

Namespace

# Editor.Shapes

*Namespaces are not listed nor explained in the online API documentation. Hence, the description is merely guessed.*

Functions and properties for when one or more shapes are being edited.

Items in this namespace:

## Properties

- [Editor.Shapes.EditingPlaybackShapes](#)
- [Editor.Shapes.EditShapesEmpty](#)
- [Editor.Shapes.PhaseOffset](#)
- [Editor.Shapes.Spread](#)

## Functions

- [Editor.Shapes.ConnectShapesList](#)
- [Editor.Shapes.ProgrammerShapesList](#)
- [Editor.Shapes.Reverse](#)
- [Editor.Shapes.SelectAllShapes](#)
- [Editor.Shapes.SetCurrentShapesDirection](#)

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