

# OpcStateMachineNodeExtension Members

**Namespace:** Opc.UaFx.Server

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

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

## Methods

### ChangeState(OpcFiniteStateMachineNode, OpcContext, UInt32)

Changes the current state of the [stateMachineNode](#) specified using the further specified [context](#).

**C#**

```
public static void ChangeState(this OpcFiniteStateMachineNode stateMachineNode, OpcContext context, uint value)
```

#### Parameters

[stateMachineNode](#) [OpcFiniteStateMachineNode](#)

The [OpcFiniteStateMachineNode](#) its [CurrentState](#) is to be modified.

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

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

[value](#) [UInt32](#)

#### Exceptions

[ArgumentNullException](#)

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

[OpcException](#)

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



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