

AnimationCurve

EditKeyframeValue

Edit the value of a keyframe in an AnimationCurve leaving the time and curve untouched.

```
public AnimationCurve animationCurve;  
  
private void Start() {  
    animationCurve.EditKeyframeValue(0, 10);  
}
```

IsLooping

Tests to see if AnimationCurve loops.

```
public AnimationCurve animationCurve;  
  
private void Start() {  
    Debug.Log(animationCurve.IsLooping());  
}
```

MaxTime

Returns duration of the AnimationCurve.

```
public AnimationCurve animationCurve;  
  
private void Start() {  
    Debug.Log(animationCurve.MaxTime());  
}
```