

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 000000000000000000000000 (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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