

Function

# Math.Cast.ToSingle

Single Math.Cast.ToSingle(Object value)

<b>API</b>	<a href="http://api.avolites.com/10.1/Math.Cast.ToSingle.html">http://api.avolites.com/10.1/Math.Cast.ToSingle.html</a>
<b>description</b>	Returns an object cast to a float. An exception will be thrown if the cast is invalid. This operation translates an object value to a single value, see <a href="#">Types</a> .
<b>Namespaces</b>	<a href="#">Math.Cast</a>
<b>parameter</b>	value ( <a href="#">Object</a> ) : The value to be translated.
<b>return value</b>	( <a href="#">Single</a> )

### Example in

[Chase - Change a chaser's overlap](#):

```
<step>ActionScript.SetProperty("Playbacks.Editor.Times.ChaseFixtureOverlap",
Math.Cast.ToSingle(1))</step>
```

### Also used in

- [Chase - Change a chaser's overlap](#)
- [Legend - Get a cuelist cue's legend](#)
- [Function list](#)
- [Single](#)

### Remarks

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

Permanent link:  
<https://avosupport.de/wiki/macros/function/math.cast.tosingle>

Last update: **2018/08/27 17:14**

