

OpcStateMachineNodeExtension

Members

Namespace: Opc.UaFx.Server

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

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

Methods

ChangeState(OpcFiniteStateMachineNode, OpcContext, UInt32)

Changes the current state of the `stateMachineNode` specified using the further specified `context`.

C#

```
public static void ChangeState(this OpcFiniteStateMachineNode stateMachineNode, OpcContext context, uint value)
```

Parameters

`stateMachineNode` [OpcFiniteStateMachineNode](#)

The [OpcFiniteStateMachineNode](#) its [CurrentState](#) is to be modified.

`context` [OpcContext](#)

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

`value` [UInt32](#)

Exceptions

[ArgumentNullException](#)

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

[OpcException](#)

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

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