

Example

# Shapes - Reverse All Shapes

<b>by:</b>	Sebastian Beutel, February 2020
<b>published:</b>	here
<b>description:</b>	this macro reverses all running shapes
<b>remarks:</b>	requested by Marco Rossoni "is it possible to do a macro that invert the shape direction? thanks a lot ... , e.g. I have a symmetric circle running outwards and with that macro make that circle running inward."

[shape](#), [reverse](#), [circle](#)

**From Titan v15 on ClearAll() requires two parameters, see [Programmer.Editor.ClearAll](#). Simply change the relevant line(s) to `Programmer.Editor.ClearAll(false, false)`.**

## functions

- [Editor.Shapes.ConnectShapesList](#)
- [Editor.Shapes.SelectAllShapes](#)
- [ActionScript.SetProperty.Boolean](#)
- [Editor.Shapes.Reverse](#)
- [Programmer.Editor.ClearAll](#)

## affected properties

- [Editor.Shapes.ProgrammerShapes.Empty](#)
- [Editor.Shapes.EditShapesEmpty](#)
- [Editor.Shapes.EditingPlaybackShapes](#)

## control structures

- [condition](#)

## Code

[ReverseAllShapes.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

  <macro id="Avolites.Macros.ReverseAllShapes" name="Reverse All
Shapes">
  <sequence>
    <step>Editor.Shapes.ConnectShapesList()</step>
```

```
<step
condition="!Editor.Shapes.ProgrammerShapes.Empty">Editor.Shapes.SelectA
llShapes()</step>
<step condition="!Editor.Shapes.EditShapesEmpty">
ActionScript.SetProperty.Boolean("Editor.Shapes.EditingPlaybackShapes",
true)
</step>
<step>Editor.Shapes.Reverse()</step>
<step>Programmer.Editor.ClearAll()</step>
</sequence>
</macro>

</avolites.macros>
```

## Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

- `Editor.Shapes.ConnectShapesList()` lists and highlights all running shapes
- `Editor.Shapes.SelectAllShapes()` selects all shapes from the programmer if there are any
- `Editor.Shapes.EditingPlaybackShapes` flag is set if there are any shape being edited
- `Editor.Shapes.Reverse()` actually reverses all shapes currently being edited
- `Programmer.Editor.ClearAll()` finally clears programmer and editor

## How to use it

1. [make this macro available](#)
2. e.g. fire a playback with a shape
3. fire this macro - the running shape will be inverted and runs in the other direction

From:

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

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<https://avosupport.de/wiki/macros/example/reverseallshapes>

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