

OpcConditionNodeExtension Members

Namespace: Opc.UaFx.Server

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

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

Methods

ActivateDialog(OpcDialogConditionNode, OpcContext)

Activates the dialog of the [conditionNode](#) specified using the further specified [context](#).

C#

```
public static void ActivateDialog(this OpcDialogConditionNode conditionNode, OpcContext context)
```

Parameters

[conditionNode](#) [OpcDialogConditionNode](#)

The [OpcDialogConditionNode](#) its [IsActive](#) is to be modified.

[context](#) [OpcContext](#)

The [OpcContext](#) to use to respond.

Exceptions

[ArgumentNullException](#)

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

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The activate operation failed (see exception details for more information).

ChangeComment(OpcConditionNode, OpcContext, OpcText)

Changes the condition 'Comment' state of the [conditionNode](#) specified using the further specified [context](#) without raising change events.

C#

```
public static void ChangeComment(this OpcConditionNode conditionNode, OpcContext context,
OpcText value)
```

Parameters

conditionNode [OpcConditionNode](#)

The [OpcConditionNode](#) its 'Comment' state is to be changed.

context [OpcContext](#)

The [OpcContext](#) to use to change the state.

value [OpcText](#)

The new value to use for the 'Comment' state of the [conditionNode](#).

Exceptions

[ArgumentNullException](#)

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

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The state change failed (see exception details for more information).

Remarks

This method uses the [Identity](#) to determine the 'ClientId' to use after changing the 'Comment' state.

ChangeComment(OpcConditionNode, OpcContext, OpcText, String)

Changes the condition 'Comment' state of the [conditionNode](#) specified using the further specified [context](#) without raising change events.

C#

```
public static void ChangeComment(this OpcConditionNode conditionNode, OpcContext context,
OpcText value, string clientId)
```

Parameters

conditionNode [OpcConditionNode](#)

The [OpcConditionNode](#) its 'Comment' state is to be changed.

context OpcContext

The OpcContext to use to change the state.

value OpcText

The new value to use for the 'Comment' state of the conditionNode.

clientId String

The identifier to use for the 'ClientId' of the condition node after changing the 'Comment' state.

Exceptions

ArgumentNullException

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

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through CreateNodes(OpcNodeReferenceCollection).

OpcException

The state change failed (see exception details for more information).

ChangeIsAked(OpcAcknowledgeableConditionNode, OpcContext, Boolean)

Changes the condition 'Aked' state of the conditionNode specified using the further specified context without raising change events.

C#

```
public static void ChangeIsAked(this OpcAcknowledgeableConditionNode conditionNode,
OpcContext context, bool value)
```

Parameters

conditionNode OpcAcknowledgeableConditionNode

The OpcAcknowledgeableConditionNode its 'Aked' state is to be changed.

context OpcContext

The OpcContext to use to change the state.

value Boolean

The value true to change the condition 'Aked' state to acknowledged; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The state change failed (see exception details for more information).

ChangeIsActive(OpcAlarmConditionNode, OpcContext, Boolean)

Changes the condition 'Active' state of the `conditionNode` specified using the further specified `context` without raising change events.

C#

```
public static void ChangeIsActive(this OpcAlarmConditionNode conditionNode, OpcContext context, bool value)
```

Parameters

`conditionNode` [OpcAlarmConditionNode](#)

The [OpcAlarmConditionNode](#) its 'Active' state is to be changed.

`context` [OpcContext](#)

The [OpcContext](#) to use to change the state.

`value` [Boolean](#)

The value true to change the condition 'Active' state to active; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The state change failed (see exception details for more information).

ChangeIsConfirmed(OpcAcknowledgeableConditionNode, OpcContext, Boolean)

Changes the condition 'Confirmed' state of the `conditionNode` specified using the further specified `context` without raising change events.

C#

```
public static void ChangeIsConfirmed(this OpcAcknowledgeableConditionNode conditionNode,
OpcContext context, bool value)
```

Parameters

`conditionNode` [OpcAcknowledgeableConditionNode](#)

The [OpcAcknowledgeableConditionNode](#) its 'Confirmed' state is to be changed.

`context` [OpcContext](#)

The [OpcContext](#) to use to change the state.

`value` [Boolean](#)

The value true to change the condition 'Confirmed' state to confirmed; otherwise the value false.

Exceptions

[ArgumentNullException](#)

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The state change failed (see exception details for more information).

ChangeIsEnabled(OpcConditionNode, OpcContext, Boolean)

Changes the condition 'Enabled' state of the `conditionNode` specified using the further specified `context` without raising change events.

C#

```
public static void ChangeIsEnabled(this OpcConditionNode conditionNode, OpcContext context,
bool value)
```

Parameters

conditionNode OpcConditionNode

The `OpcConditionNode` its 'Enabled' state is to be changed.

context OpcContext

The `OpcContext` to use to change the state.

value Boolean

The value true to change the condition 'Enabled' state to enabled; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The state change failed (see exception details for more information).

ChangeIsSuppressed(OpcAlarmConditionNode, OpcContext, Boolean)

Changes the condition 'Suppressed' state of the `conditionNode` specified using the further specified `context` without raising change events.

C#

```
public static void ChangeIsSuppressed(this OpcAlarmConditionNode conditionNode, OpcContext context, bool value)
```

Parameters

conditionNode OpcAlarmConditionNode

The `OpcAlarmConditionNode` its 'Suppressed' state is to be changed.

context OpcContext

The `OpcContext` to use to change the state.

value Boolean

The value true to change the condition 'Suppressed' state to suppressed; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The state change failed (see exception details for more information).

ChangeLimitState(OpcExclusiveLimitAlarmNode, OpcContext, OpcLimitAlarmStates)

Changes the condition current limit alarm state of the `conditionNode` specified using the further specified `context`.

C#

```
public static void ChangeLimitState(this OpcExclusiveLimitAlarmNode conditionNode,
OpcContext context, OpcLimitAlarmStates value)
```

Parameters

`conditionNode` [OpcExclusiveLimitAlarmNode](#)

The [OpcExclusiveLimitAlarmNode](#) its current limit alarm state is to be changed.

`context` [OpcContext](#)

The [OpcContext](#) to use to change the current limit alarm state.

`value` [OpcLimitAlarmStates](#)

A value of the [OpcLimitAlarmStates](#) enumeration to apply as the new limit alarm state.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The limit alarm state change failed (see exception details for more information).

ChangeLimitState(OpcNonExclusiveLimitAlarmNode, OpcContext, OpcLimitAlarmStates)

Changes the condition current limit alarm state of the `conditionNode` specified using the further specified `context`.

C#

```
public static void ChangeLimitState(this OpcNonExclusiveLimitAlarmNode conditionNode,
OpcContext context, OpcLimitAlarmStates value)
```

Parameters

`conditionNode` [OpcNonExclusiveLimitAlarmNode](#)

The [OpcNonExclusiveLimitAlarmNode](#) its current limit alarm state is to be changed.

`context` [OpcContext](#)

The [OpcContext](#) to use to change the current limit alarm state.

`value` [OpcLimitAlarmStates](#)

A value of the [OpcLimitAlarmStates](#) enumeration to apply as the new limit alarm state.

Exceptions

[ArgumentNullException](#)

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The limit alarm state change failed (see exception details for more information).

ChangeSeverity(OpcConditionNode, OpcContext, OpcEventSeverity)

Changes the condition 'Severity' of the `conditionNode` specified using the further specified `context` without raising change events.

C#

```
public static void ChangeSeverity(this OpcConditionNode conditionNode, OpcContext context,
OpcEventSeverity value)
```

Parameters

conditionNode OpcConditionNode

The OpcConditionNode its 'Severity' is to be changed.

context OpcContext

The OpcContext to use to change the severity.

value OpcEventSeverity

The OpcEventSeverity to change to.

Exceptions

ArgumentNullException

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

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through CreateNodes(OpcNodeReferenceCollection).

OpcException

The severity change failed (see exception details for more information).

ChangeShelving(OpcAlarmConditionNode, OpcContext, Boolean)

Changes the condition 'Shelving' of the conditionNode specified using the further specified context.

C#

```
public static void ChangeShelving(this OpcAlarmConditionNode conditionNode, OpcContext context, bool shelved)
```

Parameters

conditionNode OpcAlarmConditionNode

The OpcAlarmConditionNode its 'Shelving' is to be changed.

context OpcContext

The OpcContext to use to change the shelving.

shelved Boolean

The value true to shelve the condition; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The shelving change failed (see exception details for more information).

ChangeShelving(OpcAlarmConditionNode, OpcContext, Boolean, Boolean)

Changes the condition 'Shelving' of the `conditionNode` specified using the further specified `context`.

C#

```
public static void ChangeShelving(this OpcAlarmConditionNode conditionNode, OpcContext context, bool shelved, bool oneShot)
```

Parameters

`conditionNode` `OpcAlarmConditionNode`

The `OpcAlarmConditionNode` its 'Shelving' is to be changed.

`context` `OpcContext`

The `OpcContext` to use to change the shelving.

`shelved` `Boolean`

The value true to shelve the condition; otherwise the value false.

`oneShot` `Boolean`

The value true if the shelving only applies once; otherwise the value false.

Exceptions

ArgumentNullException

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

InvalidOperationException

The node has not yet been fully initialized. Call this method after the node has been initialized through `CreateNodes(OpcNodeReferenceCollection)`.

OpcException

The shelving change failed (see exception details for more information).

ChangeShelving(OpcAlarmConditionNode, OpcContext, Boolean, Boolean, TimeSpan)

Changes the condition 'Shelving' of the `conditionNode` specified using the further specified `context`.

C#

```
public static void ChangeShelving(this OpcAlarmConditionNode conditionNode, OpcContext context, bool shelved, bool oneShot, TimeSpan shelvingTime)
```

Parameters

`conditionNode` [OpcAlarmConditionNode](#)

The [OpcAlarmConditionNode](#) its 'Shelving' is to be changed.

`context` [OpcContext](#)

The [OpcContext](#) to use to change the shelving.

`shelved` [Boolean](#)

The value true to shelve the condition; otherwise the value false.

`oneShot` [Boolean](#)

The value true if the shelving only applies once; otherwise the value false.

`shelvingTime` [TimeSpan](#)

The time as long the shelving applies.

Exceptions

[ArgumentNullException](#)

The `conditionNode` or `context` is a null reference (Nothing in Visual Basic).

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The shelving change failed (see exception details for more information).

RespondDialog(OpcDialogConditionNode, OpcContext, Int32)

Changes the dialog response of the `conditionNode` specified using the further specified `context`.

C#

```
public static void RespondDialog(this OpcDialogConditionNode conditionNode, OpcContext  
context, int response)
```

Parameters

conditionNode [OpcDialogConditionNode](#)

The [OpcDialogConditionNode](#) its [IsActive](#) and [LastResponse](#) is to be modified.

context [OpcContext](#)

The [OpcContext](#) to use to respond.

response [Int32](#)

The index of the item in the [ResponseOptions](#).

Exceptions

[ArgumentNullException](#)

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

[InvalidOperationException](#)

The node has not yet been fully initialized. Call this method after the node has been initialized through [CreateNodes\(OpcNodeReferenceCollection\)](#).

[OpcException](#)

The respond operation failed (see exception details for more information).

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