

OpcCondition Members

Namespace: Opc.UaFx

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

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

Constructors

OpcCondition(IOpcReadOnlyNodeDataStore)

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

C#

```
public OpcCondition(IOpcReadOnlyNodeDataStore dataStore)
```

Parameters

`dataStore` [IOpcReadOnlyNodeDataStore](#)

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

Exceptions

[ArgumentNullException](#)

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

Properties

BranchId

Gets an identifier which identifies the branch to that the event does belong.

C#

```
public OpcNodeId BranchId { get; }
```

Property Value

[OpcNodeId](#)

The identifier of the branch. For more information see 'Opc.UaFx.OpcConditionNode.BranchId'.

ClientUserId

Gets an identifier that is related to the [Comment](#) and contains the identity of the user who inserted the most recent [Comment](#).

C#

```
public string ClientUserId { get; }
```

Property Value

String

The identifier that is related to the [Comment](#). For more information see 'Opc.UaFx.OpcConditionNode.ClientUserId'.

Comment

Gets the last comment provided for a certain state (condition branch).

C#

```
public OpcText Comment { get; }
```

Property Value

OpcText

The last comment provided for a certain state. For more information see 'Opc.UaFx.OpcConditionNode.Comment'.

ConditionClassId

Gets a value which specifies in which domain this condition is used. It is the [OpcNodeId](#) of the corresponding condition class type.

C#

```
public OpcNodeId ConditionClassId { get; }
```

Property Value

OpcNodeId

The [OpcNodeId](#) of the corresponding condition class type. For more information see 'Opc.UaFx.OpcConditionNode.ConditionClassId'.

ConditionClassName

Gets a value that matches the display name of the condition class type.

C#

```
public OpcText ConditionClassName { get; }
```

Property Value[OpcText](#)

The display name of the condition class type. For more information see 'Opc.UaFx.OpcConditionNode.ConditionClassName'.

ConditionName

Gets a value which identifies the condition instance that the event originated from.

C#

```
public string ConditionName { get; }
```

Property Value[String](#)

The name of the condition instance that the event originated from. For more information see 'Opc.UaFx.OpcConditionNode.ConditionName'.

IsEnabled

Gets a value indicating whether the condition is enabled.

C#

```
public bool IsEnabled { get; }
```

Property Value[Boolean](#)

A value indicating whether the condition is enabled. For more information see 'Opc.UaFx.OpcConditionNode.IsEnabled'.

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.

C#

```
public bool IsRetained { get; }
```

Property Value

Boolean

The value true if the condition (or condition branch) is being in a state that is interesting for a client wishing to synchronize its state with the server's state. For more information see 'Opc.UaFx.OpcConditionNode.IsRetained'.

LastSeverity

Gets a value which provides the previous severity of the condition branch.

C#

```
public OpcEventSeverity LastSeverity { get; }
```

Property Value

OpcEventSeverity

One of the members defined by the [OpcEventSeverity](#) enumeration. For more information see 'Opc.UaFx.OpcConditionNode.LastSeverity'.

Quality

Gets a value which reveals the status of process values or other resources that this condition is based upon.

C#

```
public OpcStatus Quality { get; }
```

Property Value

OpcStatus

The quality of data that this condition is based upon. For more information see 'Opc.UaFx.OpcConditionNode.Quality'.

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