

OpcDialogCondition Members

Namespace: Opc.UaFx

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

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

Constructors

OpcDialogCondition(IOpcReadOnlyNodeDataStore)

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

C#

```
public OpcDialogCondition(IOpcReadOnlyNodeDataStore dataStore)
```

Parameters

[dataStore](#) [IOpcReadOnlyNodeDataStore](#)

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

Exceptions

[ArgumentNullException](#)

The [dataStore](#) is a null reference (Nothing in Visual Basic).

Properties

CancelResponse

Gets a value which defines the index of the response in the [ResponseOptions](#) array that will cause the dialog to go into the inactive state without proceeding with the operation described by the prompt.

C#

```
public int CancelResponse { get; }
```

Property Value

[Int32](#)

The value allows a client to identify the Cancel option if a special handling for this option is available. If no Cancel option is available the value is -1. For more information 'Opc.UaFx.OpcDialogConditionNode.CancelResponse'.

DefaultResponse

Gets a value which identifies the response option that should be shown as default to the user.

C#

```
public int DefaultResponse { get; }
```

Property Value

[Int32](#)

The index to an item in the [ResponseOptions](#) array. If no response option is the default, the value is -1. For more information see 'Opc.UaFx.OpcDialogConditionNode.DefaultResponse'.

IsActive

Gets a value indicating whether the dialog is active and is waiting for a response.

C#

```
public bool IsActive { get; }
```

Property Value

[Boolean](#)

A value indicating whether the dialog is active and is waiting for a response. For more information see 'Opc.UaFx.OpcDialogConditionNode.IsActive'.

LastResponse

Gets a value which defines the last response provided by a client in the respond method.

C#

```
public int LastResponse { get; }
```

Property Value

[Int32](#)

The index to an item in the [ResponseOptions](#) array. If no previous response exists then the value is -1. For more information see 'Opc.UaFx.OpcDialogConditionNode.LastResponse'.

OkResponse

Gets a value which defines the index of the OK option in the [ResponseOptions](#) array.

C#

```
public int OkResponse { get; }
```

Property Value

Int32

This choice is the response that will allow the system to proceed with the operation described by the prompt. If no OK option is available the value is -1. For more information see 'Opc.UaFx.OpcDialogConditionNode.OkResponse'.

Prompt

Gets the dialog prompt to be shown to the user.

C#

```
public OpcText Prompt { get; }
```

Property Value

OpcText

The message to be shown to the user. For more information see 'Opc.UaFx.OpcDialogConditionNode.Prompt'.

ResponseOptions

Gets an array of supported response options.

C#

```
public OpcText[] ResponseOptions { get; }
```

Property Value

OpcText[]

An array of supported response options. The index in this array is used for the corresponding properties like [DefaultResponse](#), [LastResponse](#) and the selected response in the respond method. For more information see 'Opc.UaFx.OpcDialogConditionNode.ResponseOptions'.

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