Titan Property

# Editor.Shapes.EditShapesEmpty

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|---|---|
| **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 |

**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://www.avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
**https://www.avosupport.de/wiki/macros/property/editor.shapes.editshapesempty?rev=1556890747**

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