

OpcAnalogItemNodeInfo Members

Namespace: Opc.UaFx.Client

Assemblies: Opc.UaFx.Advanced.dll, Opc.UaFx.Advanced.dll

The [OpcAnalogItemNodeInfo](#) type exposes the following members.

Properties

EngineeringUnit

Gets the engineering unit information which specifies the unit of the value attribute of the analog item node.

C#

```
public OpcEngineeringUnitInfo EngineeringUnit { get; }
```

Property Value

[OpcEngineeringUnitInfo](#)

An instance of the [OpcEngineeringUnitInfo](#) class which provides the information of the unit used to scale the value attribute of the analog item node.

EngineeringUnitRange

Gets the range information which applies to normal operation.

C#

```
public OpcValueRange EngineeringUnitRange { get; }
```

Property Value

[OpcValueRange](#)

An instance of the [OpcValueRange](#) class which provides the range information of the value attribute in normal operation. This information is intended for such use as automatically scaling a bar graph display.

Remarks

Sensor or instrument failure or deactivation can result in a returned item value which is actually outside of this range. Clients must be prepared to deal with this possibility. Similarly a Client may attempt to write a value that is outside of this range back to the Server. The exact behaviour (accept, reject, clamp, etc.) in this case is Server-dependent. However, in general Server shall be prepared to handle this.

InstrumentRange

Gets the range information which applies to the instrumental values returned by the instrument.

C#

```
public OpcValueRange InstrumentRange { get; }
```

Property Value

[OpcValueRange](#)

An instance of the [OpcValueRange](#) class which provides the range information about the values provided by the underlying sensor or instrument used to determine the value of the analog item node.

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