

OpcTimedShelveMethodNode.TimedShelveCallback Delegate

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Transitions the alarm condition into the timed shelved state.

C#

```
[CLSCompliant(false)]
public delegate void TimedShelveCallback([OpcArgument("Duration", Description = "The fixed
time for which the alarm is to be shelved.")] double duration);
```

Attributes [CLSCompliantAttribute](#)

Parameters

duration [Double](#)

A fixed time for which the alarm is to be shelved. The server may refuse the provided duration. If a max time shelved property exist on the alarm than the shelving time shall be less than or equal to the value of this property.

Remarks

This method does provide the following [OpcResult](#) information: * [BadConditionAlreadyShelved](#)The alarm is already in timed shelved state and the system does not allow a reset of the shelved timer. *

[BadShelvingTimeOutOfRange](#)

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