

# Uniface Events: just attended the struct webex

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thanks to daniel iseli for the demo and some insight of struct manipulating code. What I have missed (but maybe it's hard to do in such a conference) is some focus on: "we have our assignment", - what do we have to do (access a group of data, move it to another location, ...) - what does that mean for our struct? - what commands to we need (remember: reference vs. copy of data,) - when do we just change pointers, when do we create new data? because of the "by reference", one may destroy data even for an :IN parameter. Looking forward to the slides and demo forms for further experiments on that matter. I wonder how structs fits in the lists, xmlhttp, retrieve/reconnect {EntityName} , DTD realms. I think Iain Sharp has mentioned some experiences on the struct2component area.