

OpcMethodDelegateCommand Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Provides an implementation of the [IOpcMethodCommand](#) interface which delegates method evaluations and method calls to a set of callback routines.

C#

```
public class OpcMethodDelegateCommand : IOpcMethodCommand
```

Inheritance [Object](#) > OpcMethodDelegateCommand

Implements [IOpcMethodCommand](#)

Constructors

Name	Description
OpcMethodDelegateCommand(OpcMethodExecuteCallback)	Initializes a new instance of the OpcMethodDelegateCommand class using the executeCallback specified.
OpcMethodDelegateCommand(OpcMethodExecuteCallback, OpcMethodCanExecuteCallback)	Initializes a new instance of the OpcMethodDelegateCommand class using the executeCallback and canExecuteCallback specified.
OpcMethodDelegateCommand(OpcMethodExecuteCallback, OpcMethodCanExecuteCallback, OpcMethodCanExecuteCallback)	Initializes a new instance of the OpcMethodDelegateCommand class using the executeCallback , canExecuteCallback and canUserExecuteCallback specified.

Methods

Name	Description
CanExecute(OpcContext)	Determines the value of the Executable attribute of the method (CanExecute) and therefore decides whether the Execute(OpcMethodContext, IList, IList) method can be called in general to execute the method implementation.
CanUserExecute(OpcContext)	Determines the value of the UserExecutable attribute of the method (CanUserExecute) and therefore decides whether the Execute(OpcMethodContext, IList, IList) method can be called by the current user to execute the method implementation.
Execute(OpcMethodContext, IList, IList)	Performs the tasks necessary to implement the logic associated with a specific method using the context and inputArguments specified.

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