



Rocket Uniface Library 10.4

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\$index

Get or set the index (position) of a node in a Struct collection.

Struct -> **\$index**

Struct must refer to exactly one Struct.

Return Values

Return Value	Meaning
>0	Index of the single Struct referred to by <i>Struct</i> .
0	<i>Struct</i> refers to multiple Structs, so it returns an invalid index.

Table: Values of \$procerror Commonly Returned Following \$index

Value	Error Constant	Meaning
-84	UACTERR_NO_OBJECT	<i>StructVariable</i> is not initialized, or does not refer to exactly one Struct.
-1152	STRUCTERR_INDEX_NOT_ASSIGNABLE	<i>StructVariable</i> has no parent (it is a top-level node), or <i>StructVariable</i> refers to the \$tags Struct of another Struct.
-1154	STRUCTERR_INDEX_OUT_OF_RANGE	Tried to assign a single Struct to a number greater than the number of members of the parent, or smaller than one and not equal to -1.
-1156	USTRUCTERR_NOT_A_SINGLE_STRUCT	Tried to assign a struct to multiple parents.

Description

You can use the **\$index** function to move Struct members to a specific position in its parent Struct or to a specified position in another Struct.

Moving a Struct

Move a Struct to the last position in its parent member list:

```
vStructA->$index = -1
```

Related concepts

[Adding, Copying, Moving, and Replacing Struct Members](#)