

OpcLimitAlarm Members

Namespace: Opc.UaFx

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

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

Constructors

OpcLimitAlarm(IOpcReadOnlyNodeDataStore)

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

C#

```
public OpcLimitAlarm(IOpcReadOnlyNodeDataStore dataStore)
```

Parameters

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

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

Exceptions

[ArgumentNullException](#)

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

Properties

HighHighLimit

Gets a value which indicates the high high limit of a value to test for the alarm condition.

C#

```
public double HighHighLimit { get; }
```

Property Value

[Double](#)

The optional high high limit to test. For more information see 'Opc.UaFx.OpcLimitAlarmNode.HighHighLimit'.

HighLimit

Gets a value which indicates the high limit of a value to test for the alarm condition.

C#

```
public double HighLimit { get; }
```

Property Value

Double

The optional high limit to test. For more information see 'Opc.UaFx.OpcLimitAlarmNode.HighLimit'.

LowLimit

Gets a value which indicates the low limit of a value to test for the alarm condition.

C#

```
public double LowLimit { get; }
```

Property Value

Double

The optional low limit to test. For more information see 'Opc.UaFx.OpcLimitAlarmNode.LowLimit'.

LowLowLimit

Gets a value which indicates the low low limit of a value to test for the alarm condition.

C#

```
public double LowLowLimit { get; }
```

Property Value

Double

The optional low low limit to test. For more information see 'Opc.UaFx.OpcLimitAlarmNode.LowLowLimit'.

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