



Rocket Uniface Library 10.4

Example: Using Special Characters and Reserved Words as Member Names

To enable member names to include spaces, special characters, or reserve names, use quotation marks around the member names when assigning them.

```
function MEMBER_NAME_CHARSET
variables
    struct vStruct
endvariables

#comment Using DQ for double quotes to improve readability:
#define DQ %""%%
call printHeader("MEMBER_NAME_CHARSET") ; display entry header in the message frame

; Use a space in a member name, and display the result:
vStruct->"a name" = "abc" [1]
putmess "Member names can include spaces when using quotes:"
putmess $concat(" For Struct [a name], vStruct-><DQ>a name<DQ> returns: ", %\
                vStruct->"a name")
putmess vStruct->$dbgstring

; Use names that conflict with, for example, Struct functions
vStruct->membername = $newstruct [2]
vStruct->membername->"$name" = "dollarname" [3]
putmess "Member names can match Struct function names:"
putmess vStruct->membername->$dbgstring
putmess " membername->$name = %(vStruct->membername->$name)%%"
putmess " membername-><DQ>$name<DQ> = %(vStruct->membername->"$name")%%"
end ; function MEMBER_NAME_CHARSET
```

1. Create a Struct with member 'a name' and assign it a value of abc.
2. Add another Struct called 'membername'.
3. Add a member to membername called '\$name' (which is the name of a Struct function), and assign it the value dollarname.

Output in the message frame:

```
=====
MEMBER_NAME_CHARSET
=====
Member names can include spaces:
[]
[a name] = "abc"

For Struct [a name], vStruct->"a name" returns: abc
Member names can match Struct functions names:
[membername]
[$name] = "dollarname"

membername->$name = membername
```

```
membername->"$name" = dollarname
```

Related concepts

[\\$name](#)