OpcExclusiveLevelAlarm Class

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

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

C#

```
public class OpcExclusiveLevelAlarm : OpcExclusiveLimitAlarm
```

Inheritance Object › OpcEvent › OpcCondition › OpcAcknowledgeableCondition › OpcAlarmCondition › OpcLimitAlarm › OpcExclusiveLimitAlarm › OpcExclusiveLevelAlarm

Constructors

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

Name	Description
EventId	Gets a value generated by the server to uniquely identify a particular event notification. (Inherited from OpcEvent)
EventType	Gets the type of event. (Inherited from OpcEvent)
EventTypeId	Gets node identifier which describes the specific type of event. (Inherited from OpcEvent)
HighHighLimit	Gets a value which indicates the high high limit of a value to test for the alarm condition. (Inherited from OpcLimitAlarm)
HighLimit	Gets a value which indicates the high limit of a value to test for the alarm condition. (Inherited from OpcLimitAlarm)
InputNodeId	Gets an identifier which represents the node identifier of the variable the value of which is used as primary input in the calculation of the alarm state. (Inherited from OpcAlarmCondition)
IsAcked	Gets a value indicating whether the condition requires acknowledgement for the reported condition state. (Inherited from OpcAcknowledgeableCondition)
IsActive	Gets a value indicating whether the alarm situation represented currently exists. (Inherited from OpcAlarmCondition)
IsConfirmed	Gets a value indicating whether the condition requires confirmation for the reported condition state. (Inherited from OpcAcknowledgeableCondition)
IsEnabled	Gets a value indicating whether the condition is enabled. (Inherited from OpcCondition)
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. (Inherited from OpcCondition)
IsSuppressed	Gets a value indicating whether the alarm is suppressed due to system specific reasons. (Inherited from OpcAlarmCondition)
IsSuppressedOrShelved	Gets a value indicating whether the alarm is either in the IsSuppressed or shelved. (Inherited from OpcAlarmCondition)
LastSeverity	Gets a value which provides the previous severity of the condition branch. (Inherited from OpcCondition)
LowLimit	Gets a value which indicates the low limit of a value to test for the alarm condition. (Inherited from OpcLimitAlarm)
LowLowLimit	Gets a value which indicates the low low limit of a value to test for the alarm condition. (Inherited from OpcLimitAlarm)
MaxTimeShelved	Gets the maximum time that the alarm condition may be shelved. (Inherited from OpcAlarmCondition)
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)

Name	Description
Quality	Gets a value which reveals the status of process values or other resources that this condition is based upon. (Inherited from OpcCondition)
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)
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)

Name	Description
UnregisterTypes(Type, Type)	Unregisters the previously registered `eventType` and the further specified `eventTypes` (see RegisterTypes(Type, Type)). (Inherited from OpcEvent)

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