

# Float

In general, in many programming languages Float is used as a synonym for [Single](#): a 4 byte word holding a floating point numeric value in single precision, according to IEEE 754.

**It is assumed** that this is also true in the context of macros: the function [ActionScript.SetProperty.Float](#) requires a single value in order to set a float property. Also, the [MSDN article on floats](#) states:

The corresponding .NET Framework data type is Single. The properties and methods of the float data type are the same as the Single properties and methods.

Again, you'll rarely have to explicitly give a float value - if at all, you need to know which property holds a float, and pass it accordingly.

## Also used in

- [SimpleMath](#)
- [Windows](#)
- [Palette.MasterFadeTime](#)
- [Palette.MasterOverlap](#)
- [Playbacks.Editor.Times.ChaseFixtureOverlap](#)
- [Playbacks.Editor.Times.ChaseSpeed](#)
- [Playbacks.Editor.Times.ChaseXFade](#)
- [Playbacks.Editor.Times.CueFixtureOverlap](#)
- [Visualiser.Capture.AmbientLighting](#)
- [Visualiser.Capture.Atmosphere](#)
- [Visualiser.Capture.AtmosphereContrast](#)
- [Visualiser.Capture.AtmosphereSpeed](#)
- [Visualiser.Capture.BloomAmount](#)
- [Visualiser.Capture.ExposureAdjustment](#)
- [Types](#)
- [Float](#)

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