

SimpleMath

Float value1 / value2

API	(not mentioned in API)
description	simple mathematical calculations directly as parameters
Namespaces	
parameter	
return value	(Float)

- multiplication: *
- division: /

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://www.avosupport.de/wiki/> - **AVOSUPPORT**

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<https://www.avosupport.de/wiki/macros/function/simplemath?rev=1510951762>

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