Function

Math.IsEqual

```
Boolean Math.IsEqual(Object x, Object y)
```

API	http://api.avolites.com/10.1/Math.IsEqual.html
description	Returns whether the two values are equal or not.
namespace	Math
parameter	x (Object) : The value to compare with y.
	y (Object) : The value to compare with x.
return value	Boolean True is equal and false otherwise.

Example in

Chase - Double speed:

```
  <step condition="Math.IsEqual(Playbacks.Editor.Times.ChaseSpeed,
0.0)">...</step>
```

This step is only executed if the property Playbacks.Editor.Times.ChaseSpeed equals 0.0

Also used in

- Control Structures
- Create/Replace Group (snippet)
- Chase - Double speed
- Dummy speed as condition
- Timecode - Set starttime to livetime and toggle source
- Timecode - Set Start Time
- Timecode - Winamp Tracks
- Function list

Remarks

As of version 10, it is possible to write conditions in a more modern way, which integrates such functions and logic operations as control structures:

```
<step>
  {
    if(Playbacks.Editor.Times.ChaseSpeed == 0.0) {
       ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseSpeed",
1.0);
    }
  }
```

```
</step>
```

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