

The initialization function is called at activation of the IR.EVENT\_MODULE\_START event. There is a callback property inside the initialization function: **ModuleID**. This property serves as a marker which will be substituted later to the identifier corresponding to the module. What is their purpose? When creating a project any module can be added in it any number of times. To provide correct work of the module, it has to be identified. So the variable do it - **ModuleID**;

1. In the constructor function **RemoteProjector** we sent the variables **ModuleID** and **BusID**. After the variable **ModuleID** receives the module identifier, it can be used to receive access to the module. To receive access to the module the **B.getModule(ModuleID)** function is used. It is included in i3 lite API. Example **(2)**: