

Titan Property

# Editor.Shapes.EditShapesEmpty

<b>API</b>	<a href="http://api.avolites.com/11.0/Editor.Shapes.EditShapesEmpty.html">http://api.avolites.com/11.0/Editor.Shapes.EditShapesEmpty.html</a>
<b>description</b>	Value indicating whether or not the EditShapes list is empty.
<b>Namespaces</b>	Editor.Shapes
<b>type</b>	Boolean

From Titan v17 this is **function** [Editor.Shapes.EditShapesEmpty](#).

## example

```
<step condition="!Editor.Shapes.EditShapesEmpty">
  ActionScript.SetProperty.Boolean("Editor.Shapes.EditingPlaybackShapes",
true)
</step>
```

only if the list of shapes in the editor is NOT empty the step is executed (here, a property is set).

## used in

- [Shapes - Reverse All Shapes](#)
- [Shapes - Reverse, Offset, Restart](#)
- [Select all running shapes](#)
- [Set All Shapes Direction](#)
- [Set Shapes \(and KFS\) Direction](#)
- [Editor.Shapes.EditShapesEmpty](#)

From:

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

Permanent link:

<https://avosupport.de/wiki/macros/property/editor.shapes.editshapesempty>

Last update: **2026/02/02 12:03**

