

# Counter

Sometimes, there is an increasing counter necessary. Odysseus provides a number of different counters that can be used in mep expressions:

## **counter()**

Each time, this method is called, the value will be increased by one starting with 0.

## **counter(boolean)**

Same as counter, but when the boolean is true, the counter will be reseted.

## **counter(number1, number2)**

Same as counter, but this counter moves between number1 and number2

## **concounter(boolean)**

Similar to counter, but here the counter is only increased if boolean is true. Else the counter-function will return the current value.

### **Remark:**

- If you want to start with a specific count, simply use the mep function `(value+counter())`
- If you want to increase e.g. by 2, use a mep function too: `(2*counter())`