

# OpcEventSeverity Enum

**Namespace:** Opc.UaFx

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

Defines the different indications of the urgency of an event.

**C#**

```
public enum OpcEventSeverity
```

**Inheritance** [Object](#) > [ValueType](#) > [Enum](#) > OpcEventSeverity

## Fields

Name	Value	Description
Undefined	0	The event severity needs to be clarified.
Max	1000	The highest possible severity.
High	900	The event has high severity.
MediumHigh	700	The event has medium high severity.
Medium	500	The event has medium severity.
MediumLow	300	The event has medium-low severity.
Low	100	The event has low severity.
Min	1	The lowest possible severity.



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