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# Rocket Uniface Library 10.4

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## Struct Collection Operator (->\*)

Access all the members of a Struct.

*StructVariable* ->\*

### Arguments

*StructVariable*—variable or parameter of type **struct**, which refers to zero or more Structs

### Return Values

Returns an ordered collection of Structs.

**Table: Values of \$procerror Commonly Returned Following ->**

Error number	Error Constant	Meaning
-84	ACTERR_NO_OBJECT	Struct operator applied to non-Struct
-1153	USTRUCTERR_INDEX_NOT_ALLOWED	Struct index is not allowed
-1157	USTRUCTERR_ILLEGAL_MEMBER_TYPE	<i>StructVariable</i> is not a <b>struct</b> or <b>any</b>

### Use

Allowed in all components

### Description

The de-reference operator followed by a wildcard is actually a separate operator. No blanks are allowed between the arrow symbol and the asterisk.

The Struct Collection operator can be used to get a subset of members from a Struct. For example:

- `vStruct = vBook->{*}{3}`

`vStruct` refers to the third Struct member of `vBook`

- `vStruct = vBook->{*}{3}->section`

`vStruct` refers to a collection of members called `section`, belonging to the third member of `vBook`.

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## Assigning by Value

You can use the collection operator in the left side of an assignment to insert new members in one or more Structs:

*StructVariable* ->\* = *Variable*

In this case:

1. All members are removed from the Struct.
2. The new members are inserted in the Struct.
  - If *Variable* refers to a Struct (or Structs), the new members copies of the individual Structs referred to by *Variable*.
  - If *Variable* is a scalar value, a single new member is inserted in each Struct referenced by *StructVariable*.

For more information, see [Adding, Copying, Moving, and Replacing Struct Members](#).