OpcCondition Class

Namespace: Opc.UaFx
Assemblies: Opc.UaFx.Advanced.dll

Represents a snapshot of a 'Opc.UaFx.OpcConditionNode'.

C#

```
public class OpcCondition : OpcEvent
```

Inheritance Object › OpcEvent › OpcCondition

Derived

- OpcAcknowledgeableCondition
- OpcDialogCondition

Constructors

Name	Description
OpcCondition(IOpcReadOnlyNodeDataStore)	Initializes a new instance of the OpcCondition class using the `dataStore` specified.

Events

Name	Description
TypeResolve	Occurs when the resolution of an event type fails. Use this event to manually provide the Type to use for a specific event type definition identifier. (Inherited from OpcEvent)

Properties

Name	Description
BranchId	Gets an identifier which identifies the branch to that the event does belong.
ClientUserId	Gets an identifier that is related to the Comment and contains the identity of the user who inserted the most recent Comment.
Comment	Gets the last comment provided for a certain state (condition branch).
ConditionClassId	Gets a value which specifies in which domain this condition is used. It is the OpcNodeId of the corresponding condition class type.
ConditionClassName	Gets a value that matches the display name of the condition class type.
ConditionName	Gets a value which identifies the condition instance that the event originated from.
DataStore	Gets the IOpcReadOnlyNodeDataStore which contains the data of the OpcEvent instance. (Inherited from OpcEvent)
EventId	Gets a value generated by the server to uniquely identify a particular event notification. (Inherited from OpcEvent)

Name	Description
EventType	Gets the type of event. (Inherited from OpcEvent)
EventTypeId	Gets node identifier which describes the specific type of event. (Inherited from OpcEvent)
IsEnabled	Gets a value indicating whether the condition is enabled.
IsRetained	Gets a value indicating whether the condition is in a state that is interesting for a client wishing to synchronize its state with the server's state.
LastSeverity	Gets a value which provides the previous severity of the condition branch.
Message	Gets a value which defines a human-readable and localizable text description of the event. (Inherited from OpcEvent)
NodeId	Gets the identifier of the node from which this event data snapshot has been created. (Inherited from OpcEvent)
Quality	Gets a value which reveals the status of process values or other resources that this condition is based upon.
ReceiveTime	Gets the time the OPC UA server received the event from the underlying device of another server. (Inherited from OpcEvent)
Severity	Gets an indication of the urgency of the event. (Inherited from OpcEvent)
SourceName	Gets a description of the source of the event. (Inherited from OpcEvent)
SourceNodeId	Gets the node identifier which identifies the node that the event originated from. (Inherited from OpcEvent)
Time	Gets the time the event occurred. (Inherited from OpcEvent)

Methods

Name	Description
RegisterType``1	Registers the type defined by `T` as the OpcEvent type to create in case there an event instance is to be created for the type definition identified by the OpcEventTypeAttribute defined on the `T` specified. (Inherited from OpcEvent)
RegisterType``1(OpcNodeId)	Registers the type defined by `T` as the OpcEvent type to create in case there an event instance is to be created for the type definition identified by the `eventTypeId` specified. (Inherited from OpcEvent)
RegisterTypes(Assembly)	Registers all non-abstract types in the `assembly` specified which defines the OpcEventTypeAttribute and inherit from OpcEvent. (Inherited from OpcEvent)
RegisterTypes(IEnumerable)	Registers the `eventTypes` specified as the OpcEvent type to create in case there an event instance is to be created for one of the type definitions identified by the OpcEventTypeAttribute used on one of the `eventTypes` specified. (Inherited from OpcEvent)
RegisterTypes(Type, Type)	Registers the `eventType` and the further specified `eventTypes` as the OpcEvent types to create in case there an event instance is to be created for one of the type definitions identified by the OpcEventTypeAttribute used on the `eventType` or on one of the `eventTypes` specified. (Inherited from OpcEvent)

Name	Description
UnregisterType``1	Unregisters the previously registered (see RegisterType´´1) type defined by `T` as the OpcEvent type to not longer create for the type definition identified by the OpcEventTypeAttribute defined on the `T` specified. (Inherited from OpcEvent)
UnregisterType``1(OpcNodeId)	Unregisters the previously registered (see RegisterType´´1(OpcNodeId)) type defined by `T` as the OpcEvent type to not longer create for the type definition identified by the `eventTypeId` specified. (Inherited from OpcEvent)
UnregisterTypes(Assembly)	Unregisters all previously registered types (see RegisterTypes(Assembly)) in the `assembly` specified. (Inherited from OpcEvent)
UnregisterTypes(IEnumerable)	Unregisters the previously registered (see RegisterTypes(IEnumerable)) `eventTypes` specified. (Inherited from OpcEvent)
UnregisterTypes(Type, Type)	Unregisters the previously registered `eventType` and the further specified `eventTypes` (see RegisterTypes(Type, Type)). (Inherited from OpcEvent)

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