

Titan Property

Editor.Shapes.EditShapesEmpty

API	http://api.avolites.com/11.0/Editor.Shapes.EditShapesEmpty.html
description	Value indicating whether or not the EditShapes list is empty.
Namespaces	Editor.Shapes
type	Boolean

From Titan v17 this is **function** [Editor.Shapes.EditShapesEmpty](#).

example

```
<step condition="!Editor.Shapes.EditShapesEmpty">
  ActionScript.SetProperty.Boolean("Editor.Shapes.EditingPlaybackShapes",
true)
</step>
```

only if the list of shapes in the editor is NOT empty the step is executed (here, a property is set).

used in

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

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