

OpcShelvedStateMachineNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcShelvedStateMachineNode(IOpcNode, OpcName)

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

C#

```
public OpcShelvedStateMachineNode(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 shelved state machine node can be accessed.

OpcShelvedStateMachineNode(IOpcNode, OpcName, OpcNodeId)

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

C#

```
public OpcShelvedStateMachineNode(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 shelved state machine node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new shelved state machine node can be identified and accessed.

OpcShelvedStateMachineNode(OpcName)

Initializes a new instance of the [OpcShelvedStateMachineNode](#) class accessible by the **name** specified.

C#

```
public OpcShelvedStateMachineNode(OpcName name)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new shelved state machine node can be accessed.

OpcShelvedStateMachineNode(OpcName, OpcNodeId)

Initializes a new instance of the [OpcShelvedStateMachineNode](#) class accessible by the **name** and **id** specified.

C#

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

Parameters

name [OpcName](#)

The [OpcName](#) through that the new shelved state machine node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new shelved state machine node can be identified and accessed.

Properties

DefaultTypeIdDefinitionId

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 DefaultTypeIdDefinitionId { 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).

OneShotShelveCallback

Gets or sets a callback used to shelve the condition node once.

C#

```
public OpcNodeFunc<OpcShelvedStateMachineNode> OneShotShelveCallback { get; set; }
```

Property Value

[OpcNodeFunc<OpcShelvedStateMachineNode>](#)

A [OpcNodeFunc`1](#) used to shelve the condition node once. The value can also be a null reference (Nothing in Visual Basic).

OneShotShelveNode

Gets the [OpcActionMethodNode](#) used to handle 'OneShotShelve' method calls to shelve a condition node once.

C#

```
public OpcActionMethodNode OneShotShelveNode { get; }
```

Property Value

[OpcActionMethodNode](#)

An instance of the [OpcActionMethodNode](#) class. Which uses an [OpcShelvedStateMachineNode](#) defined callback to shelve a condition node.

TimedShelveCallback

Gets or sets a callback used to shelve the condition node for a specific amount of time.

C#

```
public OpcNodeFunc<OpcShelvedStateMachineNode, TimeSpan> TimedShelveCallback { get; set; }
```

Property Value

[OpcNodeFunc<OpcShelvedStateMachineNode, TimeSpan>](#)

A [OpcNodeFunc`2](#) used to shelve the condition node for a specific amount of time. The value can also be a null reference (Nothing in Visual Basic).

TimedShelveNode

Gets the [OpcTimedShelveMethodNode](#) used to handle 'TimedShelve' method calls to shelve a condition node for a specific amount of time.

C#

```
public OpcTimedShelveMethodNode TimedShelveNode { get; }
```

Property Value

[OpcTimedShelveMethodNode](#)

An instance of the [OpcTimedShelveMethodNode](#) class. Which uses an [OpcShelvedStateMachineNode](#) defined callback to shelve a condition node for a specific amount of time.

UnshelveCallback

Gets or sets a callback used to unshelve the condition node.

C#

```
public OpcNodeFunc<OpcShelvedStateMachineNode> UnshelveCallback { get; set; }
```

Property Value

[OpcNodeFunc<OpcShelvedStateMachineNode>](#)

A [OpcNodeFunc](#) used to unshelve the condition node. The value can also be a null reference (Nothing in Visual Basic).

UnshelveNode

Gets the [OpcActionMethodNode](#) used to handle 'Unshelve' method calls to unshelve a condition node.

C#

```
public OpcActionMethodNode UnshelveNode { get; }
```

Property Value

[OpcActionMethodNode](#)

An instance of the [OpcActionMethodNode](#) class. Which uses an [OpcShelvedStateMachineNode](#) defined callback to unshelve a condition node.

UnshelveTime

Gets the remaining time in milliseconds until the alarm automatically transitions into the un-shelved state.

C#

```
public double UnshelveTime { get; }
```

Property Value

Double

For the timed shelved state this time is initialised with the shelving time argument of the [TimedShelve\(OpcContext, TimeSpan\)](#) method call. For the one shot shelved state the [UnshelveTime](#) will be a constant set to the maximum duration except if a 'MaxTimeShelved' property is provided.

UnshelveTimeNode

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

C#

```
public OpcPropertyNode<double> UnshelveTimeNode { get; }
```

Property Value

OpcPropertyNode<Double>

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

Methods

OneShotShelve(OpcContext)

Shelves a condition node once using the [context](#) specified.

C#

```
public void OneShotShelve(OpcContext context)
```

Parameters

context OpcContext

The [OpcContext](#) to use.

Exceptions

ArgumentNullException

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

OpcException

The call failed (see exception details for more information).

OneShotShelveCore(OpcNodeContext<OpcShelvedStateMachineNode>)

Shelves a condition node once using the **context** specified.

C#

```
protected virtual OpcStatusCode OneShotShelveCore(OpcNodeContext<OpcShelvedStateMachineNode> context)
```

Parameters

context OpcNodeContext<OpcShelvedStateMachineNode>

The OpcNodeContext'1 to use to shelve a condition node once.

Returns

OpcStatusCode

The OpcStatusCode specifying the outcome of the shelving using the OneShotShelveCallback or BadNotSupported if there is no custom callback routine defined.

TimedShelve(OpcContext, TimeSpan)

Shelves a condition node for specific amount of time using the **context** and **duration** specified.

C#

```
public void TimedShelve(OpcContext context, TimeSpan duration)
```

Parameters

context OpcContext

The OpcContext to use.

duration TimeSpan

The amount of time a condition node is to be shelved.

Exceptions

ArgumentNullException

The **context** is a null reference (Nothing in Visual Basic).

OpcException

The call failed (see exception details for more information).

TimedShelveCore(OpcNodeContext<OpcShelvedStateMachineNode>, TimeSpan)

Shelves a condition node using the **context** and **duration** information specified.

C#

```
protected virtual OpcStatusCode TimedShelveCore(OpcNodeContext<OpcShelvedStateMachineNode> context, TimeSpan duration)
```

Parameters

context [OpcNodeContext<OpcShelvedStateMachineNode>](#)

The [OpcNodeContext](#)'s to use to shelve the condition node for specific amount of time.

duration [TimeSpan](#)

The amount of time a condition node is to be shelved.

Returns

[OpcStatusCode](#)

The [OpcStatusCode](#) specifying the outcome of the shelving using the [TimedShelveCallback](#) or [BadNotSupported](#) if there is no custom callback routine defined.

Unshelve(OpcContext)

Unshelves a condition node using the **context** specified.

C#

```
public void Unshelve(OpcContext context)
```

Parameters

context [OpcContext](#)

The [OpcContext](#) to use.

Exceptions

[ArgumentNullException](#)

The **context** is a null reference (Nothing in Visual Basic).

[OpcException](#)

The call failed (see exception details for more information).

UnshelveCore(OpcNodeContext<OpcShelvedStateMachineNode>)

Unshelves a condition node using the **context** specified.

C#

```
protected virtual OpcStatusCode UnshelveCore(OpcNodeContext<OpcShelvedStateMachineNode> context)
```

Parameters

context OpcNodeContext<OpcShelvedStateMachineNode>

The OpcNodeContext'1 to use to unshelve a condition node.

Returns

OpcStatusCode

The OpcStatusCode specifying the outcome of the unshelving using the UnshelveCallback or BadNotSupported if there is no custom callback routine defined.

Table of Contents

Constructors	1
OpcShelvedStateMachineNode(IOpcNode, OpcName)	1
OpcShelvedStateMachineNode(IOpcNode, OpcName, OpcNodeId)	1
OpcShelvedStateMachineNode(OpcName)	2
OpcShelvedStateMachineNode(OpcName, OpcNodeId)	2
Properties	2
DefaultTypeDefinitionId	2
OneShotShelveCallback	3
OneShotShelveNode	3
TimedShelveCallback	3
TimedShelveNode	4
UnshelveCallback	4
UnshelveNode	4
UnshelveTime	4
UnshelveTimeNode	5
Methods	5
OneShotShelve(OpcContext)	5
OneShotShelveCore(OpcNodeContext<OpcShelvedStateMachineNode>)	6
TimedShelve(OpcContext, TimeSpan)	6
TimedShelveCore(OpcNodeContext<OpcShelvedStateMachineNode>, TimeSpan)	7
Unshelve(OpcContext)	7
UnshelveCore(OpcNodeContext<OpcShelvedStateMachineNode>)	8

