
Pausing and Restarting Sound Channels Interrupting play

If you want to pause command processing in a particular channel, you can use either of two sound commands, waitCmd or pauseCmd. The waitCmd command suspends all processing in a channel for a specified number of half-milliseconds. Here's an example:

```
mySndCmd.cmd = waitCmd;           //the command is waitCmd
mySndCmd.param1 = 2000;           //1 second wait duration
mySndCmd.param2 = 0;              //unused

//pause the channel
myErr = SndDoImmediate(&mySndChan, mySndCmd);
```

To pause the processing of commands in a sound channel for an unspecified duration, use the pauseCmd command. Unlike waitCmd, pauseCmd suspends processing for an undetermined amount of time. Processing does not resume until the **Sound Manager** receives a resumeCmd command for the specified channel.

To issue waitCmd or pauseCmd, you can use either **SndDoImmediate** or **SndDoCommand**, depending on whether you want the suspension of sound-channel processing to begin immediately or when the synthesizer reaches that command in the normal course of reading commands from a sound channel. The resumeCmd command, which is simply the opposite of pauseCmd, should be issued by using **SndDoImmediate**. Neither waitCmd nor pauseCmd stops any sound that is currently playing; these commands simply stop further processing of commands queued in the sound channel.

Note: Synthesizers expect to receive additional commands after a resumeCmd command. If no other commands are pending in the sound channel, the **Sound Manager** sends an emptyCmd command. The emptyCmd command is sent only by the **Sound Manager** and should not be issued by your application.