

Function

Editor.Shapes.ConnectShapesList

List`1 Editor.Shapes.ConnectShapesList()

API	http://api.avolites.com/11.0/Editor.Shapes.ConnectShapesList.html
description	Returns a list of shapes running in the programmer/playbacks and sets all shapes to highlight.
namespace	Editor.Shapes
parameter	none
return value	List`1 However in the example Select all running shapes it looks like the return value is inherently passed to something in Editor.Shapes.

Example in

Select all running shapes:

```
<step>Editor.Shapes.ConnectShapesList()</step>
```

Also used in

- [Shapes - Reverse All Shapes](#)
- [Select all running shapes](#)
- [Set All Shapes Direction](#)

Remarks

From:
<https://avosupport.de/wiki/> - AVOSUPPORT

Permanent link:
<https://avosupport.de/wiki/macros/function/editor.shapes.connectshapeslist>

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