

vrAllCall

vrAllCall [*reason*]

Description

The message `vrAllCall` is a ping-style request for all components to (re-)announce their availability, often used when a new component needs to identify available services. This is used in particular by the [Launcher](#) to see which components are online. Developers can use an optional parameter to indicate why the request was send out.

The components that are available will announce their availability with the [vrComponent](#) message.

Parameters

- *reason* (optional), plain text string of reason why a ping is requested; mostly useful for manual debugging.

Examples

```
vrAllCall
```

Sending Components

All components can send this message. The [Launcher](#) sends this message on a regular interval in order to keep track of the status of all modules and tools that are known to have been launched.

Receiving Components

All components except libraries should implement listening to this message and send a [vrComponent](#) message on receiving it.

Related messages

- [vrComponent](#)
- [vrKillComponent](#)
- [vrProcEnd](#)