M A ®

Pause Command

This page describes the syntax and how to use the pause command.

To go to the pause command, press the small `Pause` key on the console.

Description

With the pause command, you can

- pause a crossfade between two cues
- pause a effect stored in a cue
- stop a current pause of an executor

The pause command is a toggle function.
If the executor is running, the pause command will set it to a pause.
If the executor is set to a pause, the pause command will stop the pause and keep him running again.

Syntax

To pause and stop a pause of an executor.

```
Pause Executor 1
```

Example 1

Let´s assume you will pause the chaser on executor 1.

Press the small `Pause` and then the respective executor button ▷ on the console.

The executor 1 is set to pause.

Example 2

Let´s assume you will stop the pause on executor 1 and keep the chaser running again.

Press the small `Pause` and then the respective executor button ▷ on the console.

The executor is running again.

Related Links
- Pause Key
- Executor Button [Go]