

Function

# Editor.Shapes.SelectAllShapes

Void Editor.Shapes.SelectAllShapes()

<b>API</b>	<a href="http://api.avolites.com/11.0/Editor.Shapes.SelectAllShapes.html">http://api.avolites.com/11.0/Editor.Shapes.SelectAllShapes.html</a>
<b>description</b>	Selects all shapes in ProgrammerShapeltems for editing.
<b>namespace</b>	Editor.Shapes
<b>parameter</b>	none
<b>return value</b>	Void

### Example in

Select all running shapes:

```
<step  
condition="!Editor.Shapes.ProgrammerShapes.Empty">Editor.Shapes.SelectAllSha  
pes()</step>
```

### Also used in

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

### Remarks

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

Permanent link:  
<https://www.avosupport.de/wiki/macros/function/editor.shapes.selectallshapes>

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