```
    // Assigning graphic items to feedback channels
    dimmer.GetItem("Name").Text = md.data;
    IR.AddRelation("Drivers." + netWorkName + "." + deviceName + ":" +
"channel" + md.W + moduleID, "UI.Dimmer" + md.index + moduleID + ".Visible
Level.Value");
    IR.AddRelation("Drivers." + netWorkName + "." + deviceName + ":" +
"channel" + md.W + moduleID, "UI.Dimmer" + md.index + moduleID +
".Level.Value");
    IR.AddRelation("Drivers." + netWorkName + "." + deviceName + ":" +
"channel" + md.W + moduleID, "UI.Dimmer" + md.index + moduleID + ".label main
title 640x88.Value");
    IR.AddRelation("Drivers." + netWorkName + "." + deviceName + ":" +
"channel" + md.W + moduleID, "UI.Dimmer" + md.index + moduleID +
".Button.Value");
    // Add the action for the lamp
    md.subDevice.addAction ({
        ActionType: "Simple",  // Indicate the action type
        Type: "script_call",   // Indicate the type of action
        Param: {lamp: 1, set: 100},   // Send the parameters, it is not
required for calling the function
        Space: this,  // Send the space for calling the function, it is not
required
        Method: changeLight, // Send the method
        Name: "Turn On"    // Indicate the method name
    });
  };
```