Cascading Pins

## On-Again, Off-Again.

Sometimes you might wish to pin and unpin the same element multiple times. To achieve this simply add multiple scenes with the same pin target.

It is important to make sure though, that the scenes don't overlap, so they don't *"argue"* about who gets to control the pinned element.

[view source](#gjdgxs)

Unpinned.

[view source](#gjdgxs)