



---

# Rocket Uniface Library 10.4

## Example: Removing Levels from a Struct

This example demonstrates how to remove a level from a Struct.

By way of contrast, see [Example: Inserting Levels in a Struct](#)

```
function REMOVE_STRUCT_LEVEL
; This entry shows how to remove a level from a Struct
; (the reverse of the INSERT_STRUCT_LEVEL)
variables
    struct vStruct
endvariables

    call printHeader("REMOVE_STRUCT_LEVEL") ; display entry header in the message frame

; Build a struct [1]
vStruct->levelA = $newstruct
vStruct->levelA->levelB = $newstruct
vStruct->levelA->levelB->childX = "xx"
vStruct->levelA->levelB->childY = "yy"
vStruct->levelA->levelB->childComplex = $newstruct
vStruct->levelA->levelB->childComplex->childZ = "zz"

putmess vStruct->$dbgstring


; Remove level B, so that all its children become children of levelA.
vStruct->levelA->levelB->*->$parent = vStruct->levelA [2]
vStruct->levelA->levelB->$parent = "" [3]
putmess vStruct1->$dbgstring [4]

end ; - function REMOVE_STRUCT_LEVEL
```

1. The initial Struct looks like this:

```
[ ]
[ levelA ]
[ levelB ]
[ childX ] = "xx"
[ childY ] = "yy"
[ childComplex ]
[ childZ ] = "zz"
```

2. Assign vStruct1->levelA as parent of levelB's children.
3. Reset the parent of vStruct1->levelA->levelB to an empty string.

 **Note:** LevelB is no longer part of a containing Struct, and no struct variables refer to levelB, so the Struct is deleted, that is, it is removed from memory.

4. The Struct now looks like this:

```
[ ]
```

---

```
[levelA]
[childX] = "xx"
[childY] = "yy"
[childComplex]
[childZ] = "zz"
```