

TXLangRunIF

## Xlanguage IF Condition Component

### Using :

For IF condition

### SubObjects :

TXLangBracket

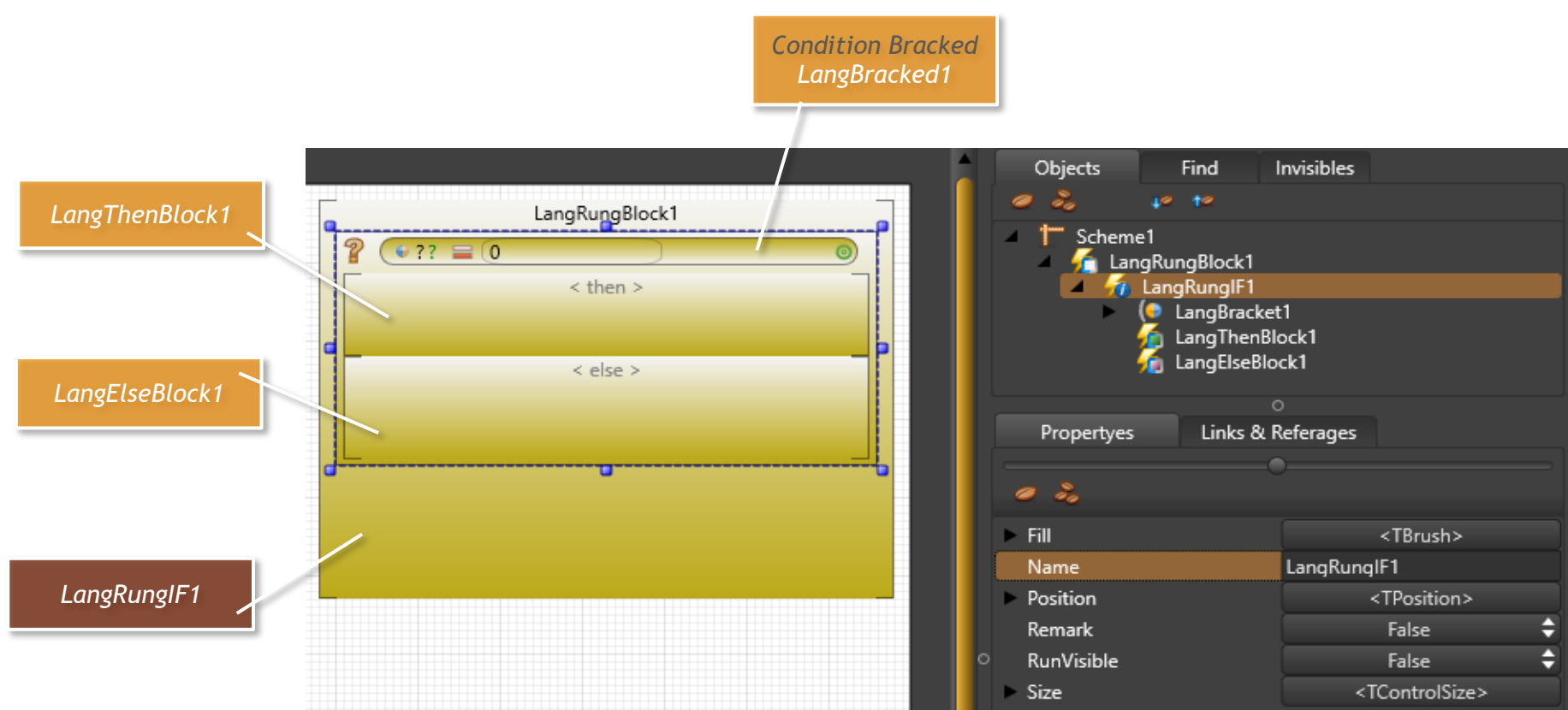
Condition Bracketed

TXLangThenBlock

if Condition Bracket Result = **True** Run **Then** Block

TXLangElseBlock

if Condition Bracket Result = **False** Run **Else** Block



## Example

Label1.Value = "RunElse Block"

LangRungBlock1

False

< then >

Label1.V = "Run Then Block"

< else >

Label1.V = "Run Else Block"

Objects Find Invisibles

Scheme1

- LangRungBlock1
  - LangRungIF1
    - LangBracket1
      - LangConstant1
    - LangThenBlock1
    - LangElseBlock1

Properties Links & Referages

Contain Text: Find

ButtonP1.OnMouseDown -> LangRungBlock1.Run {  
Label1 . Value = ( "Run Else Block" ) {LangElseBlock...  
Label1 . Value = ( "Run Then Block" ) {LangThenBlo...

Run Else Block

ButtonP1

LangRungBlock1

False

< then >

Label1.V = "Run Then Block"

< else >

Label1.V = "Run Else Block"

Label1.Value = "Equal 10"

LangRungBlock1

False

< then >

Label1.V = "Equal 10"

< else >

Label1.V = "Different 10"

Objects Find Invisibles

Scheme1

- LangRungBlock1
- Label1
- ButtonP1
- EditN1

Properties Links & Referages

Contain Text: Find

ButtonP1.OnMouseDown -> LangRungBlock1.Run {  
Label1 . Value = ( "Different 10" ) {LangElseBlock1\L...  
Label1 . Value = ( "Equal 10" ) {LangThenBlock1\Lan...