Rocket software

Rocket Uniface Library 10.4

Struct Functions

Struct functions enable you to get information about a Struct (such as the number of members it has), get or set Struct annotations, or perform actions such as inserting and moving Struct members.

Syntactically, they are treated as Struct members and are accessed using the dereference operator (`->`):

Struct `->` *StructFunction*

For example:

```
vBook->$membercount
```

Unlike true members, Struct functions are not part of the Struct member list and they do not have an index.

Struct function names always begin with a dollar sign `$`. Unlike other functions, they do not use parentheses `()`.

Table: Struct Functions

ProcScript	Description
$collSize	Get the number of Structs in the collection.
$dbgString	Get a string that represents the Struct or Struct collection.
$dbgStringPlain	Get a string that represents the Struct or Struct collection, but without annotations.
$index	Get or set the index of the Struct in a Struct collection.
$isLeaf	Check whether a Struct is a Struct leaf (the logical end point in a Struct tree).
$isScalar	Check whether a Struct is a scalar Struct.
$istags	Check whether the Struct is a `$tags` Struct for another Struct.
$memberCount	Get the number of members in a Struct.
$name	Get the name of a Struct.
$parent	Get or set the parent of the Struct.
$scalar	Get or set the scalar members of a Struct.
$tags	Get or set annotations for a Struct.

Setting Struct Functions

Although most Struct functions only return information, the `$index`, `$parent`, and `$tag` functions can be used to change data. You can use:

- `$index` to insert a member into a Struct at the specified index.
- `$parent` to move a Struct member from one Struct to another.
- `$tags` to set the value of annotations, or define your own annotations fro use in conversion routines.

For more information, see Struct Annotations.

Related reference

ProcScript: Struct Functions