

OpcLimitAlarmStates Enum

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines the possible states for a limit alarm.

C#

```
[Flags]
public enum OpcLimitAlarmStates
```

Inheritance [Object](#) > [ValueType](#) > [Enum](#) > OpcLimitAlarmStates

Attributes [FlagsAttribute](#)

Fields

Name	Value	Description
Inactive	0	The alarm is inactive.
HighHigh	1	The alarm is in the HighHigh state.
High	2	The alarm is in the High state.
Low	4	The alarm is in the Low state.
LowLow	8	The alarm is in the LowLow state.
All	15	The alarm is in all possible states.

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