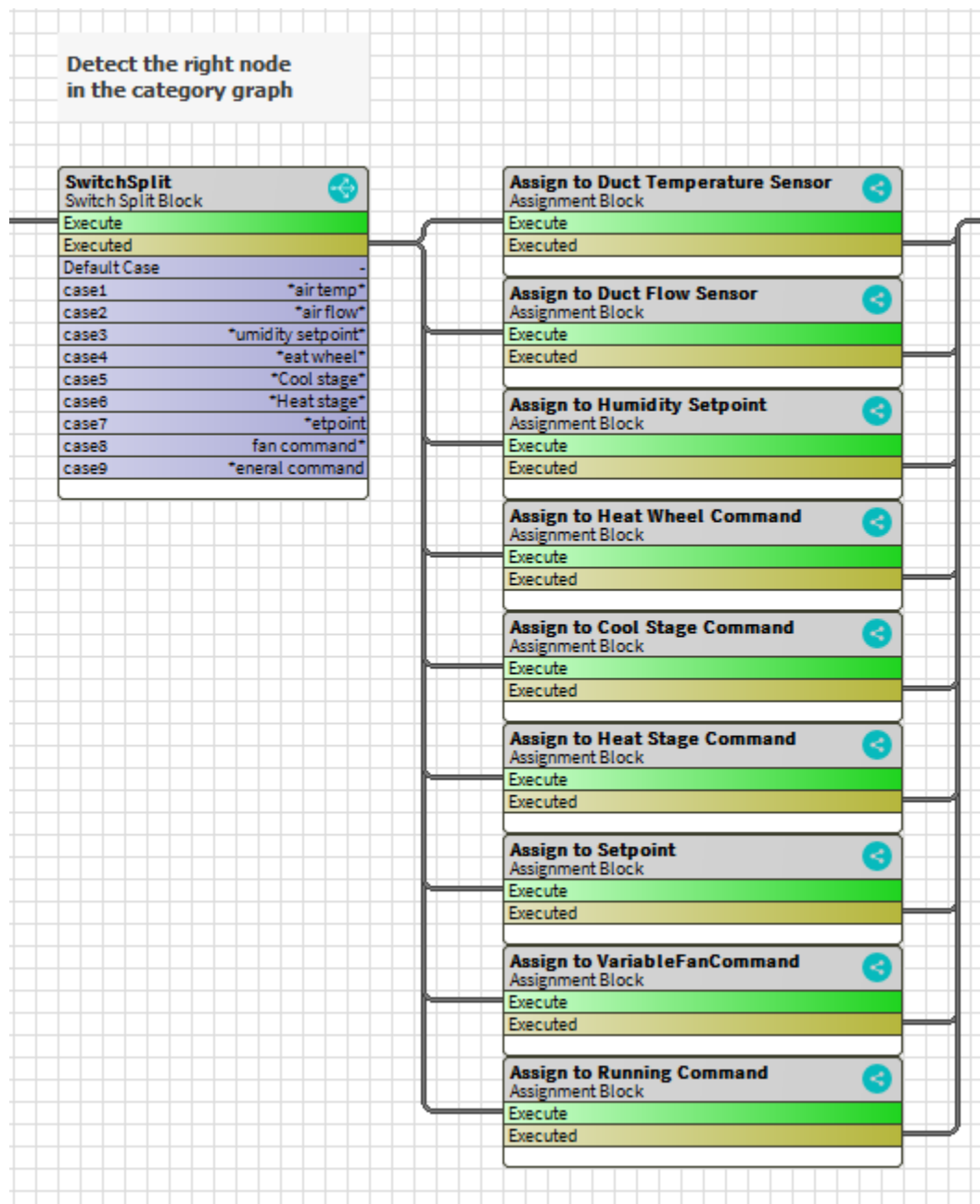# SwitchSplit

Summary

This block is used to create different artifacts based on a condition and several cases.

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.

Example

In the following example, the block "SwitchSplit" checks whether the point displayName is "air temp" or "air flow" etc. and distribute each case into different artifacts.

Properties

- *Artifacts:* Each element will be distributed in the corresponding artifact
    - Artifactxxx matches casexxx
    - DefaultArtifact matches the defaultCase.
- *Target*: SFormat to define the first parameter of the condition. Ex: it selects the tag "b:createUser" (which is a boolean) on the origin
- *ToString:* SFormat to define which string should be tested
- *DefaultCase*: To match with the defaultArtifact

Actions

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

Behavior: DO & UNDO

Elements will go in the corresponding artifact depending on matching case.