public abstract class BaseCommand : ICommand ,IDisposable

Закрытые Функции

ILog log = LogManager.GetLogger(System.Reflection.MethodBase.GetCurrentMethod().DeclaringType);

RTPinHlp BlockPin

RTPinHlp HitPin

RTComputerHlp rTComputer

Void HitPin\_PinValueChanged(object sender, PinValueChangedEventArgs args)

Bool \_OpcCmdBlocked => FBConnector.GetPinBool(stdVisualPins.OPCCommandOff)

Bool \_StatusNotReliable => !FBConnector.GetPinBool(stdVisualPins.OPCQualityGood)

Bool \_BlockedByPin => BlockPin?.Value.Value != null ? (bool)BlockPin.Value.Value : false

Bool \_Connected

Защищённые функции

VisualFBConnector FBConnector { get; set; }

CommandItem { get; set; }

BlockList Bloks = new BlockList()

Virtual void OnEnableChanged(bool enabled)

Void CheckedCall(string commandName, Guid right, Action func)

Открытые функции

Void Subscribe()

Event EnableChangedHandle EnableChanged=delegate { }

BaseCommand BaseCommand(VisualFBConnector FBConnector, CommandItem command)

Abstract Control CreateControl()

virtual void Dispose()

bool Enabled => Bloks.IsEmpty

bool IsMain => Command.isMain

BaseCommand BlockingReason[] BlockReasons()

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