

Equate Statement

Description

Use to initialize a constant to an expression.

Syntax

Equate *symbol* To *expression*

Equ *symbol* To *expression*

Parameters

The Equate statement has the following parameters.

Parameter	Description
<i>symbol</i>	During compilation, every occurrence of symbol in the program will be replaced with the expression. Though <i>symbol</i> is treated as the equivalent of the expression, it is not allocated storage in memory.
<i>expression</i>	Any legal BASIC+ expression.

Only one Equate statement may appear on a line; to differentiate constants (equates) from variables, equated symbol names are usually suffixed with an "\$". If a set of equates is used in more than one location, put the equates into an insert record. This allows the equates to be maintained in a single record and you can use Impact Analysis to monitor changes.

Example

```
Equ  TRUE$ To 1
Equ  FALSE$ To 0

MYVAR = TRUE$;* compiles as "MYVAR = 1"
MYVAR = FALSE$;* compiles as "MYVAR = 0"
```