

Titan Property

Programmer.BlindActive

API	http://api.avolites.com/10.1/Programmer.BlindActive.html
description	Gets or sets a value indicating whether blind mode is active.
Namespaces	Programmer
type	Boolean

This property is used by the function [Programmer.SetBlindMode](#) to determine whether to enter or leave blind mode.

example

Blind Mode On/Off

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

In this example, `Programmer.BlindActive` is set before calling `Programmer.SetBlindMode()`.

used in

- [Blind Mode On/Off](#)
- [ColourChaseChanger \(V2\)](#)
- [Off/On Attribute in Palette](#)
- [PaletteChaseChanger \(V3\)](#)
- [Set Playback's Shape Spread](#)
- [Programmer.SetBlindMode](#)
- [Properties list](#)

From:
<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:
<https://www.avosupport.de/wiki/macros/property/programmer.blindactive>

Last update: **2017/11/26 17:24**

