

vrKillComponent

vrKillComponent {*component-id*|all}

Description

Requests either a specific or all components to shut themselves down. All components except libraries and the [Launcher](#) should listen to this message. When the parameter matches its component ID or 'all', it should shut itself down. Before exiting, the component needs to send out a [vrProcEnd](#) with its own ID as parameter. Note that, unlike [vrComponent](#), no second parameter is present, therefore all sub-modules should exit when receiving the kill request.

Parameters

- *component-id*, contains the ID of the particular component. This can be a module type, like 'renderer' or 'nlu', or a specific module, like 'npceditor'.
- **all**, string, indicating that all online modules should exit.

Examples

```
vrKillComponent renderer
```

```
vrKillComponent nvb
```

```
vrKillComponent all
```

Sending Components

This message will usually only be sent by the [Launcher](#).

Receiving Components

All components except libraries should implement listening to this message.

Related messages

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