

# OpcMonitoredItem Class

**Namespace:** Opc.UaFx.Server

**Assemblies:** Opc.UaFx.Advanced.dll

Provides information about a node and its attribute being monitored by a dedicated [OpcSession](#).

**C#**

```
public class OpcMonitoredItem
```

**Inheritance** [Object](#) > OpcMonitoredItem

## Remarks

The node its attribute is observed can be determined by the [NodeId](#).

## Properties

Name	Description
<a href="#">Attribute</a>	Gets a value indicating which <a href="#">OpcAttribute</a> is monitored.
<a href="#">Filter</a>	Gets the filter used to restrict the information observed and published to the client which owns the <a href="#">Session</a> .
<a href="#">IsMonitoringEnabled</a>	Gets a value indicating whether the <a href="#">Attribute</a> of the node identified by <a href="#">NodeId</a> is being observed.
<a href="#">Mode</a>	Gets a value which specifies how the monitoring of the <a href="#">Attribute</a> of the node identified by <a href="#">NodeId</a> is observed.
<a href="#">NodeId</a>	Gets the node identifier of the <a href="#">IOpcNode</a> being monitored.
<a href="#">QueueSize</a>	Gets the upper limit of the queue used to store observation results.
<a href="#">SamplingInterval</a>	Gets a value indicating the interval used to sample the value of the attribute of the node in milliseconds.
<a href="#">Session</a>	Gets the session which owns this <a href="#">OpcMonitoredItem</a> .

## Operators

Name	Description
<a href="#">op_Explicit(Ua.Server.MonitoredItem)</a>	Converts a <a href="#">OpcMonitoredItem</a> to an <a href="#">Server.MonitoredItem</a> object.
<a href="#">op_Implicit(Server.MonitoredItem)~Opc.UaFx.Server.OpcMonitoredItem</a>	Converts a <a href="#">Server.MonitoredItem</a> to an <a href="#">OpcMonitoredItem</a> object.



# Table of Contents

Remarks .....	1
<b>Properties</b> .....	1
<b>Operators</b> .....	1