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UAHCONNECT hConnect;
UAHARCHIVE hArchive;
int plCount;

//***** Connect to Componente User Archive *****

if(uaConnect(&hConnect)==FALSE)
{
    printf("uaConnect error: %d\r\n",uaGetLastError());
    return;
}

if(hConnect==NULL)
{
    printf("Handle UAHCONNECT equals NULL\r\n");
    return;
}

//***** Connect to Archive via Name *****

if(uaQueryArchiveByName(hConnect,"test",&hArchive)==FALSE)
{
    printf("uaQueryArchive Error: %d\r\n",uaGetLastError());
    uaDisconnect(hConnect);
    return;
}

//*****
//Here you can take a function for sort/filter on the UA-archiv
//so you do not need a uaArchiveRequery !
//
//sorted by User Archive Field ID

        uaArchiveSetSort( hArchive, "ID" );

//***** Opens Archivs *****

        if(uaArchiveOpen(hArchive)==FALSE)
        {
            printf("uaArchive Open Error\r\n",uaGetLastError());
            uaReleaseArchive(hArchive);
            uaDisconnect(hConnect);
            return;
        }

//*****
//Here you can make your changes ... to the User Archive.
//
//get here the number of the data records that this User Archive have

        UAArchiveGetCount(hArchive,&plCount);
        printf( "Number of data records: %d\r\n" , plCount);

//***** Close Archive *****

        if(uaArchiveClose(hArchive)==FALSE)
        {
            printf("error on closing archive\r\n",uaGetLastError());
        }
        if(uaReleaseArchive(hArchive)==FALSE)
        {
            printf("error release archive\r\n",uaGetLastError());
        }

//***** Disconnect Component User Archive *****

if(uaDisconnect(hConnect)==FALSE)
{
    printf("error on disconnection\n",uaGetLastError());
    return;
}

```