



Rocket Uniface Library 10.4

ProcScript for Manipulating Structs


The ProcScript language provides a **struct** data type, ProcScript statements and functions, as well as access operators and Struct functions that enable you to manipulate data in a Struct and transform it into other data formats.

Table: ProcScript for Creating and Transforming Structs

ProcScript	Description
struct	Data type for variables and parameters
\$newstruct	Create a new, empty Struct
\$equalStructRefs	Checks whether struct variables point to the same Struct.
componentToStruct	Convert Uniface component data into a Struct
structToComponent	Load data from a Struct into a Uniface component
xmlToStruct	Convert XML data into a Struct
structToXml	Convert Struct data into XML
jsonToStruct	Convert JSON data into a Struct
structToJson	Convert a Struct into JSON

To query Structs and their members, get or set Struct annotations, or insert, move, and delete Struct members you can use the Struct functions. Both members and functions can be addressed using the de-reference access operator.

For more information, see [Struct Functions](#) and [Struct Access Operators](#).

 **Note:** A USTRUCT Global ProcScript library is available in the **uniface/misc** folder as **libprc.ustruct.xml**. This library is exception-enabled by default and can be modified as needed.

Related concepts

[Struct Access Operators](#)

[Struct Functions](#)