



Rocket Uniface Library 10.4

\$parent

Get or set the parent of the Struct node.

Struct -> **\$parent**

Return Values

Return Value	Meaning
Reference to the parent Struct	Reference to the Struct of which <i>Struct</i> is a member.
""	Returned if one the following is true: <ul style="list-style-type: none">• The Struct node has no parent.• <i>Struct</i> refers to multiple Structs that do not have the same parent.• <i>Struct</i> does not refer to a Struct.

Table: Values of \$procerror Commonly Returned Following \$parent

Value	Error Constant	Meaning
-84	UACTERR_NO_OBJECT	<i>Struct</i> does not refer to a Struct.
-1151	USTRUCTERR_NO_COMMON_CHARACTERISTICS	Structs do not have a common name or parent.
-1156	USTRUCTERR_NOT_A_SINGLE_STRUCT	Tried to assign a Struct node to multiple parents.
-1157	USTRUCTERR_ILLEGAL_MEMBER_TYPE	Not a valid Struct member type.
-1158	USTRUCTERR_CIRCULAR_REFERENCE	Tried to move the Struct to a descendent of its current parent.
-1162	USTRUCTERR_NOT_ALLOWED_ON_TAGS	Tried to move the Struct to a \$tags Struct of another Struct.

Description

You use the **\$parent** function to:

- Get the parent of a Struct member, or get the parent of a collection of Structs that have the same parent. If the Structs have different parents, an error is returned in **\$procerror**.
- Detach a Struct node from its parent, making it a top node. For example:

```
vStruct->$parent = ""
```

- Move a Struct node to another Struct. For example:

```
vStructA->$parent = vStructB
```

This detaches the node StructA from its current parent and adds it as a member of StructB.

Related concepts

[Adding, Copying, Moving, and Replacing Struct Members](#)

Related tasks

[Example: Moving Structs](#)

[Example: Removing Members](#)