

Titan Property

Editor.Shapes.ProgrammerShapes.Empty

API	http://api.avolites.com/11.0/Editor.Shapes.ProgrammerShapes.Empty.html
description	Gets or sets whether the list of shapes in the programmer is empty.
Namespaces	Editor.Shapes.ProgrammerShapes
type	Boolean

example

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

This checks if the list of programmer shapes is empty, and if not, selects all shapes.

used in

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

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