

OpcServerStateChangedEventArgs

Members

Namespace: Opc.UaFx.Server

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

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

Constructors

OpcServerStateChangedEventArgs(OpcServerState, OpcServerState)

Initializes a new instance of the [OpcServerStateChangedEventArgs](#) class using the specified **oldState** and **newState**.

C#

```
public OpcServerStateChangedEventArgs(OpcServerState oldState, OpcServerState newState)
```

Parameters

oldState [OpcServerState](#)

The state before the change.

newState [OpcServerState](#)

The state after the change.

Properties

NewState

Gets the state after the change.

C#

```
public OpcServerState NewState { get; }
```

Property Value

[OpcServerState](#)

The [OpcServerState](#) after the change.

OldState

Gets the state before the change.

C#

```
public OpcServerState OldState { get; }
```

Property Value

[OpcServerState](#)

The [OpcServerState](#) before the change.

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