

# 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)   |

## 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

From:

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



Permanent link:

<https://avosupport.de/wiki/macros/function/simplemath?rev=1509294948>

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