

OpcMonitoredItemsEventArgs

Members

Namespace: Opc.UaFx.Server

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

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

Constructors

OpcMonitoredItemsEventArgs(OpcContext, OpcMonitoredItem[], IOpcNode[])

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

C#

```
public OpcMonitoredItemsEventArgs(OpcContext context, OpcMonitoredItem[] items, IOpcNode[] nodes)
```

Parameters

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

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

[items](#) [OpcMonitoredItem\[\]](#)

An array of [OpcMonitoredItem](#) instances affected by the event.

[nodes](#) [IOpcNode\[\]](#)

An array of [IOpcNode](#) instances observed by the [OpcMonitoredItem](#) elements specified by [items](#).

Exceptions

[ArgumentNullException](#)

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

Properties

Context

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

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.

Items

Gets the monitored items affected by the event.

C#

```
public OpcMonitoredItem[] Items { get; }
```

Property Value

[OpcMonitoredItem\[\]](#)

An array of [OpcMonitoredItem](#) class instances.

Nodes

Gets the nodes which are observed by the monitored [Items](#).

C#

```
public IOpcNode[] Nodes { get; }
```

Property Value

[IOpcNode\[\]](#)

An array of instances implementing the [IOpcNode](#) interface.

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