

noInterrupt



Introduced in	
Version:	2.00
Description	
Description:	<p>Controls whether the engine can interrupt the current script (to process other, parallel tasks).</p> <p>Affects only the current script. To disable interrupts globally, VBS can be started with the argument <code>-scriptInterruption=0</code>.</p> <p>While interrupts are turned off, the <code>time</code> variable is not incremented. Once interrupts are turned on again, the value of <code>time</code> jumps forward by the missing duration.</p> <p>Warning: This option should be used with caution, and only in very limited and controlled situations, as it will affect the overall performance of VBS.</p>
Syntax	
Syntax:	<code>noInterrupt mode</code>
Parameters:	<ul style="list-style-type: none">mode: Boolean - If <code>true</code>, then current script is not interrupted by engine.
Return Value:	Nothing
Examples	
Examples:	
Additional Information	
See also:	
Multiplayer:	
Problems:	

Notes