```
// Refer to the wiget you want to copy
  module = B.getModule(moduleID)
 var popup = module.GetPopup("Dimmer");
 for (var i = 1; i<=3; i++)
 {  // Create a wiget using cloning
  var widget = NewSubDevice.addWidget(Module.ClonePopup(popup, "Dimmer"+ i));
 }
```

Add a function to the dimmer which enables moving the slider:

```
// the user slider for the level
function UserSlider(Level, Slider)
 {
    Property = "X";
    Len = "Width";
    // Function for calculating the slider position in relation to the level
    function Move(){
        Slider[Property] = Level.Value * (Level[Len] -50) / 100;
    }
    // Subscription for events    IR.AddListener(IR.EVENT_ITEM_PRESS, Level,
Move); // pressing on the level
    IR.AddListener(IR.EVENT_MOUSE_MOVE, Level, Move); // clicking on the
level
    IR.AddListener(IR.EVENT_TOUCH_MOVE, Level, Move); // moving a finger on
the level
    IR.SetInterval(600, Move);  // auto-update in 600 ms
}
```

The names of new widgets must be unique.