

OpcConditionNodeExtension Members

Namespace: Opc.UaFx.Server

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

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

Methods

ActivateDialog(OpcDialogConditionNode, OpcContext)

Activates the dialog of the [conditionNode](#) specified using the further specified [context](#).

C#

```
public static void ActivateDialog(this OpcDialogConditionNode conditionNode, OpcContext context)
```

Parameters

[conditionNode](#) [OpcDialogConditionNode](#)

The [OpcDialogConditionNode](#) its [IsActive](#) is to be modified.

[context](#) [OpcContext](#)

The [OpcContext](#) to use to respond.

Exceptions

[ArgumentNullException](#)

The [conditionNode](#) or [context](#) is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The activate operation failed (see exception details for more information).

ChangeComment(OpcConditionNode, OpcContext, OpcText)

Changes the condition 'Comment' state of the [conditionNode](#) specified using the further specified [context](#) without raising change events.

C#

```
public static void ChangeComment(this OpcConditionNode conditionNode, OpcContext context,
OpcText value)
```

Parameters

conditionNode [OpcConditionNode](#)

The [OpcConditionNode](#) its 'Comment' state is to be changed.

context [OpcContext](#)

The [OpcContext](#) to use to change the state.

value [OpcText](#)

The new value to use for the 'Comment' state of the [conditionNode](#).

Exceptions

[ArgumentNullException](#)

The [conditionNode](#) or [context](#) is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The state change failed (see exception details for more information).

Remarks

This method uses the [Identity](#) to determine the 'ClientId' to use after changing the 'Comment' state.

ChangeComment(OpcConditionNode, OpcContext, OpcText, String)

Changes the condition 'Comment' state of the [conditionNode](#) specified using the further specified [context](#) without raising change events.

C#

```
public static void ChangeComment(this OpcConditionNode conditionNode, OpcContext context,
OpcText value, string clientId)
```

Parameters

conditionNode [OpcConditionNode](#)

The [OpcConditionNode](#) its 'Comment' state is to be changed.

context [OpcContext](#)

The [OpcContext](#) to use to change the state.

value [OpcText](#)

The new value to use for the 'Comment' state of the [conditionNode](#).

clientId [String](#)

The identifier to use for the 'ClientId' of the condition node after changing the 'Comment' state.

Exceptions

[ArgumentNullException](#)

The [conditionNode](#) or [context](#) is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The state change failed (see exception details for more information).

ChangeIsAked(OpcAcknowledgeableConditionNode, OpcContext, Boolean)

Changes the condition 'Aked' state of the [conditionNode](#) specified using the further specified [context](#) without raising change events.

C#

```
public static void ChangeIsAked(this OpcAcknowledgeableConditionNode conditionNode,
OpcContext context, bool value)
```

Parameters

conditionNode [OpcAcknowledgeableConditionNode](#)

The [OpcAcknowledgeableConditionNode](#) its 'Aked' state is to be changed.

context [OpcContext](#)

The [OpcContext](#) to use to change the state.

value [Boolean](#)

The value true to change the condition 'Aked' state to acknowledged; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The state change failed (see exception details for more information).

ChangeIsActive(OpcAlarmConditionNode, OpcContext, Boolean)

Changes the condition 'Active' state of the `conditionNode` specified using the further specified `context` without raising change events.

C#

```
public static void ChangeIsActive(this OpcAlarmConditionNode conditionNode, OpcContext context, bool value)
```

Parameters

`conditionNode` [OpcAlarmConditionNode](#)

The [OpcAlarmConditionNode](#) its 'Active' state is to be changed.

`context` [OpcContext](#)

The [OpcContext](#) to use to change the state.

`value` [Boolean](#)

The value true to change the condition 'Active' state to active; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The state change failed (see exception details for more information).

ChangelsConfirmed(OpcAcknowledgeableConditionNode, OpcContext, Boolean)

Changes the condition 'Confirmed' state of the `conditionNode` specified using the further specified `context` without raising change events.

C#

```
public static void ChangeIsConfirmed(this OpcAcknowledgeableConditionNode conditionNode,
OpcContext context, bool value)
```

Parameters

`conditionNode` [OpcAcknowledgeableConditionNode](#)

The [OpcAcknowledgeableConditionNode](#) its 'Confirmed' state is to be changed.

`context` [OpcContext](#)

The [OpcContext](#) to use to change the state.

`value` [Boolean](#)

The value true to change the condition 'Confirmed' state to confirmed; otherwise the value false.

Exceptions

[ArgumentNullException](#)

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The state change failed (see exception details for more information).

ChangelsEnabled(OpcConditionNode, OpcContext, Boolean)

Changes the condition 'Enabled' state of the `conditionNode` specified using the further specified `context` without raising change events.

C#

```
public static void ChangeIsEnabled(this OpcConditionNode conditionNode, OpcContext context,
bool value)
```

Parameters

conditionNode [OpcConditionNode](#)

The [OpcConditionNode](#) its 'Enabled' state is to be changed.

context [OpcContext](#)

The [OpcContext](#) to use to change the state.

value [Boolean](#)

The value true to change the condition 'Enabled' state to enabled; otherwise the value false.

Exceptions

[ArgumentNullException](#)

The **conditionNode** or **context** is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The state change failed (see exception details for more information).

ChangeIsSuppressed(OpcAlarmConditionNode, OpcContext, Boolean)

Changes the condition 'Suppressed' state of the **conditionNode** specified using the further specified **context** without raising change events.

C#

```
public static void ChangeIsSuppressed(this OpcAlarmConditionNode conditionNode, OpcContext context, bool value)
```

Parameters

conditionNode [OpcAlarmConditionNode](#)

The [OpcAlarmConditionNode](#) its 'Suppressed' state is to be changed.

context [OpcContext](#)

The [OpcContext](#) to use to change the state.

value [Boolean](#)

The value true to change the condition 'Suppressed' state to suppressed; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The state change failed (see exception details for more information).

ChangeLimitState(OpcExclusiveLimitAlarmNode, OpcContext, OpcLimitAlarmStates)

Changes the condition current limit alarm state of the `conditionNode` specified using the further specified `context`.

C#

```
public static void ChangeLimitState(this OpcExclusiveLimitAlarmNode conditionNode,
OpcContext context, OpcLimitAlarmStates value)
```

Parameters

`conditionNode` [OpcExclusiveLimitAlarmNode](#)

The [OpcExclusiveLimitAlarmNode](#) its current limit alarm state is to be changed.

`context` [OpcContext](#)

The [OpcContext](#) to use to change the current limit alarm state.

`value` [OpcLimitAlarmStates](#)

A value of the [OpcLimitAlarmStates](#) enumeration to apply as the new limit alarm state.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The limit alarm state change failed (see exception details for more information).

ChangeLimitState(OpcNonExclusiveLimitAlarmNode, OpcContext, OpcLimitAlarmStates)

Changes the condition current limit alarm state of the `conditionNode` specified using the further specified `context`.

C#

```
public static void ChangeLimitState(this OpcNonExclusiveLimitAlarmNode conditionNode,
OpcContext context, OpcLimitAlarmStates value)
```

Parameters

`conditionNode` [OpcNonExclusiveLimitAlarmNode](#)

The [OpcNonExclusiveLimitAlarmNode](#) its current limit alarm state is to be changed.

`context` [OpcContext](#)

The [OpcContext](#) to use to change the current limit alarm state.

`value` [OpcLimitAlarmStates](#)

A value of the [OpcLimitAlarmStates](#) enumeration to apply as the new limit alarm state.

Exceptions

[ArgumentNullException](#)

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The limit alarm state change failed (see exception details for more information).

ChangeSeverity(OpcConditionNode, OpcContext, OpcEventSeverity)

Changes the condition 'Severity' of the `conditionNode` specified using the further specified `context` without raising change events.

C#

```
public static void ChangeSeverity(this OpcConditionNode conditionNode, OpcContext context,
OpcEventSeverity value)
```

Parameters

conditionNode OpcConditionNode

The `OpcConditionNode` its 'Severity' is to be changed.

context OpcContext

The `OpcContext` to use to change the severity.

value OpcEventSeverity

The `OpcEventSeverity` to change to.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The severity change failed (see exception details for more information).

ChangeShelving(OpcAlarmConditionNode, OpcContext, Boolean)

Changes the condition 'Shelving' of the `conditionNode` specified using the further specified `context`.

C#

```
public static void ChangeShelving(this OpcAlarmConditionNode conditionNode, OpcContext context, bool shelved)
```

Parameters

conditionNode OpcAlarmConditionNode

The `OpcAlarmConditionNode` its 'Shelving' is to be changed.

context OpcContext

The `OpcContext` to use to change the shelving.

shelved Boolean

The value true to shelve the condition; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The shelving change failed (see exception details for more information).

ChangeShelving(OpcAlarmConditionNode, OpcContext, Boolean, Boolean)

Changes the condition 'Shelving' of the `conditionNode` specified using the further specified `context`.

C#

```
public static void ChangeShelving(this OpcAlarmConditionNode conditionNode, OpcContext context, bool shelved, bool oneShot)
```

Parameters

`conditionNode` `OpcAlarmConditionNode`

The `OpcAlarmConditionNode` its 'Shelving' is to be changed.

`context` `OpcContext`

The `OpcContext` to use to change the shelving.

`shelved` `Boolean`

The value true to shelve the condition; otherwise the value false.

`oneShot` `Boolean`

The value true if the shelving only applies once; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The shelving change failed (see exception details for more information).

ChangeShelving(OpcAlarmConditionNode, OpcContext, Boolean, Boolean, TimeSpan)

Changes the condition 'Shelving' of the `conditionNode` specified using the further specified `context`.

C#

```
public static void ChangeShelving(this OpcAlarmConditionNode conditionNode, OpcContext context, bool shelved, bool oneShot, TimeSpan shelvingTime)
```

Parameters

`conditionNode` [OpcAlarmConditionNode](#)

The [OpcAlarmConditionNode](#) its 'Shelving' is to be changed.

`context` [OpcContext](#)

The [OpcContext](#) to use to change the shelving.

`shelved` [Boolean](#)

The value true to shelve the condition; otherwise the value false.

`oneShot` [Boolean](#)

The value true if the shelving only applies once; otherwise the value false.

`shelvingTime` [TimeSpan](#)

The time as long the shelving applies.

Exceptions

[ArgumentNullException](#)

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The shelving change failed (see exception details for more information).

RespondDialog(OpcDialogConditionNode, OpcContext, Int32)

Changes the dialog response of the `conditionNode` specified using the further specified `context`.

C#

```
public static void RespondDialog(this OpcDialogConditionNode conditionNode, OpcContext
context, int response)
```

Parameters

conditionNode [OpcDialogConditionNode](#)

The [OpcDialogConditionNode](#) its [IsActive](#) and [LastResponse](#) is to be modified.

context [OpcContext](#)

The [OpcContext](#) to use to respond.

response [Int32](#)

The index of the item in the [ResponseOptions](#).

Exceptions

[ArgumentNullException](#)

The **conditionNode** or **context** is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The respond operation failed (see exception details for more information).

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