



Rocket Uniface Library 10.4

\$isScalar

Checks whether a Struct node is a scalar Struct.

Struct -> **\$isScalar**

Return Values

Table: Return Values

Return Value	Meaning
0	Struct is scalar member
1	Struct is not a scalar member

Table: Values of \$procerror Commonly Returned Following Struct Functions

Value	Error Constant	Meaning
-84	UACTERR_NO_OBJECT	<i>Struct</i> refers to zero Structs
-1151	USTRUCTERR_NO_COMMON_CHARACTERISTICS	Collection of Structs that do not share a common parent or the specified characteristic
-1157	USTRUCTERR_ILLEGAL_MEMBER_TYPE	Not a valid Struct member type

Description

Use **\$isScalar** to check whether the Struct is a scalar Struct. A scalar Struct is used only to contain the scalar value. It cannot have sub-nodes, and it is not possible to use access operators (such as ->) on a scalar Struct.

It fulfills the following conditions:

- **\$membercount** returns 0 members
- **\$isLeaf** returns 1 (true)
- **\$isScalar** returns 1 (true)

For more information, see [Struct Leaves](#).

Example: \$isScalar

The following code checks whether a Struct member is a scalar Struct before assigning it to a field:

```
if (vStruct->{*1}->$isScalar)
  FLD1 = vStruct->{1}
endif
```