

## Vector3AnimationCurve

Similar to Unity's `AnimationCurve`, but instead contains 3 `AnimationCurve` properties (x, y, and z) and can be evaluated in the same way as `AnimationCurve` to return a new `Vector3`. `Vector2AnimationCurve` and `Vector4AnimationCurve` structs are also available for generating `Vector2` and `Vector4` values respectively.

```
public CandyCoded.Vector3AnimationCurve animationCurve;

private void Update()
{
    gameObject.transform.position = animationCurve.Evaluate(Time.time);
}
```

**EditKeyframeValue** Edit the values of the corresponding keyframes in a `Vector3AnimationCurve` leaving the time and curve of each keyframe untouched.

```
public CandyCoded.Vector3AnimationCurve animationCurve;

private void Start() {
    animationCurve.EditKeyframeValue(0, new Vector3(10, 10, 10));
}
```

**IsLooping** Tests to see if `Vector3AnimationCurve` loops.

```
public CandyCoded.Vector3AnimationCurve animationCurve;

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

**MaxTime** Returns duration of the `Vector3AnimationCurve`.

```
public CandyCoded.Vector3AnimationCurve animationCurve;

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

**Note:** This struct is compatible with CandyCoded's `Animate` methods `Position` and `Scale`.