

Example

Set All Shapes Direction

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| by: | Sebastian Beutel, June 2021 |
| published: | here |
| description: | Set the direction of all running shapes |
| remarks: | |

[shapes](#), [direction](#), [select](#), [recall](#), [macro](#)

This is a combination of [Select all running shapes](#) and [Shapes - Shape Direction](#), to set all running shapes' direction at once. The file consists of a number of macros. The first one selects all running shapes. The other macros recall the first one, and then set the direction to the various possible values,

functions

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

affected properties

- [Editor.Shapes.ProgrammerShapes.Empty](#)
- [Editor.Shapes.EditShapesEmpty](#) (only before Titan v17)
- [Editor.Shapes.EditingPlaybackShapes](#)

control structures

- [step condition](#)

specials

- [referring macros](#)

The file with all macros for all possible directions is available

here as [allshapesdirection.xml](#)

Please note that, as there were changes in Titan v17 which affect these macros, there is another file for Titan versions up to v16: [allshapesdirection_v16.xml](#).

Code

[allshapesdirection_short.xml](#)

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

  <macro id="Wiki.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.Boo
lean("Editor.Shapes.EditingPlaybackShapes", true)</step>
    </sequence>
  </macro>

  <macro id="Wiki.Macros.AllShapes.Direction.LeftToRight" name="All
Shapes Direction LeftToRight">
    <sequence>
<step>UserMacros.RecallMacroById("Wiki.Macros.SelectAllShapes")</step>
<step>Editor.Shapes.SetCurrentShapesDirection("LeftToRight")</step>
    </sequence>
  </macro>

  <macro id="Wiki.Macros.AllShapes.Direction.TopDown" name="All Shapes
Direction TopDown">
    <sequence>
<step>UserMacros.RecallMacroById("Wiki.Macros.SelectAllShapes")</step>
      <step>Editor.Shapes.SetCurrentShapesDirection("TopDown")</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](#)

The file contains of a number of macros.

- the first macro `Select All Shapes` is described in [Select all running shapes](#). It is used in all subsequent macros.

- the other macros recall the first macro using `UserMacros.RecallMacroById`, and then set the direction as explained in [Shapes - Shape Direction](#)

How to use it

1. [make this macro available](#)
2. program and fire some playbacks with shapes
3. fire one of the macros "All Shapes Direction ..." to change the direction of all running shapes at once

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