

PlcDevice Members

Namespace: IPS7Lnk.Advanced

Assemblies: IPS7LnkNet.Advanced.dll, IPS7LnkNet.Advanced.dll

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

Constructors

PlcDevice()

Initializes a new instance of the [PlcDevice](#) class.

C#

```
protected PlcDevice()
```

PlcDevice(PlcDeviceEndPoint)

Initializes a new instance of the [PlcDevice](#) class using the specified [endPoint](#).

C#

```
protected PlcDevice(PlcDeviceEndPoint endPoint)
```

Parameters

[endPoint](#) [PlcDeviceEndPoint](#)

The [PlcDeviceEndPoint](#) which identifies the network address of the device.

Exceptions

[ArgumentNullException](#)

The [endPoint](#) is a null reference (Nothing in Visual Basic).

Properties

Blocks

Gets a collection of [PlcBlockInfo](#) objects associated with the device.

C#

```
public PlcBlockInfoCollection Blocks { get; }
```

Property Value

PlcBlockInfoCollection

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

EndPoint

Gets or sets the [PlcDeviceEndPoint](#) of the PLC device.

C#

```
public PlcDeviceEndPoint EndPoint { get; set; }
```

Property Value

PlcDeviceEndPoint

An instance of the [PlcDeviceEndPoint](#) class, which defines the end point information required to establish a connection to the device represented.

Exceptions

ArgumentNullException

The value is a null reference (Nothing in Visual Basic).

Name

Gets or sets the name of the device.

C#

```
public string Name { get; set; }
```

Property Value

String

A [String](#) value identifying the device.

Objects

Gets a collection of [PlcObject](#) objects associated with the device.

C#

```
public PlcObjectCollection Objects { get; }
```

Property Value

PlcObjectCollection

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

Types

Gets a collection of [PlcType](#) objects associated with the device.

C#

```
public PlcTypeCollection Types { get; }
```

Property Value

[PlcTypeCollection](#)

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

Values

Gets a collection of [IPlcValue](#) objects associated with the device.

C#

```
public PlcValueCollection Values { get; }
```

Property Value

[PlcValueCollection](#)

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

Methods

CreateConnection()

Creates a new instance of an object implementing the [PlcDeviceConnection](#) class which is associated with the device.

C#

```
public PlcDeviceConnection CreateConnection()
```

Returns

[PlcDeviceConnection](#)

An instance of the [PlcDeviceConnection](#) class which is associated with the device.

Remarks

Any changes made on [EndPoint](#) and any changes made on the configuration of the returned [PlcDeviceConnection](#) will take affect when calling [Open](#). Any further changes made on the [EndPoint](#) or on the [PlcDeviceConnection](#) instance will when only take affect after closing (using [Close](#)) and re-opening (using [Open](#)) the connection.

In multi-threaded environments it is important to take care about which thread does open/close a connection and which threads do use the same connection concurrent. Scenarios there multiple threads do share the same connection instance have to ensure that changes to the [PlcDevice](#) (e.g. [EndPoint](#) changes) to that a [PlcDeviceConnection](#) does belong or any changes made on the connection itself will take affect in all threads (which share the same connection instance) immediately after closing and re-opening the connection.

CreateConnection(Boolean)

Creates a new instance of an object implementing the [PlcDeviceConnection](#) class which is associated with the device, if [createNew](#) is equals to the value true.

C#

```
public PlcDeviceConnection CreateConnection(bool createNew)
```

Parameters

[createNew](#) Boolean

A value indicating whether a new instance is to be created (the value true) or if there is already an existing instance of the [PlcDeviceConnection](#) class in usable state is to be returned (the value false).

Returns

[PlcDeviceConnection](#)

An instance of the [PlcDeviceConnection](#) class which is associated with the device.

Remarks

Any changes made on [EndPoint](#) and any changes made on the configuration of the returned [PlcDeviceConnection](#) will take affect when calling [Open](#). Any further changes made on the [EndPoint](#) or on the [PlcDeviceConnection](#) instance will when only take affect after closing (using [Close](#)) and re-opening (using [Open](#)) the connection.

In multi-threaded environments it is important to take care about which thread does open/close a connection and which threads do use the same connection concurrent. Scenarios there multiple threads do share the same connection instance have to ensure that changes to the [PlcDevice](#) (e.g. [EndPoint](#) changes) to that a [PlcDeviceConnection](#) does belong or any changes made on the connection itself will take affect in all threads (which share the same connection instance) immediately after closing and re-opening the connection.

If there was a connection created for the first time using this [PlcDevice](#) instance these connection will be always returned by any subsequent calls to [CreateConnection\(Boolean\)](#) using [createNew](#) with the value false. This is the case until the cached connection will be discarded. A cached connection will be discarded then it is not in created nor in closed state and any changes are made to the configuration of this [PlcDevice](#) (e.g. [EndPoint](#)).

CreateConnectionCore()

When implemented in a derived class, creates a new instance of an object which is an instance of the [PlcDeviceConnection](#) class which is associated with the [PlcDevice](#).

C#

```
protected abstract PlcDeviceConnection CreateConnectionCore()
```

Returns

[PlcDeviceConnection](#)

An instance of an object which is an instance of the [PlcDeviceConnection](#) class and is associated with the [PlcDevice](#).

GetBlock(PlcOperand)

Retrieves the block information for the PLC block accessible by the [operand](#) specified.

C#

```
public PlcBlockInfo GetBlock(PlcOperand operand)
```

Parameters

[operand](#) [PlcOperand](#)

The [PlcOperand](#) for that the according block information is to be retrieved.

Returns

[PlcBlockInfo](#)

An instance of the [PlcBlockInfo](#) class containing the information of the block requested.

Exceptions

[ArgumentNullException](#)

The [operand](#) is a null reference (Nothing in Visual Basic).

GetBlockCore(PlcOperand)

When implemented in a derived class, retrieves the block information for the PLC block accessible by the **operand** specified.

C#

```
protected abstract PlcBlockInfo GetBlockCore(PlcOperand operand)
```

Parameters

operand [PlcOperand](#)

The [PlcOperand](#) for that the according block information is to be retrieved.

Returns

[PlcBlockInfo](#)

An instance of the [PlcBlockInfo](#) class containing the information of the block requested.

GetBlocks()

Retrieves all so far known block information which has been determined by either discovering a block using [GetBlock\(PlcOperand\)](#).

C#

```
public PlcBlockInfo[] GetBlocks()
```

Returns

[PlcBlockInfo](#)[]

An array of [PlcBlockInfo](#) objects.

GetInfo()

When implemented in a derived class, retrieves an instance of an object implementing the [IPlcDeviceInfo](#) interface which provides additional metadata about the device.

C#

```
public abstract IPlcDeviceInfo GetInfo()
```

Returns

[IPlcDeviceInfo](#)

An instance implementing the [IPlcDeviceInfo](#) interface which provides additional metadata about the device.

ToString()

Returns a string that represents the current [PlcDevice](#).

C#

```
public override string ToString()
```

Returns

[String](#)

A string that represents the current [PlcDevice](#).

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