

Function

ActionScript.SetProperty.Float

Void ActionScript.SetProperty.Float(String id, Single value)

API	http://api.avolites.com/10.1/ActionScript.SetProperty.Float.html
description	Sets an action script property to a floating point value.
Namespaces	ActionScript.SetProperty
parameter	id (String) : The id of the property. value (Single) : The value to set.
return value	(Void)

Example in

Chase - Halve speed:

```
<step>ActionScript.SetProperty.Float("Playbacks.Editor.Times.ChaseSpeed",
Playbacks.Editor.Times.ChaseSpeed / 2)</step>
```

Also used in

- [Capture - Ambient Lighting](#)
- [Capture - Atmosphere/Haze](#)
- [Capture - Rendering Settings](#)
- [Chase - Change a chaser's overlap](#)
- [Chase - Double speed](#)
- [Chase - Halve speed](#)
- [Palette - Master Fade Time](#)
- [Palette - Set Master Overlap](#)
- [Function list](#)
- [Float](#)

Remarks

From:
<https://avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:
<https://avosupport.de/wiki/macros/function/actionscrip.setproperty.float>

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