

Titan Property

Editor.Shapes.EditingPlaybackShapes

API	http://api.avolites.com/11.0/Editor.Shapes.EditingPlaybackShapes.html
description	Gets or set whether we are editing playback shapes or not.
Namespaces	Editor.Shapes
type	Boolean

example

```
ActionScript.SetProperty.Boolean("Editor.Shapes.EditingPlaybackShapes", true)
```

This sets playback shapes to be edited.

used in

- [Shapes - Reverse All Shapes](#)
- [Select all running shapes](#)
- [Set All Shapes Direction](#)

From:

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