VALUE TRACK

View online: https://www.construct.net/en/make-games/manuals/construct-3/project-primitives/timelines/track/value-track

A value track is a special kind of track which is not tied to any instance.

Because they are not tied to any instance the value they interpolate doesn't immediately affect anything, instead it needs to be queried at runtime using the Timeline plugin before it can be used.

They are a little bit harder to use, but offer great flexibility in what they can be used for.

Value tracks can only have a single properly track and a timeline can have as many as needed.

Adding Value Tracks

To add a value track to a timeline follow any of these methods:

- Use the split button of the + button in the Timeline Bar toolbar and choose the option Track▶Add value.
- Right-click some Timeline Bar empty space and select Track▶Add value.

Value Track Properties

Name

Must be unique in the timeline. Can be used to query the value of the track at runtime.

Animation mode
Ease

See the section on common timeline element properties in Timelines. These properties follow an inheritance pattern.

Enabled
Locked

See the section on common timeline element properties in Timelines. Changing these at the track level will apply the change to every sub-element.

Track ID

An optional identifier to query the value of the track at runtime.