

```
//Creating an event with IR.ADVANCED_NUMBER var l_oCondition =  
l_oSubDevice.AddCondition("Temperature is below...", "Drivers.Nest.CurrentTemperature", false,  
"<", null, { Type: IR.ADVANCED_NUMBER, Name: "Temperature", Min: 0, Max: 100 });  
</syntaxhighlight> |attentions= Learn the way to a channel, a feedback channel or a token with the  
help of Relations in the editor. }}
```

SubDevice.DeleteCondition

```
{{API Function/ru |description=Delete a condition |constructor=  
SubDevice.DeleteCondition(Condition)  
SubDevice.DeleteCondition(ID)  
|input=
```

Condition		type: Object Condition object
ID	1	type: Number Condition ID
output=		
Boolean	true	type: Boolean Deletion result

```
]|J$sample=
```

```
var l_oDevice= module.GetDevice("MyDevice"); //Getting a device  
var l_oSubDevice = module.AddSubDevice("SubDevice 1", l_oDevice); //creating  
a subdevice
```