Example

Set All Shapes Direction

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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
- Editor.Shapes.EditShapesEmpty (from v17 on)

affected properties

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

control structures

- step condition

specials

- refering 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

From:
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