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

From:
https://avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
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