



Rocket Uniface Library 10.4

Example: Inserting Levels in a Struct

This example shows how to insert an additional level into a Struct.

By way of contrast, see [Example: Removing Levels from a Struct](#).

```
function INSERT_STRUCT_LEVEL
variables
    struct vStruct, vNewLevel
endvariables

    call printHeader("INSERT_STRUCT_LEVEL") ; display entry header in the message frame

; Build a Struct [1]
vStruct->levelA = $newstruct
vStruct->levelA->childX = "xx"
vStruct->levelA->childY = "yy"
vStruct->levelA->childComplex = $newstruct
vStruct->levelA->childComplex->childZ = "zz"

putmess "Original Struct:"
putmess vStruct->$dbgstring

; Insert a new Struct level between 'vStruct1->levelA'
; and its children
vNewLevel = $newstruct
vStruct->levelA->*->$parent = vNewLevel [2]
vStruct->levelA->levelB = vNewLevel [3]

putmess "Struct with new LevelB" [4]
putmess vStruct->$dbgstring

end ; - function INSERT_STRUCT_LEVEL
```

1. The initial Struct looks like this:

```
Original Struct:
[]
[levelA]
[childX] = "xx"
[childY] = "yy"
[childComplex]
[childZ] = "zz"
```

2. Create a Struct and change the parent of LevelA's children to the new Struct.
3. Add a member to LevelA called LevelB, and assign it the new Struct.
4. The resulting Struct looks like this:

```
Struct with new LevelB
[]
[levelA]
[levelB]
```

```
[childX] = "xx"  
[childY] = "yy"  
[childComplex]  
[childZ] = "zz"
```