Example

Select all running shapes

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description:	Select all running shapes both from playbacks and in the programmer so the properties can be edited on the wheels.
remarks:	

select, all, shapes

functions

- Editor.Shapes.ConnectShapesList
- Editor.Shapes.SelectAllShapes
- ActionScript.SetProperty.Boolean
- Editor.Shapes.EditShapesEmpty (from Titan v17)

affected properties

- Editor.Shapes.ProgrammerShapes.Empty
- Editor.Shapes.EditShapesEmpty (until Titan v16)
- Editor.Shapes.EditingPlaybackShapes

control structures

- conditional steps, see Control Structures

Code

> The Editor.Shapes.ConnectShapesRunning function is poorly named as the only thing that it does is determine whether there are any running shapes or not.
>
> You need to do something like this (which is equivalent to pressing Connect > Shape > Shape):

SelectAllShapes.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">

<!-- please note that Editor.Shapes.EditShapesEmpty was a property
until v16 and is now a function -->

  <macro id="Avolites.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.Boolean("Editor.Shapes.EditingPlaybackShapes",
true)
      </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

- `Editor.Shapes.ConnectShapesList()` gets all running shapes
- `Editor.Shapes.SelectAllShapes()` then selects all shapes if there are any
- `ActionScript.SetProperty.Boolean("Editor.Shapes.EditingPlaybackShapes", true)` commands that playback shapes can be edited if there are any

How to use it

- make this macro available
- fire the macro to select all running shapes for editing

From:
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https://avosupport.de/wiki/macros/example/selectallrunningshapes

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