

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">
```

