

# OpcMonitoredItem Members

**Namespace:** Opc.UaFx.Server

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

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

## Properties

### Attribute

Gets a value indicating which [OpcAttribute](#) is monitored.

**C#**

```
public OpcAttribute Attribute { get; }
```

#### Property Value

[OpcAttribute](#)

One of the members defined by the [OpcAttribute](#) enumeration.

### Filter

Gets the filter used to restrict the information observed and published to the client which owns the [Session](#).

**C#**

```
public OpcMonitoringFilter Filter { get; }
```

#### Property Value

[OpcMonitoringFilter](#)

An instance of the [OpcMonitoringFilter](#) class which can also be a [OpcDataChangeFilter](#) in case of data changes are monitored or a [OpcEventFilter](#) in case of event notifications are monitored by the item.

### IsMonitoringEnabled

Gets a value indicating whether the [Attribute](#) of the node identified by [NodeId](#) is being observed.

**C#**

```
public bool IsMonitoringEnabled { get; }
```

#### Property Value

## Boolean

The value true if the item is currently being monitored; otherwise the value false.

## Mode

Gets a value which specifies how the monitoring of the [Attribute](#) of the node identified by [NodeId](#) is observed.

### C#

```
public OpcMonitoringMode Mode { get; }
```

### Property Value

#### [OpcMonitoringMode](#)

One of the members defined by the [OpcMonitoringMode](#) enumeration.

## NodeId

Gets the node identifier of the [IOpcNode](#) being monitored.

### C#

```
public OpcNodeId NodeId { get; }
```

### Property Value

#### [OpcNodeId](#)

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

## QueueSize

Gets the upper limit of the queue used to store observation results.

### C#

```
public long QueueSize { get; }
```

### Property Value

#### [Int64](#)

The upper limit of the queue used. In case there the queue reaches the size used, it will discard the oldest entry before a new one is enqueued.

# SamplingInterval

Gets a value indicating the interval used to sample the value of the attribute of the node in milliseconds.

**C#**

```
public double SamplingInterval { get; }
```

## Property Value

Double

The milliseconds used as the interval used for observation.

# Session

Gets the session which owns this [OpcMonitoredItem](#).

**C#**

```
public OpcSession Session { get; }
```

## Property Value

OpcSession

An instance of the [OpcSession](#) class which owns this monitored item.

# Operators

## Explicit(OpcMonitoredItem to MonitoredItem)

Converts a [OpcMonitoredItem](#) to an [Server.MonitoredItem](#) object.

**C#**

```
[CLSCompliant(false)]  
public static explicit operator MonitoredItem(OpcMonitoredItem value)
```

## Implicit(MonitoredItem to OpcMonitoredItem)

Converts a [Server.MonitoredItem](#) to an [OpcMonitoredItem](#) object.

**C#**

```
[CLSCompliant(false)]  
public static implicit operator OpcMonitoredItem(MonitoredItem value)
```



# Table of Contents

<b>Properties</b>	1
Attribute	1
Filter	1
IsMonitoringEnabled	1
Mode	2
NodeId	2
QueueSize	2
SamplingInterval	3
Session	3
<b>Operators</b>	3
Explicit(OpcMonitoredItem to MonitoredItem)	3
Implicit(MonitoredItem to OpcMonitoredItem)	3