

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

From:
<https://avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:
<https://avosupport.de/wiki/macros/function/math.isequal?rev=1510939401>

Last update: **2017/11/17 17:23**

