## Manitou 2.x Web Client

## SELECT and CASE Statement Example for Manitou Web Client Enhanced Action Patterns

Below is a simple SELECT and CASE statement based on a PROMPT List used in Manitou Web Client Enhanced Action Patterns. When using variables the value used <u>before</u> the semicolon is the value the SELECT statement seeks to match.

PROMPT: WAS THERE A VISIBLE THREAT? @SEE (PICK LIST) (variable value is on the *left*; what the operator sees in the dialog is on the *right* List: a; Yes|no; No|undetermined; Unsure do not use any spaces between values.)

**LOG: OPERATOR OBSERVED @SEE THREAT.** (Enters a line to history stating what the operator observed in plain text. Such as, "Operator observed <u>a</u> visible threat.")

**SELECT**: @SEE (This looks as the variables for action.)

CASE = A (The first variable in the list)

LABEL: THREAT (This creates a jump to location for the <u>Unsure</u> selection.)

**CONTACT POLICE** 

**CONTACT** CUSTOMER KEYHOLDER

**CLOSE ALARM WITH RESOLUTION AC** 

CASE = NO (The second variable in the list)

**CLOSE** ALARM WITH RESOLUTION NF

CASE = UNDETERMINED (The third variable)

**CONNECT** TO CUSTOMER DEVICE (CAM 2) (This would be specifically named based on the camera device on the record.)

PROMPT: IS THERE A THREAT NOW? @THREATNOW (PICKLIST) (List this time would simply be Yes|No no need for variables)

IF @THREATNOW = YES

JUMP TO: THREAT

ELSE (If it is not)

CLOSE ALARM WITH RESOLUTION NF (You could also jump back to the NO case with another label and Jump To.)

**END IF** 

**END SELECT** 



Important Information:

Enhanced Action Patterns are a feature of Manitou Web Client available to some packages. Legacy Manitou users have automatic access to these features. If you do not see these features active in your system, please contact your sales representative for more information.

There are many ways to use a SELECT and CASE statement within the Manitou Web Client Enhanced Action Patterns.

Always test any action patterns before deploying them for use.