



Rocket Uniface Library 10.4

\$name

Get or set the name of a Struct member, as it is known to its parent.

Struct ->\$name

Return Values

Table: Return Values

Return Value	Meaning
""	Struct has no name, or <i>Struct</i> does not refer to a Struct
<i>StructName</i>	Name of the Struct

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 **\$name** to get the name of a single Struct member, or assign a name to a Struct. The function also works on a collection of Structs, but only if they all have the same name and the same parent. Otherwise, an error is returned.

Creating a Named Struct

```
function createStruct
  variables
    struct vStruct
  endvariables
  ; Create a Struct named ORDER
  vStruct->$name = "ORDER"
end
```

Related tasks

[Example: Using Special Characters and Reserved Words as Member Names](#)