

ILicenseInfo Members

Namespace: Opc.UaFx

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

The [ILicenseInfo](#) interface defines the following members.

Properties

ExpiryDate

Gets the date after which the license expires.

C#

```
DateTime? ExpiryDate { get; }
```

Property Value

[Nullable<DateTime>](#)

The [DateTime](#) after which the license expires or a null reference (Nothing in Visual Basic) in the case there the license never expires.

IsEvaluation

Gets a value indicating whether the license can be used for evaluation purpose.

C#

```
bool IsEvaluation { get; }
```

Property Value

[Boolean](#)

The value true if the license can be used for evaluation purpose; otherwise the value false.

IsExpired

Gets a value indicating whether the license is expired and is therefore not longer valid.

C#

```
bool IsExpired { get; }
```

Property Value

[Boolean](#)

The value true if the license is expired and is therefore not longer valid; otherwise the value false.

IsSupportExpired

Gets a value indicating whether the support for this product release is expired.

C#

```
bool IsSupportExpired { get; }
```

Property Value

Boolean

The value true if the license support for this product release is expired; otherwise the value false.

SupportExpiryDate

Gets the date until that the license is supported by newer versions of the product.

C#

```
DateTime? SupportExpiryDate { get; }
```

Property Value

Nullable<DateTime>

The [DateTime](#) that the license is supported by newer versions of the product or a null reference (Nothing in Visual Basic) in the case there the license support is unlimited.

Type

Gets type of license represented.

C#

```
ILicenseType Type { get; }
```

Property Value

ILicenseType

An instance representing the type of license.

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