

vrProcEnd

`vrProcEnd component-id sub`

Description

This message is sent by a component, indicating to the rest of the system that it has exited and the service is no longer available. This message should be sent on exit by all components, except libraries.

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'.
- *sub*, is required, but not strictly defined. One can use it to specify the actual implementation of the module type, for instance 'unity' for the renderer, to specify a subcomponent, for instance 'parser' for the Non-Verbal Behavior Generator, or simply use 'all' when no additional information is useful to provide.

Examples

```
vrProcEnd renderer unity
```

```
vrProcEnd nvb generator
```

Sending Components

All components except libraries should send this message on exit.

Receiving Components

Modules that need to be aware of available services should listen to this message.

Related messages

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