

Conditions, actions and events are logical elements of the subdevice, on their basis macros and routines are created. Widget is a graphical element, through which the user will control subdevice. Usually one subdevice contains one widget, but the number of conditions, actions and events varies (from zero to many). The number of subdevices in the module can be either fixed or not. For example, you can develop a module only for a 6-channel dimmer, and you can make a module that will request the hardware for the number of subdevices and create the required number of subdevices.