

The basis of every module is subdevices. The task of every module developer is to define how many subdevices a module has and to develop the logics of subdevice work. Each subdevice may contain a widget, a remote control, a set of actions, events and states. All contents of a subdevice have to be indicated when a subdevice is created. Subdevice contents can't be changed during module work. The following command is used to create a subdevice: