Example

# Shapes - Reverse All Shapes

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| **by:** | Sebastian Beutel, February 2020 |
| **published:** | here |
| **description:** | this macro reverses all running shapes |
| **remarks:** | requested by Marco Rossoni<br>“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

- 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**

Permanent link:
**https://avosupport.de/wiki/macros/example/reverseallshapes?rev=1583056361**

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