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// Clearing the text when clicking on the Cancel button and return of
the items in the array on the popup AddDimmer
IR.AddListener(IR.EVENT_ITEM_RELEASE, addDimmer.GetItem("cancel1"),
function() {
    // Clearing the name
    addDimmer.GetItem("NameDevice").Text = ;
    // If the channel is selected, then
    if (addDimmer.GetItem("Channelnumber").Text != ) {
        // Возвращаем канала в список свободных каналов
        m.push (addDimmer.GetItem("Channelnumber").Text);
        // Clear the channels text
        addDimmer.GetItem("Channelnumber").Text = ;
    };
    // Filling in the list of free channels
    fillListFreeChannel();
});
//Creating the Dimmer widget
IR.AddListener(IR.EVENT_ITEM_RELEASE, addDimmer.GetItem("ok1"),
function() {
    name = addDimmer.GetItem("NameDevice").Text;
    duplicateName=0;
    tName = 0;
    // Coinciding with forbidden symbols
    // The cycle for checking the array of forbidden symbols
    for (var k=0; k<simvoli.length; k++) {
        // If the symbol from the names coincides with the symbol from the
array of forbidden symbols, then output an error
        if (name.indexOf(simvoli[k].toString()) != -1) {
            tName = 1;
            break;
        };
    };
};
};

```