Rocket software

Rocket Uniface Library 10.4

$dbgStringPlain

Get a string that represents the Struct or Struct collection, without the annotations (`$tags`).

Struct `-> $dbgStringPlain`

Return Values

Returns a string that can be used for debugging.

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

`$dbgStringPlain` is intended for use during development, to visually represent and format the contents of a `struct` variable. It can be used to display the Struct as string, for example, in the message frame. This function is also used in the Debugger.

Note: It is not intended to be a serialized form of the Struct. It is not possible to recreate a Struct from a string that was created in this way.

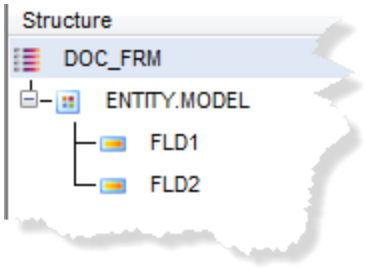
The returned string shows only the nested structure of the Struct, without the `$tags` Structs. This makes it easier to use when annotations are not relevant.

In the returned string:

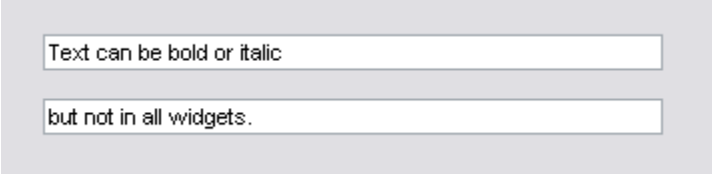
- The name of the Struct is printed on the first line between square brackets, with proper indentation.
- A Struct leaf is followed by an equal sign (=) and its value.
- String values are in double quotes.
- All other data types (numeric/float, date, raw, and so on) are displayed without quotes
- A node with no members and no value is considered to hold an empty string

Example: Uniface Component Struct

For example, consider the following component structure:



And the following runtime data:



The Struct function `$dbgStringPlain` returns a formatted string that represents the Struct:

```
[DATA_FRM] ❶
  [NM_ENTITY.NM] ❷
      [OCC] ❸
        [FIELD1] = "Text can be bold or italic" ❹
        [FIELD2] = "but not in all widgets."
```

1. Named top-level Struct with name of component
2. Named Struct node for entity
3. Struct node for occurrence. The name is fixed to `OCC`
4. Struct leaf for field

Related concepts

$dbgString