

# Math.IsEqual

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

<b>API</b>	<a href="http://api.avolites.com/10.1/Math.IsEqual.html">http://api.avolites.com/10.1/Math.IsEqual.html</a>
<b>description</b>	Returns whether the two values are equal or not.
<b>namespace</b>	Math
<b>parameter</b>	x ( <a href="#">Object</a> ) : The value to compare with y. y ( <a href="#">Object</a> ) : The value to compare with x.
<b>return value</b>	<a href="#">Boolean</a> 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

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

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