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// Creating the widget
function CreateDimmer (md) {
    // Refer to the popup you want to clone
    var popup = IR.GetItem("Dimmer" + moduleID);
    // Assigning the variable the channel name
    var channelName = deviceName + ":" + "channel" + md.W + moduleID;
    widget = md.subDevice.addWidget(popup.Clone("Dimmer" + md.index +
moduleID));
    // Calling variables required for widget creation
    var dimmer = IR.GetItem("Dimmer" + md.index + moduleID);
    var dimmerLevel = dimmer.GetItem("Level");
    var dimmerButton = dimmer.GetItem("Button");
    // Adding channels selected by the user
    device.AddChannel(channelName, [subnetID, deviceID,
HDLCodes.singleChannelLightning, separator, parseInt(md.W, 16), 0x0, 0x0, 0x0,
0x01, 0x0, 0x0]);
    device.AddTag(channelName, [subnetID, deviceID,
HDLCodes.singleChannelLightning, separator, parseInt(md.W, 16), 0x0, 0x0]);

    // Calling the function for assigning the slider
    var userSlider5 = new UserSlider(dimmerLevel, dimmer.GetItem("Slider"));
    // Sending the command from the level to the HDL dimmer channel
    IR.AddListener (IR.EVENT_ITEM_RELEASE, dimmerLevel, function () {
        device.Set(channelName, this.Value);
    }, dimmerLevel);
    // The button for switching on/off (0 or 100)
    IR.AddListener (IR.EVENT_ITEM_PRESS, dimmerButton, function() {
        device.Set (channelName, dimmerButton.Value * 100);
    });
};

```