

Titan Property

# Editor.Shapes.PhaseOffset

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

## 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](#)

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

Permanent link:  
<https://avosupport.de/wiki/macros/property/editor.shapes.phaseoffset?rev=1585417583>

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