Logic Handling - Select, Case, Otherwise, End Select

The Logic Handling Select, Case, Otherwise, and End Select commands are used to apply logic to multiple values. Select, Case, and Otherwise commands evaluate as many items as needed.

Prior to utilizing the Select and Case values, be sure to plan and determine the values that are applicable for evaluation.

SELECT

The Select Command determines where and what to evaluate.

Else		
End If		
Select		
Case		
Otherwise		
End Select		
Add Line 5		
Field Type		
Event Value	[At Alarm Time]	•
Description		
Description		
Field		•

- Field Type The Data to use for evaluation.
 - Event Value Completed upon the receipt of the alarm.

Event Value Items		
LOGIC TYPE [EVALUATED TYPE]		
Event Value	[At Alarm Time]	
Customer Value	[At Alarm Time]	
Variable	[Live]	
Free Table [at Alares Time] Event Acea [at Alares Time] Event Acea [beent Acea Event Acea [beent Acea Event Acea [beent Acea Event Calegory [beent Conferent Statuse] Event Conferent Statuse [beent Date Event Conferent Statuse [beent Date Event Conferent Statuse [beent Date Event Date [beent Description]	Event Paint Type Description Cvent Point ID Event Point ID Event Point ID Event Receiver Line Designation Event Receiver No. Event Sector Event Sector Event Sector Event Sector Event System ID Event System ID Event System ID Event System Type Description	
Event Device ID Event FEP No. Event Line No.	Event UTC Date Time Event Date Time Event TX ID	
Event Panel Type Event Panel Type Comment	Event TX Type Event Zone	
Event Panel Type Description Event Panel Type Total Event Plant ID Event Planty	Event Zone Desolytion (hinnk if not found)	
Event Receiver Line Designation Event Receiver No.		

• **Customer Value** - Evaluated at the time of the alarm.

Customer Value Items			
LOGIC TYP	PE [EVALUATED TYPE]		
Event \	Value	[At Alarm Ti	me]
Custor	ner Value	(At Alarm Ti	me]
Variab	ie)	Į.	ive]
0 A A A A 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	in Fige ustaner Value toription (IR Company /IR Namber ddress Line 1 ddress Line 2 ddress Line 3 Day/Town Dass Code batomer ID	[At Alerm Time] 🔹	
	Yosa Street		
Q	Broup Code		
5 3 8	lame Italie Ubdivision Trone No		
	Justomer Type		
U P	L, Grade L, Response Time ost Code		
c	S Holds Keys		

- Variable Evaluated Live, links to any described variable determining if the variable is **True** or **False**.
- Description The "plain language" description of the Select command.
- Field The portion of the system to evaluate.

CASE & OTHERWISE

CASE establishes the evaluation criteria.

	Select	
	Case	
	Otherwise	
	End Select	
Add Line 6		
De	escription	
=	▼ Value	

- Description The "plain language" description of the Case. For example, "Customer Value of Residential."
- Value The value to match.
 - = The value should be an EXACT match.
 - > The value is GREATER than the entered value.
 - < The value is LESS than the entered value.
 - >= The value is GREATER than or EQUAL to the entered value.
 - <= The value is LESS than or EQUAL to the entered value.
 - <> The value is NOT EQUAL to the entered value.

OTHERWISE is the "catchall" when no values evaluate as True.

Select		
Case		
Otherwise		
End Select		
Add Line 6		
Description		

• Description - The "plain language" description of the Otherwise value. For example, "When none apply."

END SELECT

Closes the Select logic section.

Select	
Case	
Otherwise	
End Select	
Add Line 6	Hidden
Description	

• Description - The "plain language" description of the End Select value. For example, "Close Select"