

# IOpcMethodCommand Interface

**Namespace:** Opc.UaFx

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

Defines a command used as the implementation of a method.

**C#**

```
public interface IOpcMethodCommand
```

## Methods

Name	Description
<a href="#">CanExecute(OpcContext)</a>	Determines the value of the <a href="#">Executable</a> attribute of the method ( <a href="#">CanExecute</a> ) and therefore decides whether the <a href="#">Execute(OpcMethodContext, IList, IList)</a> method can be called in general to execute the method implementation.
<a href="#">CanUserExecute(OpcContext)</a>	Determines the value of the <a href="#">UserExecutable</a> attribute of the method ( <a href="#">CanUserExecute</a> ) and therefore decides whether the <a href="#">Execute(OpcMethodContext, IList, IList)</a> method can be called by the current user to execute the method implementation.
<a href="#">Execute(OpcMethodContext, IList, IList)</a>	Performs the tasks necessary to implement the logic associated with a specific method using the <a href="#">context</a> and <a href="#">inputArguments</a> specified.



# Table of Contents

<b>Methods</b> .....	1
----------------------	---