

# Sleep

Sleep .

:

```
function Sleep(milliseconds : int)
```

:

1. **milliseconds** – . , . . : int.
1. 1 1 cam\_alarm\_1.wav, cam\_alarm\_2.wav, cam\_alarm\_3.wav ...\\Intellect\\Wav\\ 5 (5000).

```
if (Event.SourceType == "MACRO" && Event.SourceId == "1" && Event.Action == "RUN")
{
    var i;
    for(i=1; i<=3; i=i+1)
    {
        DoReactStr("PLAYER", "1", "PLAY_WAV", "file<\\cam_alarm_" + i + ".wav>");
        Sleep(5000);
    }
}
```

2. 2 1, 10 1 2.



.

1. ((-)). 1 .

```
if (Event.SourceType == "MACRO" && Event.SourceId == "2" && Event.Action == "RUN")
{
    for(i=0; i<=5; i=i+1)
    {
        DoReactStr("TIMER","1", "DISABLE", "");
        Sleep(10000);
        DoReactStr("TIMER","1", "ENABLE", "");

        NotifyEventStr("TIMER","1", "TRIGGER", "");
    }
    DoReactStr("TIMER","1", "DISABLE", "");
}
```