

## Navigating the properties of a struct in ocl

If your model contains structs that you want to be able to navigate in OCL, here is how to install custom OCL operations to make it work:

First of all, define the struct:

```
public struct Coord
{
    public int x;
    public int y;
    public int z;
    public override string ToString()
    {
        return string.Format("{0}:{1}:{2}", x, y, z);
    }
}
```

Then add a helper class with a static method for each of the properties:

```
public struct Coord
{
    ...
    public class CoordOclHelper
    {
        public static int x(Coord coord) { return coord.x; }
        public static int y(Coord coord) { return coord.y; }
        public static int z(Coord coord) { return coord.z; }
    }
}
```

Finally, install the helper class as an OCL operation in your EcoSpace:

```
[Eco.Ocl.Support.EcoOclOperation(typeof(Coord.CoordOclHelper), true)]
public partial class EcoProject42EcoSpace: Eco.Handles.DefaultEcoSpace
{
    ...
}
```

This will make the parts available in OCL in runtime, but not indesigntime. You can now write OCL expressions like:

```
aShape.Points->select(p|p.Coordinate.x > 100)
```

Last Modified By: Jonas Högström, den 8 januari 2009

<http://www.capableobjects.com/apps/InstantKB13/KnowledgebaseArticle50019.aspx>

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