

Titan Property

Editor.Shapes.PhaseOffset

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|--------------------|---|
| 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](#)

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

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

Last update: **2020/03/28 17:46**

