Example

Shapes - Reverse All Shapes

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description:	this macro reverses all running shapes
remarks:	requested by Marco Rossoni “is it possible to do a macro that invert the shape direction? thanks a lot … , e.g. I have a symmetric circle running outwards and with that macro make that circle running inward.”

shape, reverse, circle

functions

- Editor.Shapes.ConnectShapesList
- Editor.Shapes.SelectAllShapes
- ActionScript.SetProperty.Boolean
- Editor.Shapes.Reverse
- Programmer.Editor.ClearAll

affected properties

- Editor.Shapes.ProgrammerShapes.Empty
- Editor.Shapes.EditShapesEmpty
- Editor.Shapes.EditingPlaybackShapes

control structures

- condition

Code

ReverseAllShapes.xml

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

  <macro id="Avolites.Macros.ReverseAllShapes" name="Reverse 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>
      <step>Editor.Shapes.Reverse()</step>
      <step>Programmer.Editor.ClearAll()</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

tbd

How to use it

1. make this macro available

tbd

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