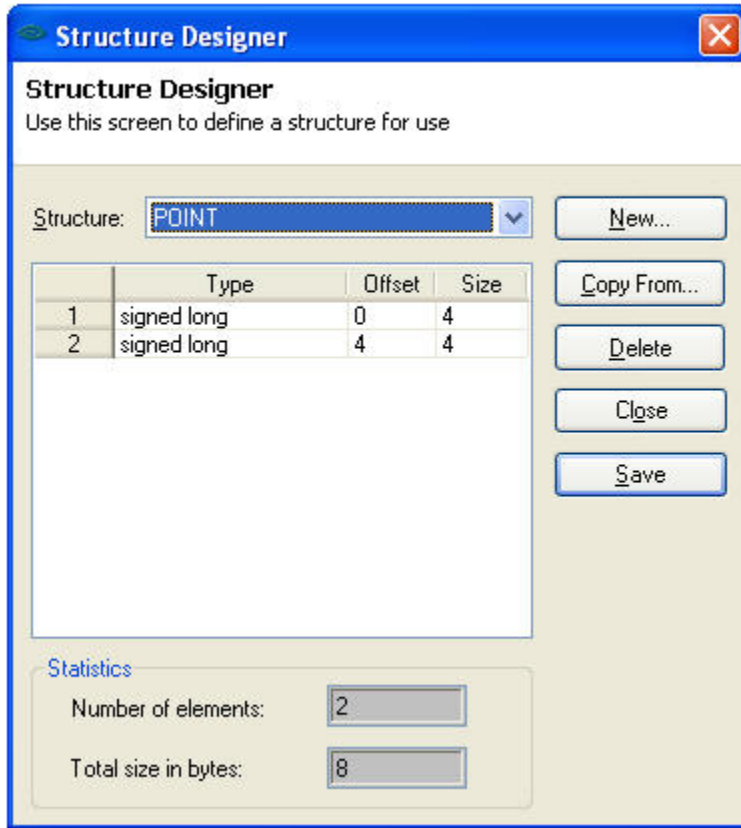


Define_Struct Routine

Description

Starts the Structure Designer tool, from the System Monitor or Editor++. The Structure Designer, with a POINT structure defined, is shown below:



The Structure Designer window is titled "Structure Designer" and contains the following elements:

- Structure:** A dropdown menu showing "POINT".
- Buttons:** "New...", "Copy From...", "Delete", "Close", and "Save".
- Table:** A table with columns "Type", "Offset", and "Size".

	Type	Offset	Size
1	signed long	0	4
2	signed long	4	4
- Statistics:** A section with two fields: "Number of elements:" with a value of 2, and "Total size in bytes:" with a value of 8.

Remarks

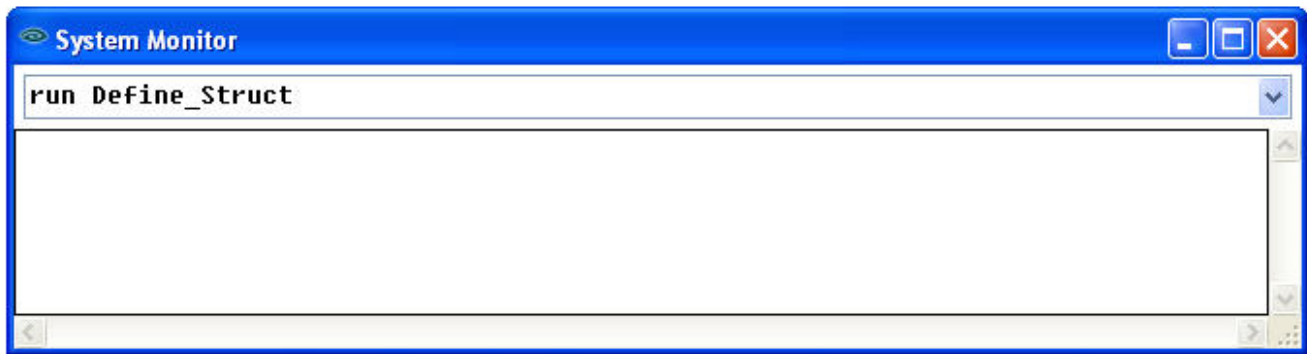
The Structure Designer can also be started by executing the DEFINE_STRUCT form from the repository outliner in the Application Manager. For the type "char[n]" then length of the char array must be specified. Repository entities are generated for each structure. This enables the deployment of structure definitions using the Runtime Deployment Kit.

See also

[Blank_Struct\(\)](#), [Struct_Flush](#), [Struct_Len\(\)](#), [Struct_To_Var\(\)](#), [Var_To_Struct\(\)](#)

Launch

Launching the Structure Designer from the System Monitor



Launching the Structure Designers from the Editor++:

