

OpcAggregateConfigurationNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcAggregateConfigurationNode()

Initializes a new instance of the [OpcAggregateConfigurationNode](#) class.

C#

```
public OpcAggregateConfigurationNode()
```

OpcAggregateConfigurationNode(IOpcNode)

Initializes a new instance of the [OpcAggregateConfigurationNode](#) class as a child node of the **parent** node given.

C#

```
public OpcAggregateConfigurationNode(IOpcNode parent)
```

Parameters

parent [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

OpcAggregateConfigurationNode(IOpcNode, OpcName)

Initializes a new instance of the [OpcAggregateConfigurationNode](#) class accessible by the **name** specified as a child node of the **parent** node given.

C#

```
public OpcAggregateConfigurationNode(IOpcNode parent, OpcName name)
```

Parameters

parent [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no

parent node available.

name OpcName

The OpcName through that the new aggregate configuration node can be accessed.

OpcAggregateConfigurationNode(IOpcNode, OpcName, OpcNodeId)

Initializes a new instance of the OpcAggregateConfigurationNode class accessible by the **name** and **id** specified as a child node of the **parent** node given.

C#

```
public OpcAggregateConfigurationNode(IOpcNode parent, OpcName name, OpcNodeId id)
```

Parameters

parent IOpcNode

The IOpcNode used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

name OpcName

The OpcName through that the new aggregate configuration node can be accessed.

id OpcNodeId

The OpcNodeId through that the new aggregate configuration node can be identified and accessed.

OpcAggregateConfigurationNode(OpcName)

Initializes a new instance of the OpcAggregateConfigurationNode class accessible by the **name** specified.

C#

```
public OpcAggregateConfigurationNode(OpcName name)
```

Parameters

name OpcName

The OpcName through that the new aggregate configuration node can be accessed.

OpcAggregateConfigurationNode(OpcName, OpcNodeId)

Initializes a new instance of the OpcAggregateConfigurationNode class accessible by the **name** and **id** specified.

C#

```
public OpcAggregateConfigurationNode(OpcName name, OpcNodeId id)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new aggregate configuration node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new aggregate configuration node can be identified and accessed.

Properties

DefaultTypeId

Gets the default identifier which identifies the node that defines the underlying node type from that this [OpcInstanceNode](#) has been created.

C#

```
protected override OpcNodeId DefaultTypeId { get; }
```

Property Value

[OpcNodeId](#)

The [OpcNodeId](#) of the type node from that this [OpcInstanceNode](#) has been created from. These type node defines the typical structure of an instance node of its type definition. If there exists no specific type definition node a null reference (Nothing in Visual Basic).

PercentDataBad

Gets or sets a value which indicates the minimum percentage of bad data in a given interval required for the status code for the given interval for the processed data requests to be set to bad.

C#

```
public byte PercentDataBad { get; set; }
```

Property Value

[Byte](#)

A value indicating the percentage of bad data for the processed data requests set to bad. The default value is 100.

Remarks

The [PercentDataGood](#) and [PercentDataBad](#) must follow the following relationship $\text{PercentDataGood} \geq (100 - \text{PercentDataBad})$. If they are equal the result of the [PercentDataGood](#) calculation is used.

PercentDataBadNode

Gets the [OpcPropertyNode`1](#) of the [PercentDataBad](#) property.

C#

```
public OpcPropertyNode<byte> PercentDataBadNode { get; }
```

Property Value

[OpcPropertyNode<Byte>](#)

An instance of the [OpcPropertyNode`1](#) class.

PercentDataGood

Gets or sets a value which indicates the minimum percentage of good data in a given interval required for the status code for the given interval for the processed data requests to be set to good.

C#

```
public byte PercentDataGood { get; set; }
```

Property Value

[Byte](#)

A value indicating the percentage of bad data for the processed data requests set to bad. The default value is 100.

Remarks

The [PercentDataGood](#) and [PercentDataBad](#) must follow the following relationship $\text{PercentDataGood} \geq (100 - \text{PercentDataBad})$. If they are equal the result of the [PercentDataGood](#) calculation is used.

PercentDataGoodNode

Gets the [OpcPropertyNode`1](#) of the [PercentDataGood](#) property.

C#

```
public OpcPropertyNode<byte> PercentDataGoodNode { get; }
```

Property Value

[OpcPropertyNode<Byte>](#)

An instance of the [OpcPropertyNode`1](#) class.

TreatUncertainAsBad

Gets or sets a value indicating whether the server treats data returned with a status code severity uncertain with respect to aggregate calculations.

C#

```
public bool TreatUncertainAsBad { get; set; }
```

Property Value

Boolean

The value true indicates the server considers the severity equivalent to bad, a value equals false indicates the server considers the severity equivalent to good, unless the aggregate definition says otherwise. The default value is true. Note that the value is still treated as uncertain when the status code for the result is calculated.

TreatUncertainAsBadNode

Gets the [OpcPropertyNode`1](#) of the [TreatUncertainAsBad](#) property.

C#

```
public OpcPropertyNode<bool> TreatUncertainAsBadNode { get; }
```

Property Value

[OpcPropertyNode<Boolean>](#)

An instance of the [OpcPropertyNode`1](#) class.

UseSlopedExtrapolation

Gets or sets a value indicating whether the server interpolates data when no boundary value exists (i.e. extrapolating into the future from the last known value).

C#

```
public bool UseSlopedExtrapolation { get; set; }
```

Property Value

Boolean

The value false indicates that the server will use a stepped extrapolation format, and hold the last known value constant. A value of true indicates the server will project the value using [UseSlopedExtrapolation](#) mode. The default value is false.

UseSlopedExtrapolationNode

Gets the [OpcPropertyNode`1](#) of the [UseSlopedExtrapolation](#) property.

C#

```
public OpcPropertyNode<bool> UseSlopedExtrapolationNode { get; }
```

Property Value

[OpcPropertyNode<Boolean>](#)

An instance of the [OpcPropertyNode`1](#) class.

Methods

ApplyConfiguration(OpcAggregateConfiguration)

Applies the [configuration](#) specified to the aggregation setup of this [OpcAggregateConfigurationNode](#).

C#

```
public void ApplyConfiguration(OpcAggregateConfiguration configuration)
```

Parameters

[configuration](#) [OpcAggregateConfiguration](#)

The [OpcAggregateConfiguration](#) to apply.

Exceptions

[ArgumentNullException](#)

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

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