powerSaveBlocker

> *Block the system from entering low-power (sleep) mode.*

Process: [Main](#)

For example:

```
const { powerSaveBlocker } = require('electron')

const id = powerSaveBlocker.start('prevent-display-sleep')
console.log(powerSaveBlocker.isStarted(id))

powerSaveBlocker.stop(id)
```

Methods

The `powerSaveBlocker` module has the following methods:

`powerSaveBlocker.start(type)`

* `type` string - Power save blocker type.
  * `prevent-app-suspension` - Prevent the application from being suspended. Keeps system active but allows screen to be turned off. Example use cases: downloading a file or playing audio.
  * `prevent-display-sleep` - Prevent the display from going to sleep. Keeps system and screen active. Example use case: playing video.

Returns `Integer` - The blocker ID that is assigned to this power blocker.

Starts preventing the system from entering lower-power mode. Returns an integer identifying the power save blocker.

Note: `prevent-display-sleep` has higher precedence over `prevent-app-suspension`. Only the highest precedence type takes effect. In other words, `prevent-display-sleep` always takes precedence over `prevent-app-suspension`.

For example, an API calling A requests for `prevent-app-suspension`, and another calling B requests for `prevent-display-sleep`. `prevent-display-sleep` will be used until B stops its request. After that, `prevent-app-suspension` is used.

`powerSaveBlocker.stop(id)`

* `id` Integer - The power save blocker id returned by `powerSaveBlocker.start`.

Stops the specified power save blocker.

`powerSaveBlocker.isStarted(id)`

* `id` Integer - The power save blocker id returned by `powerSaveBlocker.start`.

Returns `boolean` - Whether the corresponding `powerSaveBlocker` has started.