

a == b



| | |
|-------------------------------|--|
| Introduced in | |
| Version: | 1.00 |
| Description | |
| Description: | <p>Check if one value is equal to another. Both values need to be of the same type.</p> <p>Can compare the following types:</p> <ul style="list-style-type: none">• Config-2• Control• Display• Group• Location• Number• Object• Side - Data Type• String (case insensitive)• Structured_Text |
| Syntax | |
| Syntax: | valuea == valueb |
| Parameters: | <ul style="list-style-type: none">• a: - First argument of compatible type• b: - Second argument of compatible type |
| Return Value: | Boolean |
| Examples | |
| Examples: | <pre>if (player == leader group player) then { hint "You are the leader of your group." } else { hint "Someone else is the boss" } if (name player == "Billy") then {hint "Hello Billy"}</pre> |
| Additional Information | |
| See also: | Operators |
| Multiplayer: | |
| Problems: | |

Notes

hoz

Comments from before the template conversion.

Does not work with the types [Boolean](#) and [Array](#).

i.e. The arguments:

```
if (MyBoolean == true) then {hint "This is true."};  
if (MyArray == []) then {hint "The array is empty."};
```

will cause errors.

Instead use the following methods:

```
if (MyBoolean) then {hint "This is true."};  
if (count MyArray == 0) then {hint "The array is empty."};
```