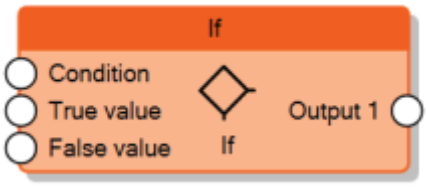
If



The If node evaluates the value of the input **Condition**, if it is equal to 1 sends the **True value** input value to the output, otherwise it sends the **False value** input value.

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