

## #define

### #define

```
#define symbol
```

The #define statement is a conditional compilation directive that defines a *symbol* for use only with #ifdef or #ifndef expressions. #undef removes the definition.

#### Details

The defined *symbol* exists only in the file where it is defined; the only exception is in the main procedure window where the scope covers all other procedures except independent modules. See **Conditional Compilation** on page IV-108 for information on defining a global *symbol*.

#define cannot be combined inline with other conditional compilation directives.

#### See Also

The #undef, #ifdef-#endif, and #ifndef-#endif statements.

**Conditional Compilation** on page IV-108.

## #if-#elif-#endif

```
#if expression1
    <TRUE part 1>
#elif expression2
    <TRUE part 2>
[...]
#else
    <FALSE part>
#endif
```

In a #if-#elif-#endif conditional compilation statement, when an expression evaluates as TRUE (absolute value > 0.5), then only code corresponding to the TRUE part of that expression is compiled, and then the conditional statement is exited. If all expressions evaluate as FALSE (zero) then FALSE part is compiled when present.

#### Details

Conditional compiler directives must be either entirely outside or inside function definitions; they cannot straddle a function fragment. Conditionals cannot be used within Macros.

#### See Also

**Conditional Compilation** on page IV-108 for more usage details.

## #if-#endif

```
#if expression
    <TRUE part>
#else
    <FALSE part>
#endif
```

A #if-#endif conditional compilation statement evaluates *expression*. If *expression* is TRUE (absolute value > 0.5) then the code in *TRUE part* is compiled, or if FALSE (zero) then the optional *FALSE part* is compiled.

#### Details

Conditional compiler directives must be either entirely outside or inside function definitions; they cannot straddle a function fragment. Conditionals cannot be used within Macros.

#### See Also

**Conditional Compilation** on page IV-108 for more usage details.