

Function

# Math.Min

```
Void Math.Min(String result, Object x, Object y)
```

|                     |   |
|---------------------|---|
| <b>API</b>          | <a href="http://api.avolites.com/10.1/Math.Min.html">http://api.avolites.com/10.1/Math.Min.html</a> |
| <b>description</b>  | Compares two values and saves the lowest value in a property.                                       |
| <b>namespace</b>    | Math  |
| <b>parameter</b>    | result ( <a href="#">String</a> ) : The property to save the result of the operation in.            |
|                     | x ( <a href="#">Object</a> ) : The value to compare with y.   |
|                     | y ( <a href="#">Object</a> ) : The value to compare with x.   |
| <b>return value</b> | <a href="#">Void</a>  |

## Example in

[Chase - Double speed](#):

```
<step>Math.Min("Playbacks.Editor.Times.ChaseSpeed",  
Playbacks.Editor.Times.ChaseSpeed * 2, 3600.0)</step>
```

This calculates the lower value of (Playbacks.Editor.Times.ChaseSpeed \* 2) and 3600.0, and stores the result as string "Playbacks.Editor.Times.ChaseSpeed".

## Also used in

- [Chase - Double speed](#)
- [Function list](#)
- [Object](#)

## Remarks

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

Permanent link:  
<https://www.avosupport.de/wiki/macros/function/math.min>

Last update: **2017/11/22 10:03**

