

IF/IFNOT

Description

IF checks a condition. IFNOT is short for IF *SCREEN NE.

If the condition is true, the statement is executed. If the condition is false, the next statement is executed.

Text enclosed in single or double quotation marks is case-sensitive.

Syntax

```
IF [variable] [operator] variable command
```

```
IFNOT variable command
```

For *variable*, you can use any of the variables provided by Entire Connection (e.g. #PARM1 or #CNT1). When dealing with mainframe applications, the *SCREEN variable (syntax see below) is useful to determine which screen is currently being transmitted without having to display it. You can then react as required.

operator is one of the following:

EQ	equal
NE	not equal
GE	greater than or equal to
LE	less than or equal to
GT	greater than
LT	less than

For *command*, you can use any Entire Connection command except the following:

```
IF
IFNOT
WAITFOR
```

If you omit the optional operands *variable* and *operator* in an IF statement, the variable *SCREEN (whole screen) and the operator EQ are used.

Syntax for *SCREEN

The variable *SCREEN can only be used once per IF/IFNOT.

```
*SCREEN [row column[length]]
```

row is a value between 1 and the maximum number of lines +1.

column is a value between 1 and the maximum line size.

length is a value between 1 and the screen size.

For example:

*SCREEN means the whole screen.

*SCREEN 2 1 means from row 2, column 1 to the end of the screen.

*SCREEN 2 1 80 means from row 2, column 1, the next 80 positions.

Examples

- Search the whole screen for NEXT. If NEXT is found, branch to the NEXT tag:

```
IF 'NEXT' GOTO NEXT
```

- Search the whole screen for NEXT. If NEXT is not found, branch to the CONTINUE tag:

```
IFNOT 'NEXT' GOTO CONTINUE
```

- Search the next 4 positions for NEXT, starting in row 2 and column 1:

```
IF *SCREEN 2 1 4 EQ 'NEXT' GOTO CONTINUE
```

- Search the next 80 positions for NEXT, starting in row 2 and column 1:

```
IF *SCREEN 2 1 80 EQ 'NEXT' GOTO CONTINUE
```

- Search for the contents of the local variable #PARM1, starting in the row defined by the +ROW variable and the column defined by the +COL variable; the number of positions to be searched is defined by the value of the #CNT3 variable:

```
IF *SCREEN +ROW +COL #CNT3 EQ #PARM1
GOTO CONTINUE
```

- Send the defined keyboard input to the host, if the content of the local variable #PARM1 is not blank:

```
IF #PARM1 NE ' ' TYPE '*NAT' CR
```

Procedure File Examples

Findfile.ncp, Copyscr.ncp

Variables Returned

If the condition for the command IF *SCREEN EQ is true, the screen position of the string is returned in the following local variables:

#ROW (valid values are between 1 and the maximum number of lines +1)

#COL (valid values are between 1 and the maximum line size)

Related Commands

WAITFOR

Usage

Procedure File:	Yes
Command Line:	No
Key:	No
API:	Yes