

Else Action

The else action can be used with the [If COM Class Registered](#) action

For if actions

Description	Enabled	Ignore Failure	Status
▲ If [True] = [False]	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Skipped
└─ (This will never run)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
▲ Else	<input checked="" type="checkbox"/>		Completed
└─ (This will run)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Completed

For switch actions

Description	Enabled
Enhanced Prompt for Variables [- SwitchVar]	<input checked="" type="checkbox"/>
▲ Switch [%SwitchVar%]	<input checked="" type="checkbox"/>
▲ Case [Case1]	<input checked="" type="checkbox"/>
? Ask Question [Do you want to fail the build?]	<input checked="" type="checkbox"/>
▲ Case [Case2]	<input checked="" type="checkbox"/>
Beep [Exclamation]	<input checked="" type="checkbox"/>
▲ Else (Double-click to see comment)	<input checked="" type="checkbox"/>
Put current date/time into variable TheDate, format: ddmmyyyy	<input checked="" type="checkbox"/>
Done!	<input checked="" type="checkbox"/>

When used with the Switch Action the Else action should be the last child action of the Switch Action (an error will be reported if not).

See Also

[If .. Then Action](#) | [Case Action](#)