

OpcMonitoredItemQueueMode Enum

Namespace: Opc.UaFx.Client

Assemblies: Opc.UaFx.Advanced.dll

Defines how generated notification data items shall be stored within the notification queue.

C#

```
public enum OpcMonitoredItemQueueMode
```

Inheritance [Object](#) > [ValueType](#) > [Enum](#) > OpcMonitoredItemQueueMode

Fields

Name	Value	Description
DiscardOldest	0	In case there the queue is full, the oldest notification data item is removed from the queue to create space for the most recent notification data item.
DiscardLatest	1	In case there the queue is full, the latest notification data item is replaced by the most recent notification data item.

Table of Contents

Fields	1
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