

OpcAlarmCondition Members

Namespace: Opc.UaFx

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

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

Constructors

OpcAlarmCondition(IOpcReadOnlyNodeDataStore)

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

C#

```
public OpcAlarmCondition(IOpcReadOnlyNodeDataStore dataStore)
```

Parameters

`dataStore` [IOpcReadOnlyNodeDataStore](#)

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

Exceptions

[ArgumentNullException](#)

The `dataStore` is a null reference (Nothing in Visual Basic).

Properties

InputNodeId

Gets an identifier which represents the node identifier of the variable the value of which is used as primary input in the calculation of the alarm state.

C#

```
public OpcNodeId InputNodeId { get; }
```

Property Value

[OpcNodeId](#)

If this variable is not in the address space, `Null` is provided. For more information see 'Opc.UaFx.OpcAlarmConditionNode.InputNodeId'.

IsActive

Gets a value indicating whether the alarm situation represented currently exists.

C#

```
public bool IsActive { get; }
```

Property Value

Boolean

A value indicating whether the alarm situation represented currently exists. For more information see 'Opc.UaFx.OpcAlarmConditionNode.IsActive'.

IsSuppressed

Gets a value indicating whether the alarm is suppressed due to system specific reasons.

C#

```
public bool IsSuppressed { get; }
```

Property Value

Boolean

The value is used internally by the server to automatically suppress alarms due to system specific reasons. For more information 'Opc.UaFx.OpcAlarmConditionNode.IsSuppressed'.

IsSuppressedOrShelved

Gets a value indicating whether the alarm is either in the [IsSuppressed](#) or shelved.

C#

```
public bool IsSuppressedOrShelved { get; }
```

Property Value

Boolean

The value true if the alarm is either in the [IsSuppressed](#) or shelved; otherwise (if both are not present) the value false. For more information see 'Opc.UaFx.OpcAlarmConditionNode.IsSuppressedOrShelved'.

MaxTimeShelved

Gets the maximum time that the alarm condition may be shelved.

C#

```
public double MaxTimeShelved { get; }
```

Property Value

Double

The value is expressed as duration. Systems can use this property to prevent permanent shelving of an alarm. For more information see 'Opc.UaFx.OpcAlarmConditionNode.MaxTimeShelved'.

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