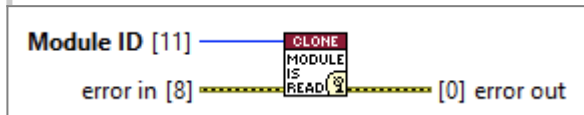


02 Broadcasts

These events are not part of the DQMH default features and have to be added to every HSE DQMH module.

'Module Is Ready'

Use the Module Is Ready broadcast to indicate that a module is ready to be used in the application



'System Message'

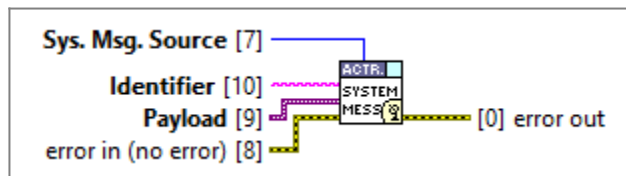
Sends a HSE-generic broadcast message, consisting of an Identifier, a variant Payload and Source information.

- Provides a generic way of broadcasting information
- Allows for dynamic registering and triggering of broadcast events

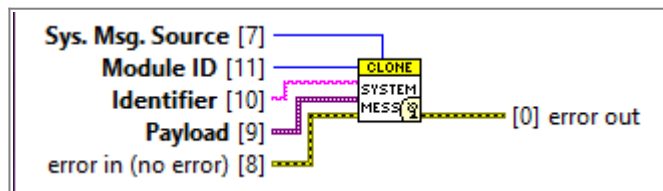
System Message Argument

- string Identifier
- variant Payload
- enum Source Type (module, application, network)
 - the typedef can be found in `hse-libraries/hse-dqmh.lvlib/Templates` and `Controls/System Message Source.ctl`
- 4. string Source Name (Module Name)
 - for clones, the Clone ID is appended to the Module Name

Singleton

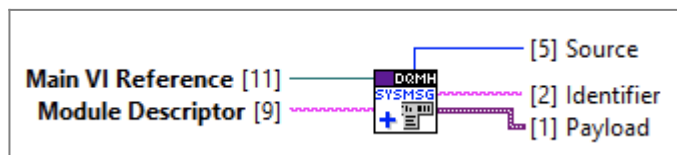


Cloneable

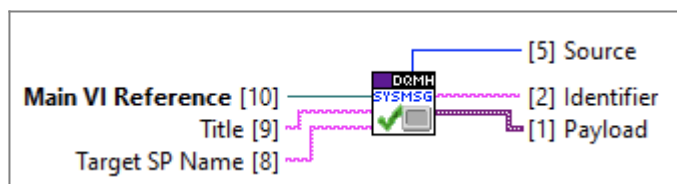


Message Types

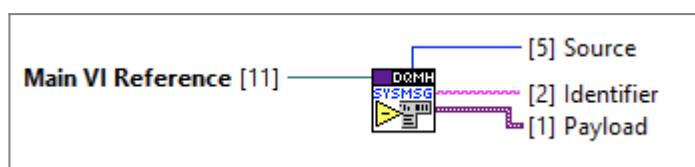
Add to Run-Time Menu



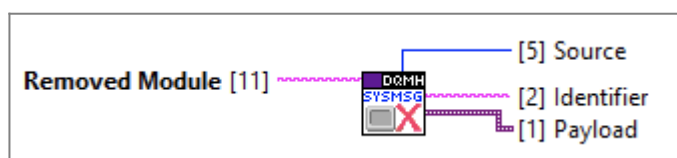
Ready for Display



Remove from Run-Time Menu



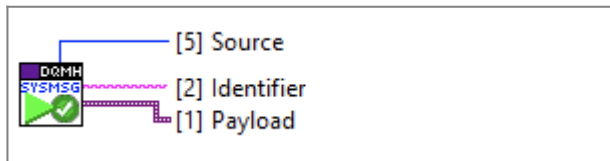
Removed from Subpanel



Startup Completed

Lets the UI Manager know that the startup phase of the whole application (ie anything that should happen before the splash screen is hidden and the front panel of UI Manager is shown) has completed.

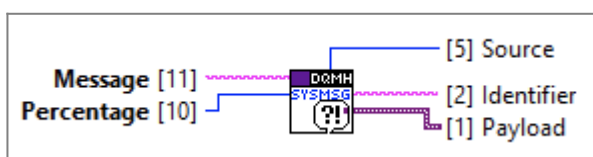
UI Manager will send the “Startup Completed Received” broadcast, which notifies the startup.vi to wrap up startup phase.



Update Splash Screen Message

Updates the Splash Screen of the application with Message and Percentage during the startup phase (i.e. before the “System Message - Startup Completed” has been sent.

Note: Use percentages between 61% and 99%.



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Last update: **2026/08/21 11:20**

