

# CoLerp

## Properties

**defaultCurve** : [AnimationCurve](#)

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

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**paused** : [bool](#) (Read Only)

Returns true if the interpolation is paused

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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

**\_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

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**Set :** void

Override the current value and remove interpolations

**\_value :** **float**

The value to override the current value with

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**Pause :** void

Pauses the interpolation

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**Resume :** void

Resumes the interpolation

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