

GetEasingValue

Used for custom Lua based interpolation, returns the easing value (animation time to use in your custom interpolation) given a progress and an easing function. In most cases, either `moveObject` or `interpolateBetween` can do the job. `getEasingValue` is only provided in case you want to do your own custom interpolation based on easing.

Syntax

```
float getEasingValue ( float fProgress, string strEasingType [, float fEasingPeriod, float fEasingAmplitude, float fEasingOvershoot ] )
```

Required Arguments

- **fProgress:** float between 0 and 1 indicating the interpolation progress (0 at the beginning of the interpolation, 1 at the end).
- **strEasingType:** the easing function to use for the interpolation

Optional Arguments

- **fEasingPeriod:** the period of the easing function (only some easing functions use this parameter)
- **fEasingAmplitude:** the amplitude of the easing function (only some easing functions use this parameter)
- **fEasingOvershoot:** the overshoot of the easing function (only some easing functions use this parameter)

Returns

Returns *fAnimationTime* the animation time given by the easing function (can be < 0 or > 1 since some easing functions have overshoot or bounce/spring effects, *false* otherwise (error in parameters)).