Simple Pinning

## Two examples of basic pinning.

1. A pin of a scene that has a duration will be pinned for the respective ammount of scrolled pixels and then released again.
2. If no duration is defined, the pinned element will never be released unless scrolling back past the trigger position.

Note that the first pin pushes down the following elements. A gap with the size of the scene's duration appears.

This can be disabled using the option pushFollowers: false. For scenes with a duration of 0 "pushFollowers" is always disabled.

For more information check out the documentation on [Scene.setPin()](http://docs.google.com/docs/ScrollMagic.Scene.html#setPin).

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Stay where you are (at least for a while).

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Take me with you!

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