

[AlarmKit](#) / [AlarmManager](#) / `pause(id:)`

## Instance Method

# pause(id:)

Pauses the alarm with the specified ID if it's in the countdown state.

iOS 26.0+ | iPadOS 26.0+

```
func pause(id: Alarm.ID) throws
```

## Parameters

**id**

The identifier of the alarm to pause.

## Discussion

The function throws otherwise. Sets the alarm to the [AlarmPresentationState.Mode.paused\( : \)](#) state.

## See Also

### Changing an alarm state

```
func cancel(id: Alarm.ID) throws
```

Cancels the alarm with the specified ID.

```
func countdown(id: Alarm.ID) throws
```

Performs a countdown for the alarm with the specified ID if it's currently alerting.

```
func resume(id: Alarm.ID) throws
```

Resumes the alarm with the specified ID if it's in the paused state.

```
func stop(id: Alarm.ID) throws
```

Stops the alarm with the specified ID.