

# OpcClientStateChangedEventArgs Class

**Namespace:** Opc.UaFx.Client

**Assemblies:** Opc.UaFx.Advanced.dll

Provides the event data for the [StateChanged](#) event.

**C#**

```
public class OpcClientStateChangedEventArgs : EventArgs
```

**Inheritance** [Object](#) > [EventArgs](#) > OpcClientStateChangedEventArgs

## Constructors

Name	Description
<a href="#">OpcClientStateChangedEventArgs</a> ( <a href="#">OpcClientState</a> , <a href="#">OpcClientState</a> )	Initializes a new instance of the <a href="#">OpcClientStateChangedEventArgs</a> class using the specified <a href="#">oldState</a> and <a href="#">newState</a> .

## Properties

Name	Description
<a href="#">NewState</a>	Gets the state after the change.
<a href="#">OldState</a>	Gets the state before the change.



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