//////////////////////

public abstract class BaseIm

Поля

Int DispId

private static readonly ILog log =

LogManager.GetLogger(System.Reflection.MethodBase.GetCurrentMethod().DeclaringType)

////////////////////////

////////////////////////

public class Command

Поля

Unit cmd

Unit source

Unit parameter

Ооткрытые функции

Command uint cmd , NodeTypes source, uint parameter

UInt16 ToTag()

UInt16 ToVisual()

Bool IsValid

Command FromVisual(uint cmd)

//////////////////////////

public class CommandDto

Открытые функции

CommandTypes CommandType {get;set;}

Uint Code { get; set; }

NodeTypes NodeType { get; set; }

CompName { get; set; }

UserName { get; set; }

//////////////////////

IntCostants

Типы

class stdpins

class stdEvents

class stdEventsMessage

class stdVisualPins

**Статические открытые члены**

stdpins {

const int Status =1

const int Command = 2

const int UserOuts = 101

const int bit15 = 1010

const int bit16 = 1011

const int bit17 = 1012

const int bit18 = 1013

const int bit19 = 1014

const int bit20 = 1015

const int CustomCommandsGroup = 1100

const int name = 1110

const int PrepearingCommand = 1016

const int StatusLineInp = 2001

const int StatusLineOut = 2002

const int StatusLineOut2 = 2003

}

stdEvents

{

const int Cmd = 1;

const int ErrorCmd = 2;

const int Accident = 3;

const int Ns = 4;

const int OpcCommandOff = 5;

const int Sdvig = 6;

const int bit15 = 1010;

const int bit16 = 1011;

const int bit17 = 1012;

const int bit18 = 1013;

const int bit19 = 1014;

const int bit20 = 1015;

const int NotReliable = 1016;

const int DispatcherAction = 1017;

}

stdEventsMessage

{

const string Cmd = "Команда";

const string ErrorCmd = "Ошибка команды";

const string Accident = "Авария";

const string Ns = "Неисправность";

const string OpcCommandOff = "Отключено дистанционное управление";

const string Sdvig = "Сдвиг без команды";

const string SdvigChange = "Изменение состояния без команды";

const string NotReliable = "Данные не достоверны";

}

stdVisualPins

{

const int ACCIDENT = 1001;

const int NS = 1002;

const int OPCCommandOff = 1003;

const int Sdvig = 1004;

const int Commands = 1006;

const int OPCQualityGood = 1007;

const int CurrentCommandSource = 1008;

const int PrepearingCommand = 1009;

const int PrepareCommand = 1030;

const int PreparedCommand = 1031;

const int bit15 = 1010;

const int bit16 = 1011;

const int bit17 = 1012;

const int bit18 = 1013;

const int bit19 = 1014;

const int bit20 = 1015;

}

Открытые функции

Enum CommandTypes

/////////////////////////////////

public class ParameterDto

Открытые функции

Parameter { get; set; }

///////////////////////////////