

# OpcMonitoredItemEventArgs Members

**Namespace:** Opc.UaFx.Server

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

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

## Constructors

### OpcMonitoredItemEventArgs(OpcContext, OpcMonitoredItem, IOpcNode)

Initializes a new instance of the [OpcMonitoredItemEventArgs](#) using the [context](#), [item](#) and [node](#) specified.

**C#**

```
public OpcMonitoredItemEventArgs(OpcContext context, OpcMonitoredItem item, IOpcNode node)
```

#### Parameters

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

The [OpcContext](#) used to create, delete or modify a [OpcMonitoredItem](#).

[item](#) [OpcMonitoredItem](#)

The [OpcMonitoredItem](#) affected by the event.

[node](#) [IOpcNode](#)

The [IOpcNode](#) observed by the [OpcMonitoredItem](#) specified by [item](#).

#### Exceptions

[ArgumentNullException](#)

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

## Properties

### Context

Gets the information of the environment used to create, delete or modify the [Item](#).

**C#**

```
public OpcContext Context { get; }
```

#### Property Value

## OpcContext

An instance of the [OpcContext](#) class used by the source of the event this event data belongs.

## Item

Gets the monitored item affected by the event.

### C#

```
public OpcMonitoredItem Item { get; }
```

### Property Value

#### [OpcMonitoredItem](#)

An instance of the [OpcMonitoredItem](#) class.

## Node

Gets the node which is observed by the monitored [Item](#).

### C#

```
public IOpcNode Node { get; }
```

### Property Value

#### [IOpcNode](#)

An instance implementing the [IOpcNode](#) interface.

# Table of Contents

<b>Constructors</b>	1
OpcMonitoredItemEventArgs(OpcContext, OpcMonitoredItem, IOpcNode)	1
<b>Properties</b>	1
Context	1
Item	2
Node	2

