Licenser Class

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

Defines mechanism required to register the server portion only of the OPC UA Framework Advanced.

C#

```
public static class Licenser
```

Inheritance Object › Licenser

Remarks

It is recommended to set the LicenseKey in the main entry point of the application. If there is no entry point available set the LicenseKey property before the first use of the assembly.

Properties

Name	Description
LicenseInfo	Gets the license conditions used for OPC UA Server development.
LicenseKey	Gets or sets the license key used to license this product.

Methods

Name	Description
FailIfEvaluation	Emits an error message upon evaluation license conditions.
FailIfExpired	Emits an error message upon expired license conditions.
FailIfSupportExpired	Emits an error message upon expired support license conditions.
FailIfUnlicensed	Emits an error message upon non-productive license conditions.
ThrowIfEvaluation	Throws an exception in case of an evaluation license.
ThrowIfExpired	Throws an exception in case of an expired license.
ThrowIfSupportExpired	Throws an exception in case of a supported expired license.
ThrowIfUnlicensed	Throws an exception in case of a non-productive license.

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