Rocket Uniface Library 10.4

Assigning Values to Structs

Structs are assigned to Structs either by reference or by value.

Structs are assigned by reference when the target (to the left of the = sign) is a variable or parameter.

Structs are assigned by value when the target is a Struct member.

Example: Assignment by Reference

The following code assigns the Struct referenced by `struct` component variable `vInputStruct` to a local variable `vBook`:

```
variables
 any vBook
endvariables
; $vInputStruct$ is a struct component variable that refers to an existing Struct
vBook = $vInputStruct$
```

Now, both `vBook` and `$vInputStruct$` refer to the same Struct. The Struct itself is not affected.

Example:Assignment by Value

The following code assigns a value to the `title` member of the Struct referenced by `vStruct`:

```
vStruct->title = "Installation Guide"
```

The following code assigns the Struct referenced by `vChapter` to a Struct member named `preface`.

```
vStructMember->preface = vChapter
```

In this case, the contents of `vChapter` replace the `preface` member.

Related tasks

[**Example: Struct Basics**](#)