

OpcAcknowledgeableConditionNodeExtension Class

Namespace: Opc.UaFx.Client

Assemblies: Opc.UaFx.Advanced.dll

Provides static (Shared in Visual Basic) extension methods to manage [OpcAcknowledgeableConditionNode](#) objects.

C#

```
public static class OpcAcknowledgeableConditionNodeExtension
```

Inheritance [Object](#) > OpcAcknowledgeableConditionNodeExtension

Methods

Name	Description
Acknowledge(OpcAcknowledgeableConditionNode, OpcClient, Byte, OpcText)	Acknowledges an event notification which can be identified by the <code>eventId</code> on the <code>conditionNode</code> specified there the <code>IsAckedNode</code> is equals to its false state using the further specified <code>client</code> .
Acknowledge(OpcAcknowledgeableConditionNode, OpcClient, OpcText)	Acknowledges an event notification which can be identified by the <code>EventId</code> of the <code>conditionNode</code> specified there the <code>IsAckedNode</code> is equals to its false state using the further specified <code>client</code> .
Confirm(OpcAcknowledgeableConditionNode, OpcClient, Byte, OpcText)	Confirms an event notification which can be identified by the <code>eventId</code> on the <code>conditionNode</code> specified there the <code>IsConfirmedNode</code> is equals to its false state using the further specified <code>client</code> .
Confirm(OpcAcknowledgeableConditionNode, OpcClient, OpcText)	Confirms an event notification which can be identified by the <code>EventId</code> of the <code>conditionNode</code> specified there the <code>IsConfirmedNode</code> is equals to its false state using the further specified <code>client</code> .

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