

# Agent.Stagger

<b>Method</b>	<b>Stagger</b>
<b>Module</b>	Agent
<b>Library</b>	Core
<b>Action</b>	Delay for a random amount of time up to a limit.
<b>Parameters</b>	<code>Limit</code> (int): The maximum number of seconds for which to delay. If the value is less than 1 then the value of <b>DefaultStaggerRangeSecs</b> in the agent configuration file is used.
<b>Return values</b>	<code>StaggerTime</code> (int): The actual delay in milliseconds.
<b>Example</b>	<pre>Agent.Stagger(Limit:30);</pre>
<b>Platforms</b>	<ul style="list-style-type: none"><li>• Windows</li><li>• Linux</li><li>• MacOS</li><li>• Solaris Intel</li><li>• Solaris Sparc</li><li>• Android</li></ul>
<b>Notes</b>	Useful for ensuring that multiple agents do not all execute following instructions at the same time, to prevent overloading a shared resource. If the value is less than 1 then <b>DefaultStaggerRangeSecs</b> is used. This includes 0, therefore the minimum delay is 1 second unless <b>DefaultStaggerRangeSecs=0</b> .