	Struct has 1 member, or Struct has 1 member and 1 scalar member that holds the value of the Struct itself (only applicable for mixed content).	
-1	Struct refers to a collection of Structs, or is not a Struct	

**Table: Values of \$procerror Commonly Returned Following Struct Functions** 

Value	Error Constant	Meaning
-84	UACTERR_NO_OBJECT	Struct refers to zero Structs
-1151	USTRUCTERR_NO_COMMON_CHARACTERISTICS	Collection of Structs that do not share a common parent or the specified characteristic
-1157	USTRUCTERR_ILLEGAL_MEMBER_TYPE	Not a valid Struct member type

## **Description**

The \$memberCount function is intended for use with a struct variable or parameter that refers to a single Struct.

The value returned by \$memberCount does not include annotations; these can be accessed using \$tags.

If *Struct* refers to more than one Struct, you can use the **\$collSize** function to get the number of Structs in the collection.

### **Check for Struct Nodes before Iterating**

You can use **\$isLeaf** to check whether a member is a nested Struct, before using **\$membercount**. For example:

- 1. If vStruct refers to the node of a nested Struct.
- 2. Get the number of members in the node.
- 3. Put the name of each member in the message frame.

### **Related concepts**

**\$collSize** 

\$tags