



OPC UA SDK for .NET

Tested? You want it?

[License Model Prices Quotation Order Now](#)

[Book - The whole Manual as eBook](#)

Development Guides

[Client Development Guide](#) [Server Development Guide](#) [Use Cases](#) [FAQs](#)

Download

The OPC UA .NET SDK comes with an **evaluation license which can be used unlimited for each application run for 30 minutes**. If this restriction limits your evaluation options, you can request **another evaluation license** from us **for free**. Just ask our support (via support@traeger.de) or let us consult you directly and clarify open questions with our developers!

OPC UA .NET SDK for Clients - Evaluation Package¹⁾

[Download ZIP Archive of Opc.UaFx.Client](#) (Version: 2.27.0.0 - 2022-06-27)

[Download NuGet Package of Opc.UaFx.Client](#) (Version: 2.27.0.0 - 2022-06-27)

OPC UA .NET SDK for Clients and Servers - Evaluation Package²⁾

[Download ZIP Archive of Opc.UaFx.Advanced](#) (Version: 2.27.0.0 - 2022-06-27)

[Download NuGet Package of Opc.UaFx.Advanced](#) (Version: 2.27.0.0 - 2022-06-27)

OPC UA .NET SDK for LabVIEW Clients - Evaluation Package³⁾

[Download ZIP Archive of Opc.UaFx.Client.LabView](#) (Version: 1.1.2.0 - 2022-03-28)

OPC UA .NET SDK for Unity Clients - Evaluation Package⁴⁾

[Download Unity Package of Opc.UaFx.Client](#) (Version: 2.26.0.0 - 2022-04-13)

OPC UA .NET SDK for .NET Framework 3.5 Clients and Server - Evaluation Package⁵⁾

[Download ZIP Archive of Opc.UaFx.Advanced](#) (Version: 2.0.1.1 - 2017-06-07)

[Download NuGet Package of Opc.UaFx.Advanced](#) (Version: 2.0.1.1 - 2017-06-07)

[OPC Watch](#) (Version: 2.27.0.0 - 2022-06-27)

A free and simple but professional OPC UA Client to access OPC UA Servers.

[Version History - The list of improvements in each version](#)

Preview Download

OPC UA .NET SDK for Clients - PREV1 for OPC UA v1.04⁶⁾

[Download ZIP Archive of Opc.UaFx.Client](#) (Version: 3.0.0.0 **preview1210917** - 2021-09-17)

[Download NuGet Package of Opc.UaFx.Client](#) (Version: 3.0.0.0 **preview1210917** - 2021-09-17)

OPC UA .NET SDK for Clients and Servers - PREV1 for OPC UA v1.04⁷⁾

[Download ZIP Archive of Opc.UaFx.Advanced](#) (Version: 3.0.0.0 **preview1210917** - 2021-09-17)

[Download NuGet Package of Opc.UaFx.Advanced](#) (Version: 3.0.0.0 **preview1210917** - 2021-09-17)

Runtime Download

To connect to **OPC Classic** Servers in 64 bit applications and to enumerate (= discover) local OPC Classic Servers, the Core Components of the OPC Foundation must be installed on the target system. You can find these on the [website of the OPC Foundation](#) or here:

OPC Core Components Redistributables⁸⁾

📄 [Download ZIP Archive of OPC Core Components](#) (Version: 3.00.107 - 2018-01-30)

📄 [Download ZIP Archive of OPC Core Components](#) (Version: 3.00.108 - 2019-12-20)

OPC UA Client

[OPC UA Client Development Guide](#)

Example Code: OPC UA Client

- C#
- VB

```
namespace Client
{
    using System;
    using System.Threading;

    using Opc.UaFx.Client;

    public class Program
    {
        public static void Main()
        {
            using (var client = new OpcClient("opc.tcp://localhost:4840")) {
                client.Connect();

                while (true) {
                    var temperature = client.ReadNode("ns=2;s=Temperature");
                    Console.WriteLine("Current Temperature is {0} °C", temperature);

                    Thread.Sleep(1000);
                }
            }
        }
    }
}
```

```
Imports System
Imports System.Threading

Imports Opc.UaFx.Client

Namespace Client
    Public Class Program
        Public Shared Sub Main()
            Using client = New OpcClient("opc.tcp://localhost:4840")
                client.Connect()

                While True
                    Dim temperature = client.ReadNode("ns=2;s=Temperature")
                    Console.WriteLine("Current Temperature is {0} °C", temperature)

                    Thread.Sleep(1000)
                End While
            End Using
        End Sub
    End Class
End Namespace
```

OPC UA Server

[OPC UA Server Development Guide](#)

Example Code: OPC UA Server

- [C#](#)
- [VB](#)

```

namespace Server
{
    using System.Threading;

    using Opc.UaFx;
    using Opc.UaFx.Server;

    public class Program
    {
        public static void Main()
        {
            var temperatureNode = new OpcDataVariableNode<double>("Temperature", 100.0);

            using (var server = new OpcServer("opc.tcp://localhost:4840/", temperatureNode))
            {
                server.Start();

                while (true) {
                    if (temperatureNode.Value == 110)
                        temperatureNode.Value = 100;
                    else
                        temperatureNode.Value++;

                    temperatureNode.ApplyChanges(server.SystemContext);
                    Thread.Sleep(1000);
                }
            }
        }
    }
}

```

```

Imports System.Threading

Imports Opc.UaFx
Imports Opc.UaFx.Server

Namespace Server
    Public Class Program
        Public Shared Sub Main()
            Dim temperatureNode = New OpcDataVariableNode(Of Double)("Temperature", 100.0)

            Using server = New OpcServer("opc.tcp://localhost:4840/", temperatureNode)
                server.Start()

                While True
                    If (temperatureNode.Value = 110) Then
                        temperatureNode.Value = 100
                    Else
                        temperatureNode.Value += 1
                    End If

                    temperatureNode.ApplyChanges(server.SystemContext)
                    Thread.Sleep(1000)
                End While
            End Using
        End Sub
    End Class
End Namespace

```

1) , 2) , 3) , 4) , 5) Your “License Code” turns the package into a productive full version.

6) , 7) Not recommended for productive use.

8) Provided by the OPC Foundation

Table of Contents

Tested? You want it?	1
Development Guides	2
Download	2
Preview Download	2
Runtime Download	3
OPC UA Client	3
Example Code: OPC UA Client	3
OPC UA Server	4
Example Code: OPC UA Server	4

