

# SwitchType

## Summary

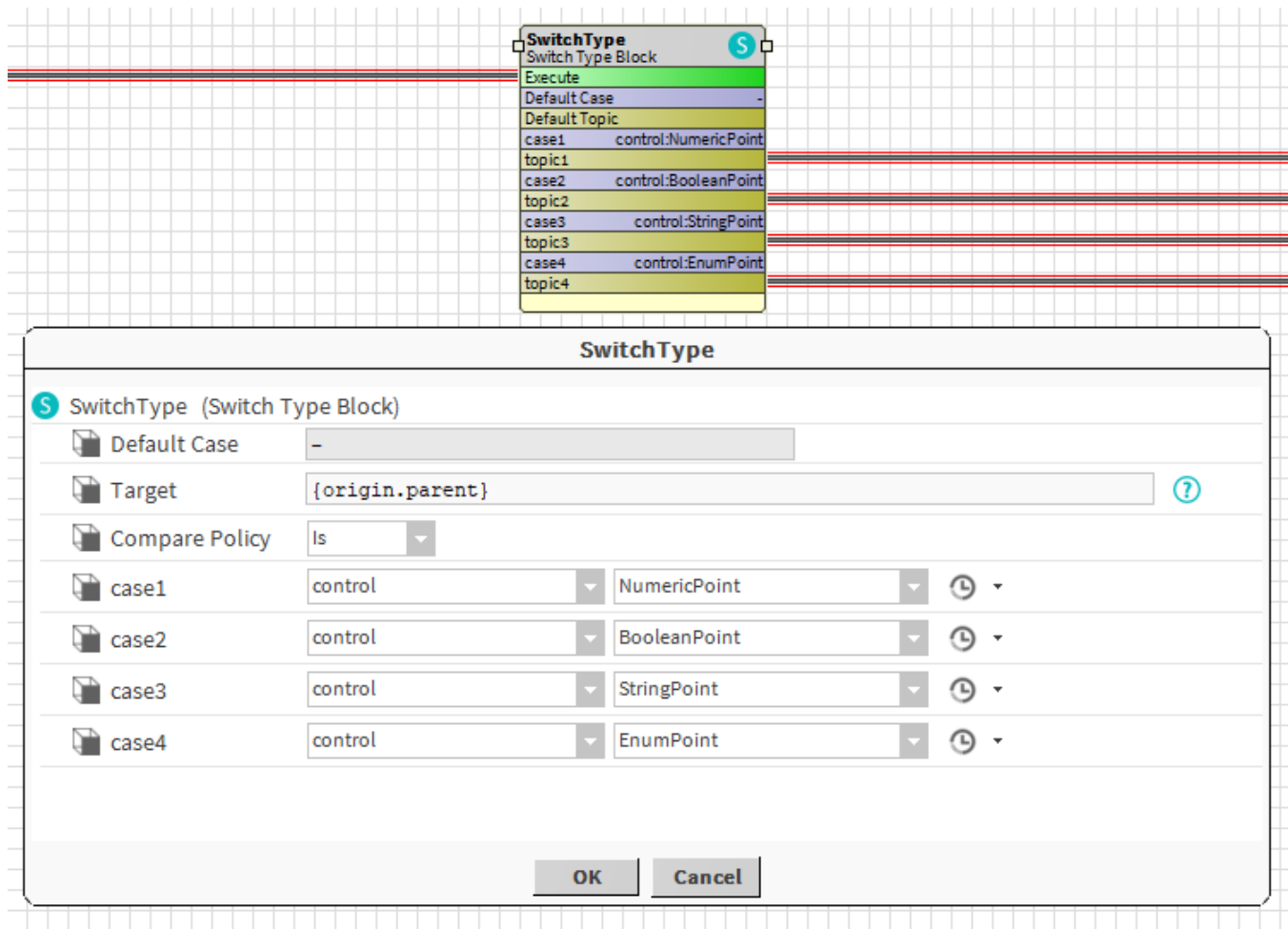
This block is used to divide a strategy into several flows depending on a condition based on the type of a component. Only one flow will be executed.

## Implementation

- Drag and drop the block from the palette
- Link the "execute" action from the "executed" topic of the previous block
- Click right and trigger the action SetCaseCount. Define the number of cases you want to define.
- Link topics "DefaultTopic" and "topicX" to block(s) to execute depending the case

## Example

In the following example, the block checks the type of the parent of the origin, whether it's a NumericPoint, a BooleanPoint etc.



## Properties

- **Target:** [SFormat](#) to define a component. Its type will be compared to the following values.
- **ComparePolicy { Is, Equals }:** To define the way the target type will be compared to listed types.
  - **Is:** The target's type should be the described type or a "child" of this type. Ex: Case 2: the target could be a BooleanPoint or a BooleanWritable
  - **Equals:** The target's type should be exactly the described type. Ex: Case 2: the target should be a BooleanPoint. A BooleanWritable won't satisfy the condition
- **DefaultCase:** If no case is equal to the parameter.
- **CaseX:** Possible values for the parameter.

**Actions**

- *SetCaseCount*: To set the count of cases to handle. The default one is not taken into account.

**Behavior: DO & UNDO**

The topic of the only valid case will be triggered. Others won't.