CoLerp

Properties

targetValue : float (Read Only)
Returns the current value to interpolate towards

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interpolating : bool (Read Only)
Returns true if it's currently interpolating, even if it's paused

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paused : bool (Read Only)
Returns true if the interpolation is paused

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defaultCurve : AnimationCurve
Returns default AnimationCurve used for interpolation, unless one is provided in the To method

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Constructor

CoLerp
Creates a new CoLerp with an initial value

> **_value : float**
> The initial value for the CoLerp, if the CoLerp is used to move an object, this value should match the object's current position

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Public Methods

To : void
Sets the value to interpolate towards

> **_value : float**
> The value to interpolate towards

_time : float
The time in seconds it will take for the value to change from it's current value to the provided value

_delay : float (Optional)
The time in seconds it will take for the interpolation to start
If one isn't provided, then no delay will be added

_curve : AnimationCurve (Optional)
The AnimationCurve used to change the way it interplates from it's current value to the provided value
If one isn't provided, then defaultCurve will be used instead

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Get : float
Returns the current value

Set : void
Override the current value and remove interpolations

_value : float
The value to override the current value with

Pause : void
Pauses the interpolation

Resume : void
Resumes the interpolation