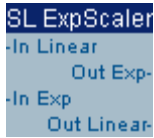


## SL Float Animator



### DESCRIPTION

Outputs incrementing/decrementing (rounded) floats at a specified rate. Note that this is a SubControl so it will not work at rates > 20 frames/sec and that actually isn't very precise, especially at higher frames/sec rates.

### PARAMETERS:

Frames number: Number of total frames

Mode:

backward: 0..1..2..3..Frames number

forward: Frames number..3..2..1..0

for<->back: 0..1..2..3..Frames number..3..2..1..0

Frames/sec: speed

Loop: loop 8).

### MISCELLANEA

Module Name: SL FloatAnimator beta

File Name: SL\_FloatAnimator\_beta

Version : 0.2

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SE Version: 1.003

SE SDK Version: 2.230

Author: Simonluca Laitempergher

Type: SubControl

Special thanks to: Kelly Lynch

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