

# 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

[changexfade](#):

```
<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?rev=1509294873>

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