



Rocket Uniface Library 10.4

Struct Index Operator ({N})

Access a member of a Struct by its index position in the Struct.

- By index:

StructVariable -> * { *Index* }

- By name and index:

StructVariable -> *Name* { *Index* }

- With **struct** variable or parameter:

StructVariable { *Index* }

Arguments

- *StructVariable*—variable or parameter of type **struct** which refers to one or Structs
- *Index*—index position of the member in the Struct; valid values are:
 - Integers > 0 and <= *N*, where *N* is the current number of members in the Struct
 - -1 for the last member in the Struct
 - *N*+1 when adding a member after the last member in the Struct.

Return Values

Returns a reference to a single Struct member, or to NULL if there is no member at the specified index position

Table: Possible Errors Returned in \$procerror after ->

Error number	Error Constant	Meaning
-1155	USTRUCTERR_MEMBER_NOT_FOUND	The Struct does not contain a member with the specified name.
-1154	USTRUCTERR_INDEX_OUT_OF_RANGE	The Struct does not contain a member at the specified index position.
-1157	USTRUCTERR_ILLEGAL_MEMBER_TYPE	<i>StructVariable</i> is not a struct or any .

Use

Allowed in all components.

Description

You can use the index operator in combination with the dereference operator (->) to access a specific member in a collection of members with the same name. For example, you can extract the value of the second occurrence of the member with name `phone_number`, where multiple members have the same name:

```
vMobile = vStruct->phone_number{2}
```

When used with `->*`, you can access the member at a specific location in a Struct, regardless of the name. For example:

```
vTemp = vStruct->{*}{2}
```