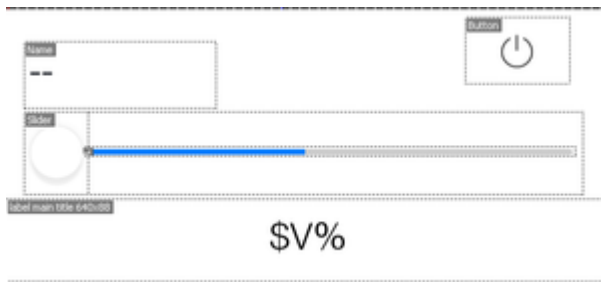


To create a widget via the code and assign it to a particular subdevice, create a template of the widget in the editor. A widget has a fixed size

- Width **640**
- Height from **300**



Example of a widget

To indicate to the program that this popup is not a widget, set **False** in the **Widget** field in **Object Properties**.