

OpcAcknowledgeableCondition Members

Namespace: Opc.UaFx

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

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

Constructors

OpcAcknowledgeableCondition(IOpcReadOnlyNodeDataStore)

Initializes a new instance of the [OpcAcknowledgeableCondition](#) class using the [dataStore](#) specified.

C#

```
public OpcAcknowledgeableCondition(IOpcReadOnlyNodeDataStore dataStore)
```

Parameters

[dataStore](#) [IOpcReadOnlyNodeDataStore](#)

The [IOpcReadOnlyNodeDataStore](#) of the 'Opc.UaFx.OpcAcknowledgeableConditionNode' to represent.

Exceptions

[ArgumentNullException](#)

The [dataStore](#) is a null reference (Nothing in Visual Basic).

Properties

IsAked

Gets a value indicating whether the condition requires acknowledgement for the reported condition state.

C#

```
public bool IsAked { get; }
```

Property Value

[Boolean](#)

The value false if an acknowledgement is required; otherwise the value true. For more information see 'Opc.UaFx.OpcAcknowledgeableConditionNode.IsAked'.

IsConfirmed

Gets a value indicating whether the condition requires confirmation for the reported condition state.

C#

```
public bool IsConfirmed { get; }
```

Property Value

Boolean

The value false if an confirmation is required; otherwise the value true. For more information see 'Opc.UaFx.OpcAcknowledgeableConditionNode.IsConfirmed'.

Table of Contents

Constructors	1
OpcAcknowledgeableCondition(IOpcReadOnlyNodeDataStore)	1
Properties	1
IsAcked	1
IsConfirmed	2

