Rocket software

# Rocket Uniface Library 10.4

# $scalar

Retrieve a collection of all scalar members of a Struct, or assign a scalar value to a Struct.

*Struct* `->` `$scalar`

## Return Values

Returns a reference to all scalar members of a Struct.

**Table: Common Values Returned in $procerror after $scalar**

| Value | Error Constant | Meaning |
|---|---|---|
| -1163 | USTRUCTERR_SCALAR | Tried to access members of a Scalar Struct, which has no members |
| -1164 | USTRUCTERR_NOT_A_SCALAR | Tried to assign a non-scalar value to `$scalar`. The Struct is not changed in that case. |

## Description

A Struct node can have one or more members that are scalar Structs. You can use `$scalar` to retrieve all scalar members of a Struct node (instead of iterating over them and checking `$isScalar` for each of them). You can also use `$scalar` to assign or change the scalar value of a Struct.

For more information, see the "Struct Leaves" topic.

## Example: Using `$scalar`

For example, given the following Struct (referenced by Struct variable *vStruct*):

```
[]
 [div]
 [h1] = "Example"
 "Text can be "
 [b] = "bold "
 "or "
 [em] = "italic"
```

The following code shows how you can use `$scalar`:

```
variables
  struct vStruct, vScalar1, vScalar2
endvariables
  ...
  vScalar1 = vStruct->div->$scalar      ❶
  vScalar2 = vStruct->div->b->$scalar   ❷

  vStruct->div->$scalar = "Plain "      ❸
```

1. *vScalar1* refers to two Scalar Structs: `"Text can be "` and `"or "`
2. *vScalar2* refers to one Scalar Struct: `"bold "`
3. A new value is assigned to `$scalar`, which is inserted at the position of the first scalar Struct in *vStruct*. *vStruct* now has the following structure:

```
[]
 [div]
 [h1] = "Example"
 "Plain "
 [b] = "bold "
 [em] = "italic"
```

**Related concepts**

**$isScalar**

**Related reference**

**Struct Leaves**