

# Math.Cast.ToSingle

Single Math.Cast.ToSingle(Object value)

<b>API</b>	<a href="http://api.avolites.com/10.1/Math.Cast.ToSingle.html">http://api.avolites.com/10.1/Math.Cast.ToSingle.html</a>
<b>description</b>	Returns an object cast to a float. An exception will be thrown if the cast is invalid. This operation translates an object value to a single value, see <a href="#">Types</a> .
<b>Namespaces</b>	<a href="#">Math.Cast</a>
<b>parameter</b>	value ( <a href="#">Object</a> ) : The value to be translated.
<b>return value</b>	( <a href="#">Single</a> )

## Example in

[changexfade](#):

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

## Also used in

- [Chase - Change a chaser's overlap](#)
- [Legend - Get a cuelist cue's legend](#)
- [Function list](#)
- [Single](#)

## Remarks

From:  
<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:  
<https://www.avosupport.de/wiki/macros/function/math.cast.tosingle?rev=1509294949>

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