

# Parse\_Struct Subroutine

## Description

Extracts elements from a structure into BASIC+ variables.

## Syntax

**Parse\_Struct** (*struct, structname, element1 [, ... element32]*)

## Remarks

Use this function to parse a structure returned by a DLL function. Alternatively, the [Struct\\_To\\_Var](#) function can be used to convert a structure into a dynamic array as long as none of the elements are char or char array types containing character values greater than @VM (hex FD, decimal 253).

This function is the opposite of the [Build\\_Struct](#) function.

The structure definition must be predefined using the [Define\\_Struct](#) routine.

## See also

[Build\\_Struct\(\)](#), [Struct\\_To\\_Var\(\)](#), [Var\\_To\\_Struct\(\)](#)

## Example

```
/* assumes the structure called RECT has been defined as being composed of
4 "signed short" elements and the API function GetWindowRect has been defined in
DLL_USER as: VOID PASCAL GetWindowRect(USHORT, LPCHAR) */
declare function Get_Property, Blank_Struct, GetWindowsRect
declare subroutine Parse_Struct
hwnd = Get_Property(@window, "HANDLE")
rect = Blank_Struct("RECT")
GetWindowsRect(hwnd, rect)
Parse_Struct(rect, "RECT", left, top, right, bottom)
```