

OpcMonitoringMode Enum

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines the different modes supported to monitor a node-attribute pair (= monitored item).

C#

```
public enum OpcMonitoringMode
```

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

Fields

Name	Value	Description
Disabled	0	The item being monitored is neither sampled nor evaluated while notifications are not generated, queued nor reported for the item.
Sampling	1	The item being monitored is sampled and evaluated while notifications are generated and queued but not reported for the item.
Reporting	2	The item being monitored is sampled and evaluated while notifications are generated, queued and reported for the item.

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