

# OpcDialogConditionNodeExtension

## Members

**Namespace:** Opc.UaFx.Client

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

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

## Methods

### Respond(OpcDialogConditionNode, OpcClient, Int32)

Passes the [selectedResponse](#) option and ends the dialog of the [conditionNode](#) specified using the further specified [client](#).

**C#**

```
public static void Respond(this OpcDialogConditionNode conditionNode, OpcClient client, int selectedResponse)
```

#### Parameters

[conditionNode](#) [OpcDialogConditionNode](#)

The [OpcDialogConditionNode](#) its 'Respond' method node is to be called.

[client](#) [OpcClient](#)

The [OpcClient](#) to use to call the method.

[selectedResponse](#) [Int32](#)

Selected index of the [ResponseOptions](#) of the [conditionNode](#) specified.

#### Exceptions

[ArgumentNullException](#)

The [conditionNode](#) or [client](#) is a null reference (Nothing in Visual Basic).

[OpcException](#)

The call of the method node failed (see exception details for more information).



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