

Function

# SimpleMath

Float value1 / value2

<b>API</b>	(not mentioned in API)
<b>description</b>	simple mathematical calculations directly as parameters
<b>Namespaces</b>	
<b>parameter</b>	
<b>return value</b>	(Float)

- multiplication: \*
- division: /

## Example in

Chase - Halve speed:

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

## Also used in

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

## Remarks

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