psychopy pause function in builder view

 https://gaozhiyan.wordpress.com/2016/01/04/psychopy-pause-function-in-builder-view/

#Psychopy does not have a build-in pause function.  
#here is the codes you can use with the coder component in the builder view  
#I have a list of audios to play, I want to be able to pause the experiment by clicking some key on the keyboard, in case the participant wants to take a break. I also want to be able to resume the experiment when the participant comes back.  
#Here’s what I did  
#first, I made a routine and added a loop with a condition file. (If you have no idea what I am talking about here, please visit<http://www.psychopy.org/builder/builder.html> first)  
#second, I added a sound component to the routine.  
#third, I added a coder component to the same routine.  
#In the coder component, under the “each frame” tab, I added the following codes

pauseKey = event.getKeys() txt = visual.TextStim(win,text='paused, press R to resume') txt2 = visual.TextStim(win,text='press P to pause') txt2.draw() if 'p' in pauseKey: td = win.\_toDraw win.\_toDraw = [] # hides whatever was being auto-drawn while not event.getKeys(keyList=['r']): txt.draw() win.flip() win.\_toDraw = td # restore auto-draw pauseKey = NOT\_STARTED pauseKey = [] if 'escape' in pauseKey: core.quit()