

# 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

|              |                                            |
|--------------|--------------------------------------------|
| milliseconds | The duration for which to pause the script |
|--------------|--------------------------------------------|

## 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 you 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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