

Titan Property

Editor.Shapes.Spread

API	http://api.avolites.com/11.0/Editor.Shapes.Spread.html
description	Gets or sets the spread for all shapes being edited. Updates the value in the Titan engine.
Namespaces	Editor.Shapes
type	Int32

example

```
<step>ActionScript.SetProperty.Integer( 'Editor.Shapes.Spread' , 1)</step>
```

Sets the shape spread to 1.

used in

- [Shapes - Reverse, Offset, Restart](#)
- [Set Playback's Shape Spread](#)

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