OpcEventType Enum

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

Defines the different types of events supported and defined by the OPC UA Foundation Stack.

C#

```
public enum OpcEventType
```

Inheritance Object › ValueType › Enum › OpcEventType

Fields

Name	Value	Description
Event	2041	Defines general characteristics of an event. An implementation of this type of event can be found in the 'Opc.UaFx.OpcEventNode' class.
Condition	2782	Defines general characteristics of conditional events. An implementation of this type of event can be found in the 'Opc.UaFx.OpcConditionNode' class.
AcknowledgeableCondition	2881	Defines conditional events which introduce additional states for acknowledgement and confirmation. An implementation of this type of event can be found in the 'Opc.UaFx.OpcAcknowledgeableConditionNode' class.
DialogCondition	2830	Defines conditional events which represent itself as a dialog. An implementation of this type of event can be found in the 'Opc.UaFx.OpcDialogConditionNode' class.
AlarmCondition	2915	Defines conditional acknowledgeable events which introduce additional states to define active, suppressed and shelving alarm conditions. An implementation of this type of event can be found in the 'Opc.UaFx.OpcAlarmConditionNode' class.
DiscreteAlarm	10523	Defines conditional alarm events which are used to classify types into alarm conditions where the input for the alarm may take on only a certain number of possible values (e.g. true/false, running/stopped/terminating). An implementation of this type of event can be found in the 'Opc.UaFx.OpcDiscreteAlarmNode' class.
LimitAlarm	2955	Defines conditional alarm events with multiple limits. An implementation of this type of event can be found in the 'Opc.UaFx.OpcLimitAlarmNode' class.
OffNormalAlarm	10637	Defines conditional alarm events intended to represent a discrete condition that is considered to be not normal. An implementation of this type of event can be found in the 'Opc.UaFx.OpcOffNormalAlarmNode' class.
TripAlarm	10751	Defines conditional alarm events which are intended to represent an equipment trip condition. The alarm becomes active when the monitored piece of equipment experiences some abnormal fault such as a motor shutting down due to an overload condition. An implementation of this type of event can be found in the 'Opc.UaFx.OpcTripAlarmNode' class.

Name	Value	Description
ExclusiveLimitAlarm	9341	Defines conditional alarm events with multiple mutually exclusive limits. An implementation of this type of event can be found in the 'Opc.UaFx.OpcExclusiveLimitAlarmNode' class.
NonExclusiveLimitAlarm	9906	Defines conditional alarm events with multiple non-exclusive limits. An implementation of this type of event can be found in the 'Opc.UaFx.OpcNonExclusiveLimitAlarmNode' class.
ExclusiveDeviationAlarm	9764	Defines limit alarm events which utilize multiple mutually exclusive limits. An implementation of this type of event can be found in the 'Opc.UaFx.OpcExclusiveDeviationAlarmNode' class.
ExclusiveLevelAlarm	9482	Defines limit alarm events which utilize an alarm with multiple mutually exclusive limits. An implementation of this type of event can be found in the 'Opc.UaFx.OpcExclusiveLevelAlarmNode' class.
ExclusiveRateOfChangeAlarm	9623	Defines limit alarm events which utilize an alarm with multiple mutually exclusive limits using a rate of change. An implementation of this type of event can be found in the 'Opc.UaFx.OpcExclusiveRateOfChangeAlarmNode' class.
NonExclusiveDeviationAlarm	10368	Defines limit alarm events which utilize one or more non-exclusive states. An implementation of this type of event can be found in the 'Opc.UaFx.OpcNonExclusiveDeviationAlarmNode' class.
NonExclusiveLevelAlarm	10060	Defines limit alarm events which utilize one or more non-exclusive states. An implementation of this type of event can be found in the 'Opc.UaFx.OpcNonExclusiveLevelAlarmNode' class.
NonExclusiveRateOfChangeAlarm	10214	Defines limit alarm events which utilize one or more non-exclusive states using a rate of change. An implementation of this type of event can be found in the 'Opc.UaFx.OpcNonExclusiveRateOfChangeAlarmNode' class.

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