```c
static const struct broadcast_callbacks broadcast_call = {broadcast_recv};
/*--------------------------------------------------------------------*/
PROCESS_THREAD(broadcast_process, ev, data)
{
  static struct etimer et;
  static uint8_t seqno;
  struct broadcast_message msg;

  PROCESS_EXITHANDLER(broadcast_close(&broadcast);)

  PROCESS_BEGIN();

  broadcast_open(&broadcast, 10, &broadcast_call);

  while(1) {

    /* Send a broadcast every 8 - 16 seconds */
    etimer_set(&et, CLOCK_SECOND * 8 + random_rand() % (CLOCK_SECOND * 8));

    PROCESS_WAIT_EVENT_UNTIL(etimer_expired(&et));

    msg.seqno = seqno;
    packetbuf_copyfrom(&msg, sizeof(struct broadcast_message));
    broadcast_send(&broadcast);
    seqno++;
  }

  PROCESS_END();
}
```