Rocket Uniface Library 10.4

$newstruct

Explicitly create a new Struct with no members.

StructVar = `$newstruct`

Example: `vStruct1->mbr = $newstruct`

Parameters

Table: Parameters

Parameter	Data Type	Description
StructVar	`struct`	Name of a variable or parameter; must be of type `struct` or `any`.

Return Values

Returns an empty Struct.

Use

Allowed in all component types.

Description

Structs are usually implicitly created by assigning a value to a `struct` variable or parameter. The `$newstruct` function enables you to explicitly create an empty Struct or Struct member, which you can then populate.

Example: Using `$newstruct`

The following statement inserts a reference to an empty Struct (referenced by `vStruct1`) called `mbr`.

```
vStruct1->mbr = $newstruct
```

The following statement would rarely be required except, for example, if it were used in a loop that needs to reinitialize `vStruct2`.

```
vStruct2 = $newstruct
```