Function

Editor.Shapes.EditShapesEmpty()

```
Boolean Editor.Shapes.EditShapesEmpty()
```

API	https://api.avolites.com/17.0/api/Editor.Shapes.EditShapesEmpty.html
description	(guessed) indicates whether there are shapes to be edited or not
namespace	Editor.Shapes
parameter	none
return value	Boolean

Until v16 this was the **property** Editor.Shapes.EditShapesEmpty.

Example in

Set All Shapes Direction:

```
<step condition="!Editor.Shapes.EditShapesEmpty()">
```


Also used in

- Select all running shapes
- Set All Shapes Direction
- Editor.Shapes.EditShapesEmpty

Remarks