

Example

Shapes - Reverse All Shapes

by:	Sebastian Beutel, February 2020
published:	here
description:	this macro reverse all running shapes
remarks:	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](#)

functions

- [someusedfunction](#)
- [anotherusedfunction](#)

affected properties

- [someproperty](#)
- [anotherusedproperty](#)

control structures

- [anyspecials?](#)

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>
  </sequence>
</macro>
</avolites.macros>
```

```
<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](#)

tbd

How to use it

1. [make this macro available](#)

tbd

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

Permanent link:
<https://avosupport.de/wiki/macros/example/reverseallshapes?rev=1583054986>

Last update: **2020/03/01 09:29**

