

Example

Shape Direction

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description:	changes shape direction for connected shapes

[shape](#), [direction](#)

functions

- [Editor.Shapes.SetCurrentShapesDirection](#)

A longer file with macros for all available directions is available at [sb_shapesdirection.xml](#)

Code

[shapedirection_short.xml](#)

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

<!-- Directions: None, LeftToRight, TopDown, HorizontalBlinds,
RightToLeft, BottomUp,
                VerticalBlinds, TopLeftIn, TopRightIn, RadialMiddle,
BottomLeftIn,
                BottomRightIn, BottomMiddleUpRadial, EndsInLinear,
Random -->

<macro id="sb.Macros.shapes.direct.none" name="Shape Direction None">
  <sequence>
    <step>Editor.Shapes.SetCurrentShapesDirection("None")</step>
  </sequence>
</macro>

<macro id="sb.Macros.shapes.direct.LeftToRight" name="Shapes
Direction LeftToRight">
  <sequence>
<step>Editor.Shapes.SetCurrentShapesDirection("LeftToRight")</step>
  </sequence>
</macro>

<macro id="sb.Macros.shapes.direct.TopDown" name="Shapes Direction
TopDown">
  <sequence>
    <step>Editor.Shapes.SetCurrentShapesDirection("TopDown")</step>
  </sequence>
```

```
</macro>  
  
.... <!-- more macros for tother directions -->  
  
</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

- [make this macro available](#)
- fire a playback with a shape
- load it for live editing (with <Cue>/<Connect> <Shape>), select shape and hit <Enter>
- fire one of the playbacks as you like to set the shape direction

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

Permanent link:
<https://www.avosupport.de/wiki/macros/example/shapedirection?rev=1547801959>

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