

# Licenser Members

**Namespace:** Opc.UaFx

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

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

## Properties

### LicenseInfo

Gets the license conditions used for OPC UA Client and Server development.

**C#**

```
public static ILicenseInfo LicenseInfo { get; }
```

#### Property Value

[ILicenseInfo](#)

An instance representing the license conditions for OPC UA Client and Server development.

### LicenseKey

Gets or sets the license key used to license this product.

**C#**

```
public static string LicenseKey { get; set; }
```

#### Property Value

[String](#)

A string value representing the license key used to license this product.

## Methods

### FailIfEvaluation()

Emits an error message upon evaluation license conditions.

**C#**

```
[Conditional("DEBUG")]  
public static void FailIfEvaluation()
```

## FailIfExpired()

Emits an error message upon expired license conditions.

**C#**

```
[Conditional("DEBUG")]  
public static void FailIfExpired()
```

## FailIfSupportExpired()

Emits an error message upon expired support license conditions.

**C#**

```
[Conditional("DEBUG")]  
public static void FailIfSupportExpired()
```

## FailIfUnlicensed()

Emits an error message upon non-productive license conditions.

**C#**

```
[Conditional("DEBUG")]  
public static void FailIfUnlicensed()
```

## ThrowIfEvaluation()

Throws an exception in case of an evaluation license.

**C#**

```
public static void ThrowIfEvaluation()
```

## ThrowIfExpired()

Throws an exception in case of an expired license.

**C#**

```
public static void ThrowIfExpired()
```

## ThrowIfSupportExpired()

Throws an exception in case of a supported expired license.

**C#**

```
public static void ThrowIfSupportExpired()
```

# ThrowIfUnlicensed()

Throws an exception in case of a non-productive license.

## C#

```
public static void ThrowIfUnlicensed()
```



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