Titan Property

Editor.Shapes.PhaseOffset

API	https://api.avolites.com/11.0/Editor.Shapes.PhaseOffset.html
description	Gets or sets the phase offset for all shapes being edited. Updates the value in the Titan engine.
Namespaces	Editor.Shapes
type	Double

example

```
  <step
pause="0.001">ActionScript.SetProperty.Double('Editor.Shapes.PhaseOffset',
180)</step>
```

Sets the offset for the currently selected fixture in the current shape to 180 degrees.

used in

- Shapes - Reverse, Offset, Restart
- Double