Example

Blind Mode On/Off

by:	
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description:	Macros for entering/leaving blind mode.
remarks:	Useful in particular on consoles which have no designated <Blind> button.

Blind, Toggle

functions

- ActionScript.SetProperty.Boolean
- Programmer.SetBlindMode

affected properties

- Programmer.BlindActive

specials

- for the relation between setting a property and performing an action which is based on it see Action and Menus
- 'To enter and leave blind both actions must be performed. Blind checks the bool to see if it is entering or leaving.'

Code

blindmodeonoff.xml

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="Avolites.Menus.xsd">

  <macro id="Avolites.Macros.blindmodeon" name="blindmodeon">
    <sequence>
      <step
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive",
true)</step>
      <step pause="0.01">Programmer.SetBlindMode(false, 0)</step>
    </sequence>
  </macro>

  <macro id="Avolites.Macros.blindmodeoff" name="Blind Mode Off">
    <sequence>
      <step
```

```
pause="0.01">ActionScript.SetProperty.Boolean("Programmer.BlindActive",
false)</step>
      <step pause="0.01">Programmer.SetBlindMode(false, 0)</step>
    </sequence>
  </macro>

</avolites.macros>
```

Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to Formats and syntax

The function Programmer.SetBlindMode **inherently** requires the property `Programmer.BlindActive`. Hence, each macro sets this property (either to False or to True), and then calls `SetBlindMode`which makes it happen.

How to use it

make this macro available

These macros are useful for coding other macros, and for quickly entering/leaving blind mode on consoles witout a designated <`Blind`> button.

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

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