

Example

# Select all running shapes

<b>by:</b>	Gregory Haynes, January 2019
<b>published:</b>	<a href="http://forum.avolites.com/viewtopic.php?f=20&amp;t=5973">http://forum.avolites.com/viewtopic.php?f=20&amp;t=5973</a>
<b>description:</b>	Select all running shapes both from playbacks and in the programmer so the properties can be edited on the wheels.
<b>remarks:</b>	

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

## functions

- [Editor.Shapes.ConnectShapesList](#)
- [Editor.Shapes.SelectAllShapes](#)
- [ActionScript.SetProperty.Boolean](#)
- [Editor.Shapes.EditShapesEmpty](#) (from Titan v17)

## affected properties

- [Editor.Shapes.ProgrammerShapes.Empty](#)
- [Editor.Shapes.EditShapesEmpty](#) (until Titan v16)
- [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

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

Permanent link:  
<https://avosupport.de/wiki/macros/example/selectallrunningshapes?rev=1770032824>

Last update: **2026/02/02 11:47**

