DebugSleep

debugSleep freezes the client/server for the specified time. This means that all synchronization, rendering and script execution will stop except HTTP processing invoked by fetchRemote. This function only works, if development mode is enabled by setDevelopmentMode and can be utilised to build a debugger that communicates via HTTP requests with the editor/IDE.

> ⚠️ **Warning:** Only use this function if you know what you are doing!

Syntax

```
bool debugSleep ( int sleep )
```

Required Arguments

- **sleep** : An integer value in milliseconds.

Returns

Returns *true* if the development mode is enabled and arguments are correct, *false* otherwise.

Requirements

Minimum server version	1.5.4-9.11306
Minimum client version	1.5.4-9.11306

Note: Using this feature requires the resource to have the above minimum version declared in the meta.xml **<min_nrp_version>** section. *e.g. <min_nrp_version server="1.5.4-9.11306" client="1.5.4-9.11306" />*