

# VirtualDeviceConnection Members

**Namespace:** IPS7Lnk.Advanced

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

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

## Constructors

### VirtualDeviceConnection(VirtualDevice)

Initializes a new instance of the [VirtualDeviceConnection](#) class using the specified **device**.

**C#**

```
public VirtualDeviceConnection(VirtualDevice device)
```

#### Parameters

**device** [VirtualDevice](#)

The [VirtualDevice](#) associated with the new [VirtualDeviceConnection](#).

#### Exceptions

[ArgumentNullException](#)

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

## Properties

### IsConnected

Gets a value indicating whether the connection has been completely established to the device.

**C#**

```
public override bool IsConnected { get; }
```

#### Property Value

[Boolean](#)

The value true, if the connection has been completely established; otherwise the value false.

#### Exceptions

## ObjectDisposedException

The connection has been disposed of.

# Methods

## CloseCore()

Closes an established connection to a device.

**C#**

```
protected override void CloseCore()
```

## ConnectCore()

Fully establishes a connection to a device.

**C#**

```
protected override void ConnectCore()
```

## CreateChannel()

Creates a new immutable channel which is used as the low level access layer of the connection.

**C#**

```
protected override PlcDeviceConnectionChannel CreateChannel()
```

### Returns

[PlcDeviceConnectionChannel](#)

A new [VirtualDeviceConnectionChannel](#) configured with the setup of this [PlcDeviceConnection](#) and its [Device](#).

## OpenCore()

Establishes a connection to a device.

**C#**

```
protected override void OpenCore()
```

### Exceptions

[ArgumentException](#)

The endpoint type of the device associated with the connection is not supported.

### ArgumentNullException

The device associated with the connection does not provide endpoint information.

## ReadNodesCore(IEnumerable<PlcDataNode>)

Reads the data areas described by the **nodes** specified.

### C#

```
protected override IEnumerable<object> ReadNodesCore(IEnumerable<PlcDataNode> nodes)
```

### Parameters

**nodes** IEnumerable<PlcDataNode>

The PlcDataNode's to read.

### Returns

IEnumerable<Object>

The sequence of data read.

## WriteNodesCore(IEnumerable<PlcDataNode>)

When implemented in a derived class, writes the data areas described by the **nodes** specified.

### C#

```
protected override void WriteNodesCore(IEnumerable<PlcDataNode> nodes)
```

### Parameters

**nodes** IEnumerable<PlcDataNode>

The PlcDataNode's to write.



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