

Example

Shapes - Reverse, Offset, Restart

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description:	reverses shape on part of fixtures, offsets them, restarts shape
remarks:	most useful for circle shapes

When creating shapes, in order to make a symmetrical look (e.g. circle shape with left fixtures turning clockwise, right fixtures turning counter-clockwise) you need to (1) select half of the fixtures, (2) reverse the shape for them, (3) offset them by 180°, and (4) restart the shape to see the effect. This macro does everything (for a predefined number of fixtures at least - there are macros for other fixture quantities as well).

[shape](#), [reverse](#), [invert](#), [offset](#), [restart](#)

functions

- [Editor.Shapes.ProgrammerShapesList](#)
- [Editor.Shapes.SelectAllShapes](#)
- [ActionScript.SetProperty.Integer](#)
- [Command.RunCommand](#)
- [ActionScript.SetProperty.Boolean](#)
- [Editor.Shapes.Reverse](#)
- [ActionScript.SetProperty.Double](#)
- [Programmer.RefireProgrammer](#)
- [Selection.Context.Global.ClearPatternSelect](#)

affected properties

- [Editor.Shapes.ProgrammerShapes.Empty](#)
- [Editor.Shapes.EditShapesEmpty](#)
- [Editor.Shapes.Spread](#)
- [Selection.Context.Global.RepeatPattern](#)
- [Editor.Shapes.PhaseOffset](#)
- [Programmer.CurrentProgrammerIds](#)

control structures

- [condition](#)

Matias made more macros for various fixture quantities:

[mm_symmetrical_shape.xml](#)

Code

ReverseOffsetRestart16.xml

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

<!-- Symmetrical Shape -->

  <macro id="Macros.Shapes.SymmShape16" name="Symmetrical Shape 16
Fix">
  <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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