

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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