



Rocket Uniface Library 10.4

return

Exit from the ProcScript module, optionally returning a value to **\$status**.

return {*Expression*}

Example: **return** (0)

Parameters

Table: Parameters

Parameter	Data Type	Description
<i>Expression</i>	Any	Expression that evaluates to any data type. The value is placed in \$status (and automatically converted to a numeric if the data type is not numeric). To improve readability, parentheses () are often included as a part of <i>Expression</i> .

Return Values

Table: Values returned in \$status

Value	Meaning
0	<i>Expression</i> is not present, or is converted from a data type that cannot be expressed as a number.
>0	Value of <i>Expression</i> if it evaluates to a numeric.

\$procerror is 0.

Use

Allowed in all component types.

Description

The **return** statement exits from the ProcScript module, and returns the specified value.

If you use *Expression* to return a value, you should be aware that in many triggers, returning a negative value causes the cursor to remain in the field. For more information, see the descriptions of the individual triggers.

If the module was invoked by a statement, such as **call** or **activate**, the return value of the module is assigned to **\$status** (and automatically converted to a numeric if the data type is not numeric).

If the module was invoked using an inline construction (such as an instance handle or a function argument), the return value is returned inline, and the value of **\$status** keeps the value as set inside the ProcScript module. If this was not changed, it remains 0, which is the value set when the module was invoked.



Note: For entries and functions, you can specify the data type of the return value using the **returns**



declaration before the **parameters** block. For operations, the return value of an operation is always Numeric.

Example: Using return

The following example uses the **return** statement to prevent the user from quitting a modified form without confirming the action:

```
trigger quit
; check for modifications: if no changes
; end and set $status = 0
; return -1 prevents user from leaving form

if ($formmod = 0)
  return
else
  askmess "Data modified! Do you want to store? (Y/N)"
  if ($status = 1)
    store
    if ($status < 0)
      message "Store error number %"$status%"
      return (-1)
    endif
  else
    return (0) ;leave form without storing
  endif
endif
end ; quit
```

Related concepts

[break](#)

[done](#)

[end](#)

[exit](#)

[\\$status](#)