

# Case

## %Case function

Old name

%Case1

Function

The function implements a programmable switch. Result is an integer value.

Declaration

```
INT %Case(
    INT in Ctrl,
    INT in Default,
    INT in Case1,
    INT in Value1,
    ...
    INT in CaseN,
    INT in ValueN
)
```

Parameters

<b>Ctrl</b>	Switch control argument - determines which value will be the function result.
<b>Default</b>	Default value. This value will be the function result if none of the switch elements matches the control argument.
<b>ValueX</b>	Switch elements. If values of the parameters <i>Ctrl</i> and <i>CaseX</i> are identical, the value of the parameter <i>ValueX</i> will be the function result.

Description

The function gets the value of the parameter *ValueX* if *Ctrl* is equal to *CaseX*. If *Ctrl* is equal to none of the parameters *CaseX*, the function gets the value defined in the parameter *Default*.

Example

```
%Case(U.Ctrl_PS_GK_Manual,-1, 21,C.Tube02_PS2f_Pol, 22,C.Tube02_PS2a_Pol,
23,C.Tube02_PS2c_Pol)
```



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