Int32

An Int32 value is a numeric value, positiv or negative, with no decimal places: it is an integer, or integral value.

Many of the values you give are integer values, e.g. `0`, `1`, `25`, `50`, or `100`. In particular, indexes (e.g. the number of the page, or the playback thereof), user numbers, or IDs (if numeric) ar usually Int32 values.

As soon as a division comes into play, the number format will inherently change a floating point value such as Single, e.g.

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

Also used in

- The Syntax of Functions
- ActionScript.SetProperty.Integer
- PatchFixturesToVacantHandles
- Group.QuickCreateGroup
- Group.SetGroupFaderLevel
- Handles.CopyDestination
- Handles.CreateHandleReference
- Handles.GetHandle
- Handles.GetIconId
- Handles.GetTitanIdFromHandle
- Handles.Macros.ChangePage
- Handles.MobileWingAExecutor.ChangePage
- Handles.MobileWingAPlaybacks.ChangePage
- Handles.Playbacks.ChangePage
- Handles.PlaybackWindow.ChangePage
- Handles.SapphireWingABottom.ChangePage
- Handles.SapphireWingATop.ChangePage
- Handles.SapphireWingBBottom.ChangePage
- Handles.SapphireWingBTop.ChangePage
- Handles.SetGroupPage
- Handles.SetIcon
- Handles.SetSourceHandle
- Handles.StaticPlaybacks.ChangePage
- Handles.Workspaces.ChangePage
- Include.SelectPlayback
- Math.Cast.ToInteger
- Menu.InjectInput
- Palette.QuickCreatePalette
- Panel.Midi.NoteOff
- Panel.Midi.NoteOn
- PanelManager.SetScreenState

- Playbacks.CueList.CreateCueList
- Playbacks.StoreCue
- Profiles.AssignHandleProfile
- Profiles.GetHandleProfileId
- Programmer.Editor.Fixtures.GetControlIdFromName
- Programmer.Editor.Fixtures.SetContextAttributeFromId
- Programmer.Editor.Fixtures.SetControlOff
- Programmer.Editor.Fixtures.SetControlProgrammer
- Programmer.Editor.Fixtures.SetControlValueById
- SetCurrentMacroFromUserNumber
- Timecode.MakeTimecodeTime
- Timelines.ImportMarkersFromString
- Triggers.AddMidiTrigger
- Triggers.SetPendingTargetHardware
- Triggers.ToggleMappingEnable
- Windows.Scrolling.Vertical.Scroll
- Workspace.Record
- FixtureControlId
- trackHandleId
- Math.Cast
- Editor.Shapes.Spread
- Expert.Legend.Set.Generic.PendingTitanId
- Handles.Playbacks.Page.Index
- Handles.PlaybackWindow.Page.DisplayName
- Handles.PlaybackWindow.Page.Index
- Programmer.Editor.Fixtures.Fan.SegmentCount
- Triggers.SelectedMappingId
- UserMacros.CurrentUserNumber
- Windows.windowId.CurrentPage
- Windows.windowId.FixedColumns
- Windows.windowId.FixedRows
- List`1
- Types
- Int32

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Last update: **2017/10/29 16:32**