Licenser Members

Namespace: Opc.UaFx.Server
Assemblies: Opc.UaFx.Advanced.dll, Opc.UaFx.Advanced.dll
The Licenser type exposes the following members.

Properties

LicenseInfo

Gets the license conditions used for OPC UA Server development.

C#

```
public static ILicenseInfo LicenseInfo { get; }
```

Property Value

ILicenseInfo

An instance representing the license conditions for OPC UA Server development.

LicenseKey

Gets or sets the license key used to license this product.

C#

```
public static string LicenseKey { get; set; }
```

Property Value

String

A string value representing the license key used to license this product.

Methods

FailIfEvaluation()

Emits an error message upon evaluation license conditions.

C#

```
[Conditional("DEBUG")]
public static void FailIfEvaluation()
```

FailIfExpired()

Emits an error message upon expired license conditions.

C#

```
[Conditional("DEBUG")]
public static void FailIfExpired()
```

FailIfSupportExpired()

Emits an error message upon expired support license conditions.

C#

```
[Conditional("DEBUG")]
public static void FailIfSupportExpired()
```

FailIfUnlicensed()

Emits an error message upon non-productive license conditions.

C#

```
[Conditional("DEBUG")]
public static void FailIfUnlicensed()
```

ThrowIfEvaluation()

Throws an exception in case of an evaluation license.

C#

```
public static void ThrowIfEvaluation()
```

ThrowIfExpired()

Throws an exception in case of an expired license.

C#

```
public static void ThrowIfExpired()
```

ThrowIfSupportExpired()

Throws an exception in case of a supported expired license.

C#

```
public static void ThrowIfSupportExpired()
```

ThrowIfUnlicensed()

Throws an exception in case of a non-productive license.

C#

```
public static void ThrowIfUnlicensed()
```

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