

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());

}
```