

# Sleep

## Summary

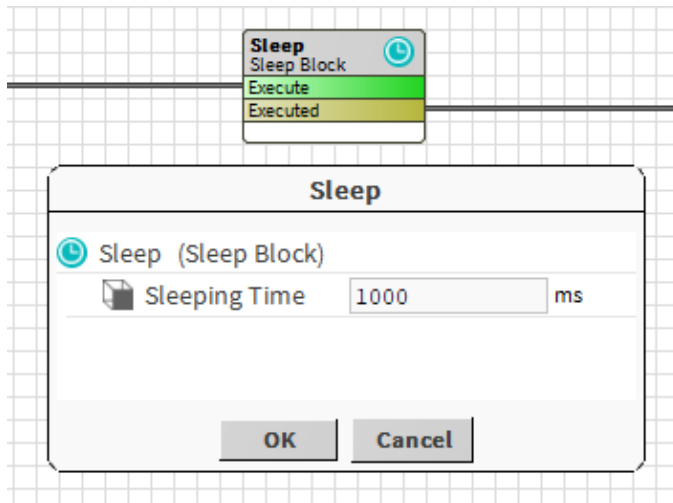
This block is used to pause the next blocks of a strategy till the sleeping time is over.

## Implementation

- Drag and drop the block from the palette
- Link the "execute" action from the "executed" topic of the previous block
- Set the sleeping time

## Example

This block will force the next blocks of the strategy to wait 1s



## Properties

- *SleepingTime*: The time while the strategy is paused