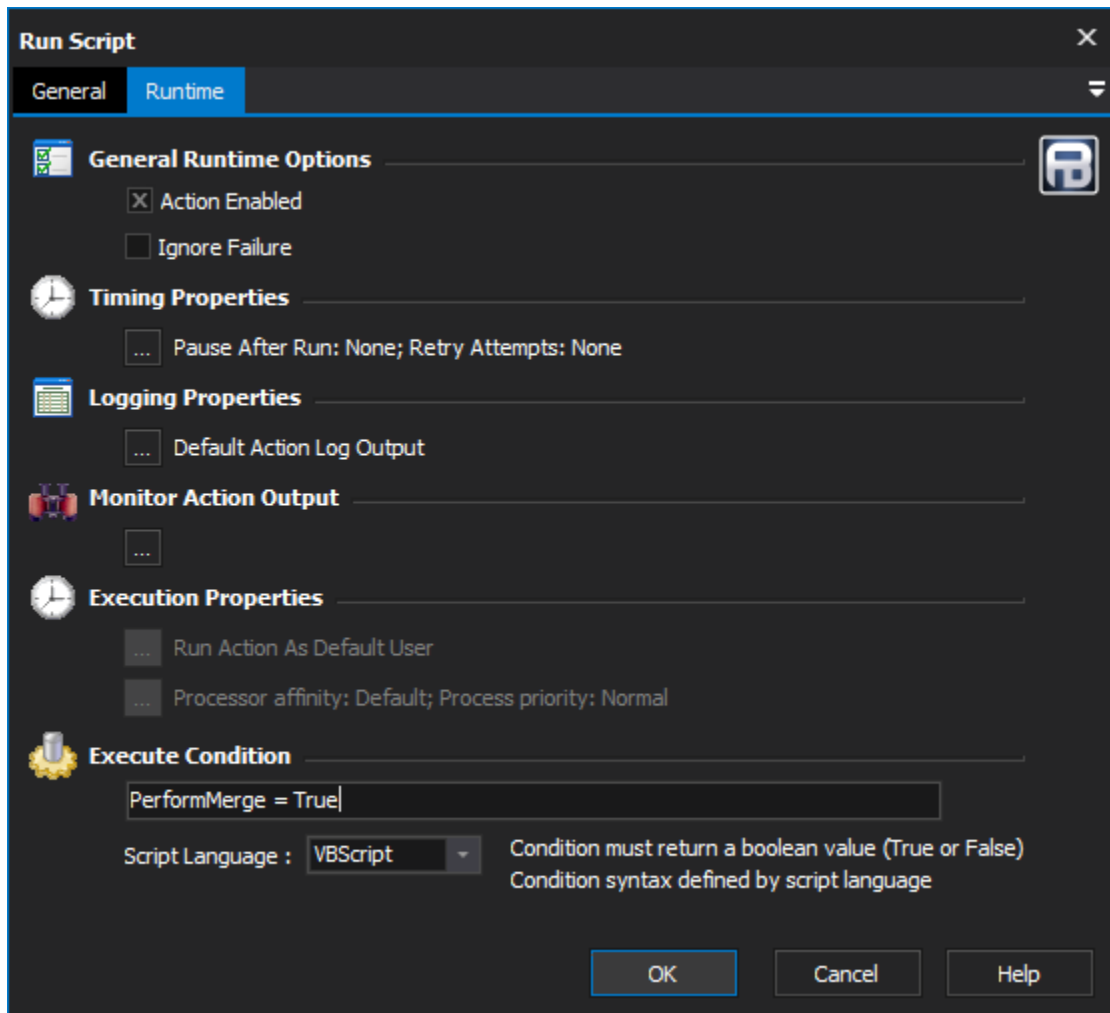


# Execute Condition

Every action in FinalBuilder has an Execute Condition property:



The Execute Condition field is evaluated before running the action. If the condition evaluates to True (or is empty) then the action will execute, otherwise the action will be skipped.

## FinalBuilder Variables

Execute conditions are specified in a scripting language, so %'s are not used when referring to [FinalBuilder variables](#). For example, if you have a FB variable "*PerformMerge*" then you can simply specify *PerformMerge* and not *%PerformMerge%*. In the example above, previous actions should have set the *PerformMerge* variable to either True or False.

Here is another example of how to use the Execute Condition property:

### VBScript

```
PerformMerge = BuildType == "Full";
```

### Javascript

```
PerformMerge = BuildType == "Full";
```

**Powershell**

```
$FBVariables.SetVariables($FBVariables.GetVariable("BuildType") -eq "Full")
```