

If / Else

Create an if/else statement

Executing the following blocks if **conditions is met**

fs-control icon-if

0

BUTTONS

IN

icon-keyboard,<https://help.ultradox.com/en/reference/overview.html#enterValues>

icon-forms,<https://help.ultradox.com/en/reference/overview.html#createForm>

icon-prefix,<https://help.ultradox.com/en/reference/overview.html#inputPrefix>

OUT

icon-else,<https://help.ultradox.com/en/reference/controlflow/if.html#else>

icon-prefix,<https://help.ultradox.com/en/reference/overview.html#outputPrefix>

PARAMETERS

Otherwise execute the following blocks if **conditions is met**

fs-control icon-else

0

BUTTONS

IN

icon-keyboard,<https://help.ultradox.com/en/reference/overview.html#enterValues>

icon-forms,<https://help.ultradox.com/en/reference/overview.html#createForm>

icon-prefix,<https://help.ultradox.com/en/reference/overview.html#inputPrefix>

OUT

icon-else,<https://help.ultradox.com/en/reference/controlflow/if.html#else>

icon-prefix,<https://help.ultradox.com/en/reference/overview.html#outputPrefix>

PARAMETERS

End of conditional blocks

fs-control icon-ifEnd

0

BUTTONS

IN

icon-keyboard,<https://help.ultradox.com/en/reference/overview.html#enterValues>

icon-forms,<https://help.ultradox.com/en/reference/overview.html#createForm>

icon-prefix,<https://help.ultradox.com/en/reference/overview.html#inputPrefix>

OUT

icon-prefix,<https://help.ultradox.com/en/reference/overview.html#outputPrefix>

PARAMETERS

The if/else statement is used to perform different actions based on different conditions. The if/else statement executes a building block if a specified condition is true. If the condition is false, another building block can be executed.

Use cases

- Create an if/else statement

Configuration

Click on the **bold** part in the title of the building block to configure the timer.

`icon:icon-else` Else

In the output section of this block you can also add "Else" blocks to create flows that are more readable than using nested or multiple Skip blocks.