

sleep



Introduced in	
Version:	1.00
Description	
Description:	Suspend execution for the given time in seconds. Must be called inside of a context, which is interruptible (for example, a Script (Handle) , executed by execVM or spawn).
Syntax	
Syntax:	sleep delay
Parameters:	<ul style="list-style-type: none">delay: Number - Time in seconds to suspend execution.
Return Value:	Nothing
Examples	
Examples:	<code>sleep 0.5;</code>
Additional Information	
See also:	uiSleep , Control Structures
Multiplayer:	
Problems:	

Notes

Posted on December 20, 2006 - 19:53

CrashDome

Sleep suspends both SQF functions and SQF scripts. In functions, the calling script is still in suspension due to waiting for a return from the [call](#) command. The game engine will continue, however. See [Function](#) for more detail.

Posted on July 16, 2007 - 00:13

Inkompetent

For scripts called by the [Init](#) the first sleep command will suspend the script at the briefing screen at the start of a mission. The script will continue after the briefing screen, when actually "in game".

Posted on March 6, 2008 - 07:47