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