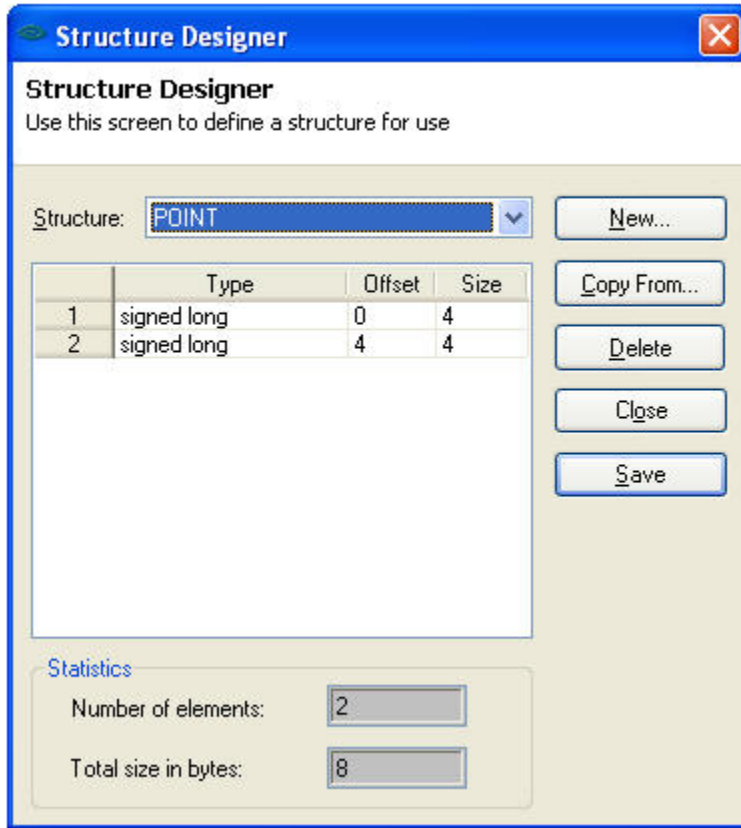


# Define\_Struct Routine

## 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 dialog box is titled "Structure Designer" and contains the instruction "Use this screen to define a structure for use". It features a "Structure:" dropdown menu currently set to "POINT". To the right of the dropdown are buttons for "New...", "Copy From...", "Delete", "Close", and "Save". Below the dropdown is a table with columns "Type", "Offset", and "Size". The table contains two rows: the first row has "signed long", "0", and "4"; the second row has "signed long", "4", and "4". Below the table is a "Statistics" section with two fields: "Number of elements:" with a value of "2" and "Total size in bytes:" with a value of "8".

	Type	Offset	Size
1	signed long	0	4
2	signed long	4	4

Statistics

Number of elements: 2

Total size in bytes: 8

## Remarks

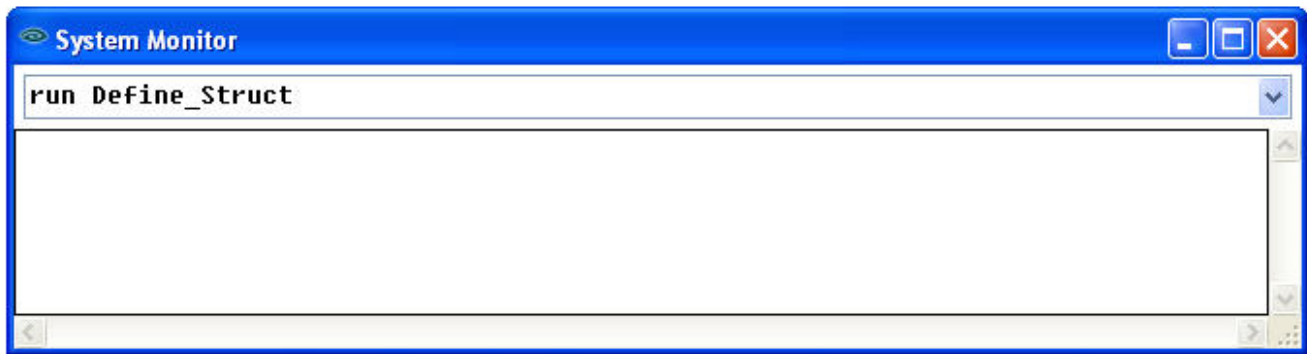
The Structure Designer can also be started by executing the DEFINE\_STRUCT form from the repository outliner in the Application Manager. For the type "char[n]" then length of the char array must be specified. Repository entities are generated for each structure. This enables the deployment of structure 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++:

