

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 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?rev=1556891583>

Last update: **2019/05/03 13:53**

