

PlcNotifications Members

Namespace: IPS7Lnk.Advanced

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

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

Events

ConnectionClosed

Occurs when a [PlcDeviceConnection](#) transitions into the closed state.

C#

```
public static event EventHandler<PlcNotifications.PlcDeviceConnectionEventArgs>  
ConnectionClosed
```

ConnectionClosing

Occurs when a [PlcDeviceConnection](#) transitions into the closing state.

C#

```
public static event EventHandler<PlcNotifications.PlcDeviceConnectionEventArgs>  
ConnectionClosing
```

ConnectionConnected

Occurs when a [PlcDeviceConnection](#) transitions into the connected state.

C#

```
public static event EventHandler<PlcNotifications.PlcDeviceConnectionEventArgs>  
ConnectionConnected
```

ConnectionConnecting

Occurs when a [PlcDeviceConnection](#) transitions into the connecting state.

C#

```
public static event EventHandler<PlcNotifications.PlcDeviceConnectionEventArgs>  
ConnectionConnecting
```

ConnectionCreated

Occurs when ever a new [PlcDeviceConnection](#) was created.

C#

```
public static event EventHandler<PlcNotifications.PlcDeviceConnectionEventArgs>
ConnectionCreated
```

ConnectionDisconnected

Occurs when a [PlcDeviceConnection](#) transitions into the disconnected state.

C#

```
public static event EventHandler<PlcNotifications.PlcDeviceConnectionEventArgs>
ConnectionDisconnected
```

ConnectionFaulted

Occurs when a [PlcDeviceConnection](#) transitions into the faulted state.

C#

```
public static event EventHandler<PlcNotifications.PlcDeviceConnectionEventArgs>
ConnectionFaulted
```

ConnectionOpened

Occurs when a [PlcDeviceConnection](#) transitions into the opened state.

C#

```
public static event EventHandler<PlcNotifications.PlcDeviceConnectionEventArgs>
ConnectionOpened
```

ConnectionOpening

Occurs when a [PlcDeviceConnection](#) transitions into the opening state.

C#

```
public static event EventHandler<PlcNotifications.PlcDeviceConnectionEventArgs>
ConnectionOpening
```

ConnectionStateChanged

Occurs when a [PlcDeviceConnection](#) transitions into a different state.

C#

```
public static event EventHandler<PlcNotifications.PlcDeviceConnectionStateChangedEventArgs>
ConnectionStateChanged
```

Properties

EvaluateStatus

Gets or sets a callback used to evaluate the [PlcStatus](#) information provided through an object implementing the [IPlcStatusProvider](#) interface.

C#

```
public static PlcNotifications.EvaluateStatusDelegate EvaluateStatus { get; set; }
```

Property Value

[EvaluateStatusDelegate](#)

A [EvaluateStatusDelegate](#) used to evaluate the [PlcStatus](#) of an object implementing the [IPlcStatusProvider](#) interface.

Remarks

The default value of this property is a null reference (Nothing in Visual Basic), which can also be set to this property. If the value of this property is a null reference (Nothing in Visual Basic) an internal default callback is used to evaluate objects implementing the [IPlcStatusProvider](#) interface. These default callback will throw a [PlcException](#) if the [PlcStatus](#) information provided does indicate any type of error.

Methods

EvaluateStatusCore(IPlcStatusProvider)

Evaluates the [PlcStatus](#) information provided by the [IPlcStatusProvider](#) specified.

C#

```
public static void EvaluateStatusCore(IPlcStatusProvider provider)
```

Parameters

provider [IPlcStatusProvider](#)

An object implementing the [IPlcStatusProvider](#) interface which provides the [PlcStatus](#) information to evaluate.

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