



---

# Rocket Uniface Library 10.4

---

## \$equalStructRefs

Checks whether two variables of type struct reference the same physical Struct.

`$equalStructRefs ( Struct1 , Struct2 )`

### Parameters

*Struct1* and *Struct2*—variables of type `struct`

### Return Values

Returns true if, and only if, *Struct1* and *Struct2* refer to the same Struct; in all other cases it returns False.

### Use

Allowed in all component types.

### Description

Use `$equalStructRefs` to compare Structs by reference. For more information, see [Comparing Structs](#).

### Example: Using \$equalStructRefs

```
if ($equalStructRefs(vStructA, vStructB) != 1)
  <do something>
endif
```

### Related tasks

[Comparing Structs](#)