

Example

Select all running shapes

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description:	Select all running shapes both from playbacks and in the programmer so the properties can be edited on the wheels.
remarks:	

[select](#), [all](#), [shapes](#)

functions

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

affected properties

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

control structures

- conditional steps, see [Control Structures](#)

Code

The `Editor.Shapes.ConnectShapesRunning` function is poorly named as the only thing that it does is determine whether there are any running shapes or not.

You need to do something like this (which is equivalent to pressing `Connect > Shape > Shape`):

[SelectAllShapes.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">

  <macro id="Avolites.Macros.SelectAllShapes" name="Select 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>
</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()` gets all running shapes
- `Editor.Shapes.SelectAllShapes()` then selects all shapes if there are any
- `ActionScript.SetProperty.Boolean("Editor.Shapes.EditingPlaybackShapes", true)` commands that playback shapes can be edited if there are any

How to use it

- [make this macro available](#)
- fire the macro to select all running shapes for editing

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