

OpcMonitoredItemEventArgs Members

Namespace: Opc.UaFx.Server

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

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

Constructors

OpcMonitoredItemEventArgs(OpcContext, OpcMonitoredItem, IOpcNode)

Initializes a new instance of the [OpcMonitoredItemEventArgs](#) using the `context`, `item` and `node` specified.

C#

```
public OpcMonitoredItemEventArgs(OpcContext context, OpcMonitoredItem item, IOpcNode node)
```

Parameters

`context` [OpcContext](#)

The [OpcContext](#) used to create, delete or modify a [OpcMonitoredItem](#).

`item` [OpcMonitoredItem](#)

The [OpcMonitoredItem](#) affected by the event.

`node` [IOpcNode](#)

The [IOpcNode](#) observed by the [OpcMonitoredItem](#) specified by `item`.

Exceptions

[ArgumentNullException](#)

The `context`, `item` or `node` is a null reference (Nothing in Visual Basic).

Properties

Context

Gets the information of the environment used to create, delete or modify the [Item](#).

C#

```
public OpcContext Context { get; }
```

Property Value

OpcContext

An instance of the [OpcContext](#) class used by the source of the event this event data belongs.

Item

Gets the monitored item affected by the event.

C#

```
public OpcMonitoredItem Item { get; }
```

Property Value

[OpcMonitoredItem](#)

An instance of the [OpcMonitoredItem](#) class.

Node

Gets the node which is observed by the monitored [Item](#).

C#

```
public IOpcNode Node { get; }
```

Property Value

[IOpcNode](#)

An instance implementing the [IOpcNode](#) interface.

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