

OpcAcknowledgeableCondition Members

Namespace: Opc.UaFx

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

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

Constructors

OpcAcknowledgeableCondition(IOpcReadOnlyNodeDataStore)

Initializes a new instance of the [OpcAcknowledgeableCondition](#) class using the **dataStore** specified.

C#

```
public OpcAcknowledgeableCondition(IOpcReadOnlyNodeDataStore dataStore)
```

Parameters

dataStore [IOpcReadOnlyNodeDataStore](#)

The [IOpcReadOnlyNodeDataStore](#) of the 'Opc.UaFx.OpcAcknowledgeableConditionNode' to represent.

Exceptions

[ArgumentNullException](#)

The **dataStore** is a null reference (Nothing in Visual Basic).

Properties

IsAcked

Gets a value indicating whether the condition requires acknowledgement for the reported condition state.

C#

```
public bool IsAcked { get; }
```

Property Value

[Boolean](#)

The value false if an acknowledgement is required; otherwise the value true. For more information see 'Opc.UaFx.OpcAcknowledgeableConditionNode.IsAcked'.

IsConfirmed

Gets a value indicating whether the condition requires confirmation for the reported condition state.

C#

```
public bool IsConfirmed { get; }
```

Property Value

Boolean

The value false if an confirmation is required; otherwise the value true. For more information see 'Opc.UaFx.OpcAcknowledgeableConditionNode.IsConfirmed'.

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