

Uniface 4GL: Feature request: Code snippets

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Would it be possible to introduce a feature similar to include procs, but which do not validate. Maybe even include a flag on include procs to disable validation for that particular proc.

I think it would be a good feature to be able to include segments of code, for inclusion into other proc.

e.g.

define a code snippet of 'standardvariables' in library LIB:

```
numeric vNumeric  
string vString
```

Then, in a trigger, you would have

```
entry SomeEntry  
variables  
#include LIB:standardvariables  
boolean vBoolean  
endvariables
```

Any thoughts?

Martin