

Example

Shapes - Reverse, Offset, Restart

by:	Matias Mucillo, February 2020 final changes by Sebastian Beutel
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description:	reverses shape on part of fixtures, offsets them, restarts shape
remarks:	most useful for circle shapes

[shapes](#), [invert](#), [offset](#), [restart](#)

functions

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

affected properties

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

control structures

- [anyspecials?](#)

Code

[filename.xml](#)

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

<!-- Symmetrical Shape -->

  <macro id="MM.Macros.Shapes.SymmShape16.4" name="mm Symmetrical Shape
16 Fix SB 4">
    <sequence>
      <step pause="0.001">Editor.Shapes.ProgrammerShapesList()</step>
      <step condition="!Editor.Shapes.ProgrammerShapes.Empty">
        Editor.Shapes.SelectAllShapes()
      </step>
      <!-- <step condition="!Editor.Shapes.EditShapesEmpty"> // not
from v12 on! -->
      <step
pause="0.001">ActionScript.SetProperty.Integer('Editor.Shapes.Spread',
```

```
8) </step>
  <step pause="0.001">Command.RunCommand("PATTERN 8 IN 16")</step>
  <step
pause="0.001">ActionScript.SetProperty.Boolean("Selection.Context.Global.RepeatPattern", true)</step>
  <step pause="0.001">Editor.Shapes.Reverse()</step>
  <step
pause="0.001">ActionScript.SetProperty.Double('Editor.Shapes.PhaseOffset', 180)</step>
  <step
pause="0.001">Programmer.RefireProgrammer(Programmer.CurrentProgrammerIds)</step>
  <step
pause="0.001">Selection.Context.Global.ClearPatternSelect()</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

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Permanent link:
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