

sleep

Pause script for a short duration

Description

```
sleep( milliseconds )
```

Pause the script for `milliseconds`.

USE WITH CAUTION



This command will prevent events to be executed and may cause unwanted delays in other logic.

Parameters

<code>milliseconds</code>	The duration for which to pause the script
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Return value

This command does not return a value.

Example usage

```
main()
{
    SetOutput(1, 100);
    sleep(200);           // Allow output to be ON for 200 ms
    SetOutput(1, 0);
}
```

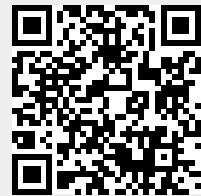
An alternative to using the `sleep` function is to use a timer, like this:

```
main()
{
    SetOutput(1, 100);      // Turn output on
    SetTimer(1, 200);       // Set up timer 1 to trip in 200ms
}
```

```
@Timer( timerno, timeout, param )
{
    SetOutput(1, 0);           // Turn output off
}
```

One benefit of using a timer is that your code continues to execute while the timer is running.

From:
<https://doc.eze.io/> - **ezeio documentation**



Permanent link:
<https://doc.eze.io/ezeio2/scriptref/sleep>

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