Single

A value of type "single" is a single precision floating point number. For the computer, it is 32 bits where one is used for the sign (+ or -), 8 are used for an exponent (power) of 2, and 23 are used for the fractions…

In a brief: single values can be positive or negative, can represent fractions (e.g. 0.25 or 3.75) - and hence are usually the result of division/multiplication operations.

The appropriate casting function is Math.Cast.ToSingle.

An example is

```
<step>ActionScript.SetProperty("Playbacks.Editor.Times.ChaseFixtureOverlap",
Math.Cast.ToSingle(1))</step>
```

Here, the value 1, albeit a number, is cast to a single value which is `3f80 0000` (hex) resp. `01111111 00000000000000000000000` (binary) because the function `Playbacks.Editor.Times.ChaseFixtureOverlap` needs to be a single.

Single values do not need to be written in quotes. However, due to its nature, you'll probably never write or even see a single value. You just need to know what it is, and how to pass it (most likely by passing another function or property where you make sure it is a single value…)

Also used in

- The Syntax of Functions
- ActionScript.SetProperty.Float
- CueLists.SetNextCue
- Group.CheckIfGroupExists
- Group.RecallGroupNumeric
- Group.SetGroupFaderLevel
- Masters.SetMaster
- Masters.SetSpeed
- Math.Cast.ToSingle
- Playbacks.AppendOrInsertPlaybackStep
- Playbacks.Editor.CueSelection.SelectCueByNumber
- Playbacks.FillCueLegend
- Playbacks.SetCueLegend
- Playbacks.SetPlaybackLevel
- Programmer.Editor.Clear
- Programmer.Editor.Fixtures.SetControlValueById
- Programmer.SetBlindMode
- Windows.SetWindowProperty.Height
- Windows.SetWindowProperty.Width
- Windows.SetWindowProperty.X
- Windows.SetWindowProperty.Y
- Math.Cast

- CueLists.LiveCueNumber
- Expert.ClearMenu.FadeTime
- Global.PageSwitchAccuracy
- Playbacks.Editor.Times.PlaybackSpeed
- Double
- Float
- Int32
- Object
- Types

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Last update: **2017/10/29 16:34**