

IOpcMethodCommand Members

Namespace: Opc.UaFx

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

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

Methods

CanExecute(OpcContext)

Determines the value of the [Executable](#) attribute of the method ([CanExecute](#)) and therefore decides whether the [Execute\(OpcMethodContext, IList, IList\)](#) method can be called in general to execute the method implementation.

C#

```
bool CanExecute(OpcContext context)
```

Parameters

context [OpcContext](#)

The [OpcReadAttributeValueContext](#) in case there the [Executable](#) attribute is read or the [OpcMethodContext](#) in case there the method call is to be processed.

Returns

[Boolean](#)

The value true if the method can be called; otherwise the value false.

CanUserExecute(OpcContext)

Determines the value of the [UserExecutable](#) attribute of the method ([CanUserExecute](#)) and therefore decides whether the [Execute\(OpcMethodContext, IList, IList\)](#) method can be called by the current user to execute the method implementation.

C#

```
bool CanUserExecute(OpcContext context)
```

Parameters

context [OpcContext](#)

The [OpcReadAttributeValueContext](#) in case there the [UserExecutable](#) attribute is read or the [OpcMethodContext](#) in case there the method call is to be processed.

Returns

Boolean

The value true if the method can be called; otherwise the value false.

Execute(OpcMethodContext, IList<Object>, IList<Object>)

Performs the tasks necessary to implement the logic associated with a specific method using the **context** and **inputArguments** specified.

C#

```
void Execute(OpcMethodContext context, IList<object> inputArguments, IList<object> outputArguments)
```

Parameters

context OpcMethodContext

The OpcMethodContext which provides the contextual information required to execute the method.

inputArguments IList<Object>

The generic list of Object values to use / respect during the execution of the method.

outputArguments IList<Object>

The generic list of Object values to use for out, ref (in Visual Basic ByRef) and returned values.

Remarks

Any OPC UA related result information is to be set using the **Result** property of the **context**.

This method is (to be) only called after the call to **CanExecute(OpcContext)** and **CanUserExecute(OpcContext)** evaluates to the value true.

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