

Titan Property

# Programmer.BlindActive

<b>API</b>	<a href="http://api.avolites.com/10.1/Programmer.BlindActive.html">http://api.avolites.com/10.1/Programmer.BlindActive.html</a>
<b>description</b>	Gets or sets a value indicating whether blind mode is active.
<b>Namespaces</b>	Programmer
<b>type</b>	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 Lee Colour](#)
- [Set Playback's Shape Spread](#)
- [Programmer.SetBlindMode](#)
- [Properties list](#)

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