

Boolean

A boolean value is the most digital type possible: it can only be Yes or No. Nothing else. However, while in many programming languages there are several synonyms for both (0 and 1, yes and no, and more), it is always best to stick to one pattern - and this pattern shall be `true` and `false`. As these are constants, you need to write these without quotes. (Using quotes would make them [strings...](#)).

Example [Timecode - Enable/Disable](#):

```
<step>ActionScript.SetProperty.Boolean("Timecode.Enabled", true)</step>
```

This sets the property 'Timecode.Enabled' to 'true' - thus enabling timecode in the system.

Also used in

- [Active Binding](#)
- [ActionScript.SetProperty.Boolean](#)
- [Dmx.EnableDmxModule](#)
- [Editor.Shapes.EditShapesEmpty](#)
- [Group.CheckIfGroupExists](#)
- [Group.FlashFader](#)
- [Handles.IsClaimed](#)
- [Handles.SetSourceHandleRangeFromHandles](#)
- [Masters.DoubleOrHalfSpeedMultiplier](#)
- [Math.EqualityConverter](#)
- [Math.IsEqual](#)
- [Palette.ApplyPalette](#)
- [Palette.ApplyQuickPalette](#)
- [PanelManager.SetScreenState](#)
- [Patch.Repatch.RepatchSelectedFixtures](#)
- [Patch.Repatch.UnParkSelectedFixtures](#)
- [PioneerDJ.SetBPMTriggersEnabled](#)
- [Playbacks.FirePlaybackAtLevel](#)
- [Playbacks.IsCueHandle](#)
- [Playbacks.MergePlaybackCue](#)
- [Playbacks.ReleaseAllPlaybacksByPriority](#)
- [Playbacks.ReleasePlayback](#)
- [Playbacks.StoreCue](#)
- [Programmer.Editor.Clear](#)
- [Programmer.Editor.ClearAll](#)
- [Programmer.Editor.Fixtures.OnOffAttributeSelected](#)
- [Programmer.Editor.Fixtures.OnOffFixtureControls](#)
- [Programmer.Editor.Fixtures.Patch.FreezeFixtures](#)
- [Programmer.Editor.Fixtures.Patch.InvertFixtureControls](#)
- [Programmer.Editor.Fixtures.SetControlProgrammer](#)
- [Programmer.Editor.Fixtures.SetControlValueById](#)
- [Programmer.Editor.Fixtures.SetSelectedControlsOff](#)
- [Programmer.Editor.Fixtures.SetSelectedControlsOn](#)

- [Programmer.SetBlindMode](#)
- [Timecode.MakeTimecodeTime](#)
- [Timecode.SetEnabled](#)
- [Triggers.AddMidiTrigger](#)
- [Workspace.Record](#)
- [Windows](#)
- [Math.Cast](#)
- [Audio.AudioTriggersEnabled](#)
- [Editor.Shapes.EditingPlaybackShapes](#)
- [Editor.Shapes.EditShapesEmpty](#)
- [Editor.Shapes.ProgrammerShapes.Empty](#)
- [Group.Numeric.IsValid](#)
- [HandleOptions.CueLists.FireFirstCue](#)
- [Handles.AllowEditWorkspaces](#)
- [Programmer.BlindActive](#)
- [Programmer.Editor.Fixtures.AlignAddAllToProgrammer](#)
- [Programmer.Editor.Fixtures.AlignCopyPaletteReferences](#)
- [Programmer.Editor.Fixtures.Clear.Presets](#)
- [Programmer.Editor.Fixtures.ClearAlignMask](#)
- [Selection.Context.Global.RepeatPattern](#)
- [System.ExternalDisplay.Enabled](#)
- [Timecode.Enabled](#)
- [Timecode.TimecodeOne.IsControlAllowed](#)
- [Visualiser.Capture.AutomaticQuality](#)
- [Visualiser.Capture.ShowDiagnostics](#)
- [Visualiser.Capture.SpillLighting](#)
- [Windows.windowId.Pages](#)
- [String](#)
- [Types](#)
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