Module.AddRelation()

to create relations between properties. The properties can be a part of relations: properties of graphic items, values of tokens, values of driver feedback channels

Syntax

```
Module.AddRelation(path1, path2)
```

input	sample	description
path1	"Drivers.HDL-BUS Pro Network (UDP).HDL-MC48IPDMX.231:channel"	type: string the full path to the first property
path2	"UI.Dimmer.Level.Value"	type: String the full path to the second property
output		
-		

Example:

```
Module = B.getModule(ModuleID);
Module.AddRelation("Drivers.HDL-BUS Pro Network (UDP).HDL-
MC48IPDMX.231:channel", "UI.Dimmer.Level.Value"); // creates relation between
the feedback and the value of dimmer
```

You can learn the full path to properties with the help of Relations in the editor.