noTone()

[Advanced I/O]

Description

Stops the generation of a square wave triggered by tone(). Has no effect if no tone is being generated.

Syntax

noTone(pin)

Parameters

pin: the Arduino pin on which to stop generating the tone

Returns

Nothing

Notes and Warnings

If you want to play different pitches on multiple pins, you need to call noTone() on one pin before calling tone() on the next pin.