open62541 Documentation

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Contents

CHAPTER 1

Introduction

open62541 (http://open62541.org) is an open source and free implementation of OPC UA (OPC Unified Architecture) written in the common subset of the C99 and C++98 languages. The library is usable with all major compilers and provides the necessary tools to implement dedicated OPC UA clients and servers, or to integrate OPC UA-based communication into existing applications. open62541 library is platform independent. All platform-specific functionality is implemented via exchangeable plugins. Plugin implementations are provided for the major operating systems.

open62541 is licensed under the Mozilla Public License v2.0 (MPLv2). This allows the open62541 library to be combined and distributed with any proprietary software. Only changes to the open62541 library itself need to be licensed under the MPLv2 when copied and distributed. The plugins, as well as the server and client examples are in the public domain (CC0 license). They can be reused under any license and changes do not have to be published.

The sample server (server_ctt) built using open62541 v1.0 is in conformance with the 'Micro Embedded Device Server' Profile of OPC Foundation supporting OPC UA client/server communication, subscriptions, method calls and security (encryption) with the security policies 'Basic128Rsa15', 'Basic256' and 'Basic256Sha256' and the facets 'method server' and 'node management'. See https://open62541.org/certified-sdk for more details.

1.1 OPC Unified Architecture

OPC UA is a protocol for industrial communication and has been standardized in the IEC 62541 series. At its core, OPC UA defines

- an asynchronous *protocol* (built upon TCP, HTTP or SOAP) that defines the exchange of messages via sessions, (on top of) secure communication channels, (on top of) raw connections,
- a *type system* for protocol messages with a binary and XML-based encoding scheme,
- a meta-model for *information modeling*, that combines object-orientation with semantic triple-relations, and
- a set of 37 standard *services* to interact with server-side information models. The signature of each service is defined as a request and response message in the protocol type system.

The standard itself can be purchased from IEC or downloaded for free on the website of the OPC Foundation at https://opcfoundation.org/ (you need to register with a valid email).

The OPC Foundation drives the continuous improvement of the standard and the development of companion specifications. Companion specifications translate established concepts and reusable components from an application domain into OPC UA. They are created jointly with an established industry council or standardization body from the application domain. Furthermore, the OPC Foundation organizes events for the dissemination of the standard and provides the infrastructure and tools for compliance certification.

1.2 open62541 Features

open62541 implements the OPC UA binary protocol stack as well as a client and server SDK. It currently supports the Micro Embedded Device Server Profile plus some additional features. Server binaries can be well under 100kb in size, depending on the contained information model.

- Communication Stack
  - OPC UA binary protocol
  - Chunking (splitting of large messages)
  - Exchangeable network layer (plugin) for using custom networking APIs (e.g. on embedded targets)
  - Encrypted communication
  - Asynchronous service requests in the client
- Information model
  - Support for all OPC UA node types (including method nodes)
  - Support for adding and removing nodes and references also at runtime.
  - Support for inheritance and instantiation of object- and variable-types (custom constructor/destructor, instantiation of child nodes)
  - Access control for individual nodes
- Subscriptions
  - Support for subscriptions/monitoreditems for data change notifications
  - Very low resource consumption for each monitored value (event-based server architecture)
- Code-Generation
  - Support for generating data types from standard XML definitions
  - Support for generating server-side information models (nodesets) from standard XML definitions

Features on the roadmap for the 0.3 release series but missing in the initial v0.3 release are:

- Encrypted communication in the client
- Events (notifications emitted by objects, data change notifications are implemented)
- Event-loop (background tasks) in the client

1.3 Getting Help

For discussion and help besides this documentation, you can reach the open62541 community via

- the mailing list
- our IRC channel
- the bugtracker

1.4 Contributing

As an open source project, we invite new contributors to help improve open62541. Issue reports, bugfixes and new features are very welcome. The following are good starting points for new contributors:

- Report bugs
- Improve the documentation

- Work on issues marked as good first issue

CHAPTER 2

Building open62541

open62541 uses CMake to build the library and binaries. The library version is automatically detected using `git describe`. This command returns a valid version string based on the current tag. If you did not directly clone the sources, but use the tar or zip package from a release, you need to manually specify the version. In that case use e.g. `cmake -DOPEN62541_VERSION=v1.0.3`.

2.1 Building the Library

2.1.1 Building with CMake on Ubuntu or Debian

```
sudo apt-get install git build-essential gcc pkg-config cmake python

# enable additional features
sudo apt-get install cmake-curses-gui # for the ccmake graphical interface
sudo apt-get install libmbedtls-dev # for encryption support
sudo apt-get install check libsubunit-dev # for unit tests
sudo apt-get install python-sphinx graphviz # for documentation generation
sudo apt-get install python-sphinx-rtd-theme # documentation style

cd open62541
mkdir build
cd build
cmake ..
make

# select additional features
ccmake ..
make

# build documentation
make doc # html documentation
make doc_pdf # pdf documentation (requires LaTeX)
```

2.1.2 Building with CMake on Windows

Here we explain the build process for Visual Studio (2013 or newer). To build with MinGW, just replace the compiler selection in the call to CMake.

- Download and install
  - Python 2.7.x (Python 3.x works as well): https://python.org/downloads
  - CMake: http://www.cmake.org/cmake/resources/software.html
  - Microsoft Visual Studio: https://www.visualstudio.com/products/visual-studio-community-vs

- Download the open62541 sources (using git or as a zipfile from github)
- Open a command shell (cmd) and run

```
cd <path-to>\open62541
mkdir build
cd build
<path-to>\cmake.exe .. -G "Visual Studio 14 2015"
:: You can use use cmake-gui for a graphical user-interface to select features
```

- Then open `buildopen62541.sln` in Visual Studio 2015 and build as usual

2.1.3 Building on OS X

- Download and install
  - Xcode: https://itunes.apple.com/us/app/xcode/id497799835?ls=1&mt=12
  - Homebrew: http://brew.sh/
  - Pip (a package manager for python, may be preinstalled): `sudo easy_install pip`
- Run the following in a shell

```
brew install cmake
pip install sphinx # for documentation generation
pip install sphinx_rtd_theme # documentation style
brew install graphviz # for graphics in the documentation
brew install check # for unit tests
```

Follow Ubuntu instructions without the `apt-get` commands as these are taken care of by the above packages.

2.1.4 Building on OpenBSD

The procedure below works on OpenBSD 5.8 with gcc version 4.8.4, cmake version 3.2.3 and Python version 2.7.10.

- Install a recent gcc, python and cmake:

```
pkg_add gcc python cmake
```

- Tell the system to actually use the recent gcc (it gets installed as egcc on OpenBSD):

```
export CC=egcc CXX=eg++
```

- Now procede as described for Ubuntu/Debian:

```
cd open62541
mkdir build
cd build
cmake ..
make
```

2.1.5 Building Debian Packages inside Docker Container with CMake on Ubuntu or Debian

Here is an example howto build the library as Debian package inside a Docker container

- Download and install
  - Docker Engine: https://docs.docker.com/install/linux/docker-ce/debian/
  - docker-deb-builder: https://github.com/tsaarni/docker-deb-builder.git

  - open62541: https://github.com/open62541/open62541.git

Install Docker as described at https://docs.docker.com/install/linux/docker-ce/debian/ .

Get the docker-deb-builder utility from github and make Docker images for the needed Debian and/or Ubuntu relases

```
# make and goto local development path (e.g. ~/development)
mkdir ~/development
cd ~/development

# clone docker-deb-builder utility from github and change into builder directory
git clone https://github.com/tsaarni/docker-deb-builder.git
cd docker-deb-builder

# make Docker builder images (e.g. Ubuntu 18.04 and 17.04)
docker build -t docker-deb-builder:18.04 -f Dockerfile-ubuntu-18.04 .
docker build -t docker-deb-builder:17.04 -f Dockerfile-ubuntu-17.04 .
```

Make a local copy of the open62541 git repo and checkout a pack branch

```
# make a local copy of the open62541 git repo (e.g. in the home directory)
# and checkout a pack branch (e.g. pack/1.0)
cd ~
git clone https://github.com/open62541/open62541.git
cd ~/open62541
git checkout pack/1.0
```

Now it's all set to build Debian/Ubuntu open62541 packages

```
# goto local developmet path
cd ~/development

# make a local output directory for the builder where the packages can be placed after build
mkdir output

# build Debian/Ubuntu packages inside Docker container (e.g. Ubuntu-18.04)
./build -i docker-deb-builder:18.04 -o output ~/open62541
```

After a successfull build the Debian/Ubuntu packages can be found at `~/development/docker-deb-builder/output`

2.1.6 CMake Build Options and Debian Packaging

If the open62541 library will be build as a Debian package using a pack branch (e.g. pack/master or pack/1.0) then altering or adding CMake build options should be done inside the `debian/rules` file respectively in the `debian/rules-template` file if working with a development branch (e.g. master or 1.0).

The section in `debian/rules` where the CMake build options are defined is

```
...
override_dh_auto_configure:
    dh_auto_configure -- -DBUILD_SHARED_LIBS=ON -DCMAKE_BUILD_TYPE=RelWithDebInfo -DUA_NAMESPACE_
...
```

This CMake build options will be passed as command line variables to CMake during Debian packaging.

2.2 Build Options

The open62541 project uses CMake to manage the build options, for code generation and to generate build projects for the different systems and IDEs. The tools *ccmake* or *cmake-gui* can be used to graphically set the build options.

Most options can be changed manually in `ua_config.h` (`open62541.h` for the single-file release) after the code generation. But usually there is no need to adjust them.

2.2.1 Main Build Options

CMAKE_BUILD_TYPE

- `RelWithDebInfo` -O2 optimization with debug symbols
- `Release` -O2 optimization without debug symbols
- `Debug` -O0 optimization with debug symbols
- `MinSizeRel` -Os optimization without debug symbols

UA_LOGLEVEL The SDK logs events of the level defined in `UA_LOGLEVEL` and above only. The logging event levels are as follows:

- 600: Fatal
- 500: Error
- 400: Warning
- 300: Info
- 200: Debug
- 100: Trace

UA_MULTITHREADING

Level of multi-threading support. The supported levels are currently as follows:

- 0-199: Multithreading support disabled.
- 100-199: API functions marked with the UA_THREADSAFE-macro are protected internally with mutexes. Multiple threads are allowed to call these functions of the SDK at the same time without causing race conditions. Furthermore, this level support the handling of asynchronous method calls from external worker threads.
- >=200: Work is distributed to a number of internal worker threads. Those worker threads are created within the SDK. (EXPERIMENTAL FEATURE! Expect bugs.)

2.2.2 Select build artefacts

By default only the main library shared object libopen62541.so (open62541.dll) or static linking archive open62541.a (open62541.lib) is built. Additional artifacts can be specified by the following options:

UA_BUILD_EXAMPLES Compile example servers and clients from `examples/*.c`.

UA_BUILD_UNIT_TESTS Compile unit tests. The tests can be executed with `make test`

UA_BUILD_SELFSIGNED_CERTIFICATE Generate a self-signed certificate for the server (openSSL required)

2.2.3 Detailed SDK Features

UA_ENABLE_SUBSCRIPTIONS Enable subscriptions

UA_ENABLE_SUBSCRIPTIONS_EVENTS (EXPERIMENTAL) Enable the use of events for subscriptions. This is a new feature and currently marked as EXPERIMENTAL.

UA_ENABLE_SUBSCRIPTIONS_ALARMS_CONDITIONS (EXPERIMENTAL) Enable the use of A&C for subscriptions. This is a new feature build upon events and currently marked as EXPERIMENTAL.

UA_ENABLE_METHODCALLS Enable the Method service set

UA_ENABLE_PARSING Enable parsing human readable formats of builtin data types (Guid, NodeId, etc.). Utility functions that are not essential to the SDK.

UA_ENABLE_NODEMANAGEMENT Enable dynamic addition and removal of nodes at runtime

UA_ENABLE_AMALGAMATION Compile a single-file release into the files `open62541.c` and `open62541.h`. Not recommended for installation.

UA_ENABLE_IMMUTABLE_NODES Nodes in the information model are not edited but copied and replaced. The replacement is done with atomic operations so that the information model is always consistent and can be accessed from an interrupt or parallel thread (depends on the node storage plugin implementation). This feature is a prerequisite for `UA_MULTITHREADING`.

UA_ENABLE_COVERAGE Measure the coverage of unit tests

UA_ENABLE_DISCOVERY Enable Discovery Service (LDS)

UA_ENABLE_DISCOVERY_MULTICAST Enable Discovery Service with multicast support (LDS-ME)

UA_ENABLE_DISCOVERY_SEMAPHORE Enable Discovery Semaphore support

UA_NAMESPACE_ZERO

Namespace zero contains the standard-defined nodes. The full namespace zero may not be required for all applications. The selectable options are as follows:

- `MINIMAL`: A barebones namespace zero that is compatible with most clients. But this namespace 0 is so small that it does not pass the CTT (Conformance Testing Tools of the OPC Foundation).
- `REDUCED`: Small namespace zero that passes the CTT.
- `FULL`: Full namespace zero generated from the official XML definitions.

The advanced build option `UA_FILE_NS0` can be used to override the XML file used for namespace zero generation.

Some options are marked as advanced. The advanced options need to be toggled to be visible in the cmake GUIs.

UA_ENABLE_TYPEDESCRIPTION Add the type and member names to the UA_DataType structure. Enabled by default.

UA_ENABLE_STATUSCODE_DESCRIPTIONS Compile the human-readable name of the StatusCodes into the binary. Enabled by default.

UA_ENABLE_FULL_NS0 Use the full NS0 instead of a minimal Namespace 0 nodeset `UA_FILE_NS0` is used to specify the file for NS0 generation from namespace0 folder. Default value is `Opc.Ua.NodeSet2.xml`

2.2.4 Debug Build Options

This group contains build options mainly useful for development of the library itself.

UA_DEBUG Enable assertions and additional definitions not intended for production builds

UA_DEBUG_DUMP_PKGS Dump every package received by the server as hexdump format

2.2.5 Building a shared library

open62541 is small enough that most users will want to statically link the library into their programs. If a shared library (.dll, .so) is required, this can be enabled in CMake with the `BUILD_SHARED_LIBS` option. Note that this option modifies the `ua_config.h` file that is also included in `open62541.h` for the single-file distribution.

2.2.6 Minimizing the binary size

The size of the generated binary can be reduced considerably by adjusting the build configuration. With open2541, it is possible to configure minimal servers that require less than 100kB of RAM and ROM.

The following options influence the ROM requirements:

First, in CMake, the build type can be set to `CMAKE_BUILD_TYPE=MinSizeRel`. This sets the compiler flags to minimize the binary size. The build type also strips out debug information. Second, the binary size can be reduced by removing features via the build-flags described above.

Second, setting `UA_NAMESPACE_ZERO` to `MINIMAL` reduces the size of the builtin information model. Setting this option can reduce the binary size by half in some cases.

Third, some features might not be needed and can be disabled to reduce the binary footprint. Examples for this are Subscriptions or encrypted communication.

Last, logging messages take up a lot of space in the binary and might not be needed in embedded scenarios. Setting `UA_LOGLEVEL` to a value above 600 (`FATAL`) disables all logging. In addition, the feature-flags `UA_ENABLE_TYPEDESCRIPTION` and `UA_ENABLE_STATUSCODE_DESCRIPTIONS` add static information to the binary that is only used for human-readable logging and debugging.

The RAM requirements of a server are mostly due to the following settings:

- The size of the information model
- The number of connected clients
- The configured maximum message size that is preallocated

2.3 Building the Examples

Make sure that you can build the shared library as explained in the previous steps. Even easier way to build the examples is to install open62541 in your operating system (see *Installing open62541*).

Then the compiler should automatically find the includes and the shared library.

```
cp /path-to/examples/tutorial_server_firststeps.c . # copy the example server
gcc -std=c99 -o server tutorial_server_firststeps.c -lopen62541
```

2.4 Building for specific architectures

The open62541 library can be build for many operating systems and embedded systems. This document shows a small excerpt of already tested architectures. Since the stack is only using the C99 standard, there are many more supported architectures.

A full list of implemented architecture support can be found in the arch folder.

2.4.1 Windows, Linux, MacOS

These architectures are supported by default and are automatically chosen by CMake.

Have a look into the previous sections on how to do that.

2.4.2 freeRTOS + LwIP

Credits to @cabralfortiss

This documentation is based on the discussion of the PR https://github.com/open62541/open62541/pull/2511. If you have any doubts, please first check the discussion there.

This documentation assumes that you have a basic example using LwIP and freeRTOS that works fine, and you only want to add an OPC UA task to it.

There are two main ways to build open62541 for freeRTOS + LwIP:

- Select the cross compiler in CMake, set the flags needed for compilation (different for each microcontroller so it can be difficult) and then run make in the folder and the library should be generated. This method can be hard to do because you need to specify the include files and some other configurations.
- Generate the open6254.h and open6254.c files with the freeRTOSLWIP architecture and then put these files in your project in your IDE that you're using for compiling. This is the easiest way of doing it and the documentation only focus on this method.

In CMake, select freertosLWIP using the variable UA_ARCHITECTURE, enable amalgamation using the UA_ENABLE_AMALGAMATION variable and just select the native compilers. Then try to compile as always. The compilation will fail, but the open62541.h and open62541.c will be generated.

NOTE: If you are using the memory allocation functions from freeRTOS (pvPortMalloc and family) you will need also to set the variable UA_ARCH_FREERTOS_USE_OWN_MEMORY_FUNCTIONS to true. Many users had to implement pvPortCalloc and pvPortRealloc.

If using the terminal, the command should look like this

```
mkdir build_freeRTOS
cd build_freeRTOS
cmake -DUA_ARCHITECTURE=freertosLWIP -DUA_ENABLE_AMALGAMATION=ON ../
make
```

Remember, the compilation will fail. That's not a problem, because you need only the generated files (open62541.h and open62541.c) found in the directory where you tried to compile. Import these in your IDE that you're using. There is no standard way of doing the following across all IDEs, but you need to do the following configurations in your project:

- Add the open62541.c file for compilation
- Add the variable UA_ARCHITECTURE_FREERTOSLWIP to the compilation
- Make sure that the open62541.h is in a folder which is included in the compilation.

When compiling LwIP you need a file called lwipopts.h. In this file, you put all the configuration variables. You need to make sure that you have the following configurations there:

```
#define LWIP_COMPAT_SOCKETS 0 // Don't do name define-transformation in networking function names
#define LWIP_SOCKET 1 // Enable Socket API (normally already set)
#define LWIP_DNS 1 // enable the lwip_getaddrinfo function, struct addrinfo and more.
#define SO_REUSE 1 // Allows to set the socket as reusable
#define LWIP_TIMEVAL_PRIVATE 0 // This is optional. Set this flag if you get a compilation error
```

For freeRTOS there's a similar file called FreeRTOSConfig.h. Usually, you should have an example project with this file. The only two variables that are recommended to check are:

```
#define configCHECK_FOR_STACK_OVERFLOW 1
#define configUSE_MALLOC_FAILED_HOOK 1
```

Most problems when running the OPC UA server in freeRTOS + LwIP come from the fact that is usually deployed in embedded systems with a limited amount of memory, so these definitions will allow checking if there was a memory problem (will save a lot of effort looking for hidden problems).

Now, you need to add the task that will start the OPC UA server.

```
static void opcua_thread(void *arg){

        //The default 64KB of memory for sending and receicing buffer caused problems to many use
        UA_UInt32 sendBufferSize = 16000;       //64 KB was too much for my platform
        UA_UInt32 recvBufferSize = 16000;       //64 KB was too much for my platform
        UA_UInt16 portNumber = 4840;
```

```
        UA_Server* mUaServer = UA_Server_new();
        UA_ServerConfig *uaServerConfig = UA_Server_getConfig(mUaServer);
        UA_ServerConfig_setMinimal(uaServerConfig, portNumber, 0, sendBufferSize, recvBufferSize);

        //VERY IMPORTANT: Set the hostname with your IP before starting the server
        UA_ServerConfig_setCustomHostname(uaServerConfig, UA_STRING("192.168.0.102"));

        //The rest is the same as the example

        UA_Boolean running = true;

        // add a variable node to the adresspace
        UA_VariableAttributes attr = UA_VariableAttributes_default;
        UA_Int32 myInteger = 42;
        UA_Variant_setScalarCopy(&attr.value, &myInteger, &UA_TYPES[UA_TYPES_INT32]);
        attr.description = UA_LOCALIZEDTEXT_ALLOC("en-US","the answer");
        attr.displayName = UA_LOCALIZEDTEXT_ALLOC("en-US","the answer");
        UA_NodeId myIntegerNodeId = UA_NODEID_STRING_ALLOC(1, "the.answer");
        UA_QualifiedName myIntegerName = UA_QUALIFIEDNAME_ALLOC(1, "the answer");
        UA_NodeId parentNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER);
        UA_NodeId parentReferenceNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES);
        UA_Server_addVariableNode(mUaServer, myIntegerNodeId, parentNodeId,
                                                              parentReferenceNodeId, myIntegerNa
                                                              UA_NODEID_NULL, attr, NULL, NULL);

        /* allocations on the heap need to be freed */
        UA_VariableAttributes_clear(&attr);
        UA_NodeId_clear(&myIntegerNodeId);
        UA_QualifiedName_clear(&myIntegerName);

        UA_StatusCode retval = UA_Server_run(mUaServer, &running);
        UA_Server_delete(mUaServer);
}
```

In your main function, after you initialize the TCP IP stack and all the hardware, you need to add the task:

```
//8000 is the stack size and 8 is priority. This values might need to be changed according to you
if(NULL == sys_thread_new("opcua_thread", opcua_thread, NULL, 8000, 8))
        LWIP_ASSERT("opcua(): Task creation failed.", 0);
```

And lastly, in the same file (or any actually) add:

```
void vApplicationMallocFailedHook(){
        for(;;){
                vTaskDelay(pdMS_TO_TICKS(1000));
        }
}

void vApplicationStackOverflowHook( TaskHandle_t xTask, char *pcTaskName ){
        for(;;){
                vTaskDelay(pdMS_TO_TICKS(1000));
        }
}
```

And put a breakpoint in each of the vTaskDelay. These functions are called when there's a problem in the heap or the stack. If the program gets here, you have a memory problem.

That's it. Your OPC UA server should run smoothly. If not, as said before, check the discussion in https://github.com/open62541/open62541/pull/2511. If you still have problems, ask there so the discussion remains centralized.

CHAPTER 3

Installing open62541

3.1 Manual installation

You can install open62541 using the well known *make install* command. This allows you to use pre-built libraries and headers for your own project.

To override the default installation directory use `cmake -DCMAKE_INSTALL_PREFIX=/some/path`. Based on the SDK Features you selected, as described in *Build Options*, these features will also be included in the installation. Thus we recommend to enable as many non-experimental features as possible for the installed binary.

The recommended cmake options for a default installation are:

```
git submodule update --init --recursive
mkdir build && cd build
cmake -DBUILD_SHARED_LIBS=ON -DCMAKE_BUILD_TYPE=RelWithDebInfo -DUA_NAMESPACE_ZERO=FULL ..
make
sudo make install
```

This will enable the following features in 0.4:

- Discovery
- FullNamespace
- Methods
- Subscriptions

The following features are not enabled and can be optionally enabled using the build options as described in *Build Options*:

- Amalgamation
- DiscoveryMulticast
- Encryption
- Multithreading
- Subscriptions

Important: We strongly recommend to not use `UA_ENABLE_AMALGAMATION=ON` for your installation. This will only generate a single `open62541.h` header file instead of the single header files. We encourage our users to use the non-amalgamated version to reduce the header size and simplify dependency management.

In your own CMake project you can then include the open62541 library using:

```
# optionally you can also specify a specific version
# e.g. find_package(open62541 1.0.0)
find_package(open62541 REQUIRED COMPONENTS Events FullNamespace)
```

```
add_executable(main main.cpp)
target_link_libraries(main open62541::open62541)
```

A full list of enabled features during build time is stored in the CMake Variable `open62541_COMPONENTS_ALL`

3.2 Prebuilt packages

3.2.1 Pack branches

Github allows you to download a specific branch as .zip package. Just using this .zip package for open62541 will likely fail:

- CMake uses `git describe --tags` to automatically detect the version string. The .zip package does not include any git information
- Specific options during the build stack require additional git submodules which are not inlined in the .zip

Therefore we provide packaging branches. They have the prefix *pack/* and are automatically updated to match the referenced branch.

Here are some examples:

- pack/master.zip
- pack/1.0.zip

These pack branches have inlined submodules and the version string is hardcoded. If you need to build from source but do not want to use git, use these specific pack versions.

3.2.2 Prebuilt binaries

You can always find prebuilt binaries for every release on our Github Release Page.

Nightly single file releases for Linux and Windows of the last 50 commits can be found here: https://open62541.org/releases/

3.2.3 Debian

Debian packages can be found in our official PPA:

- Daily Builds (based on master branch): https://launchpad.net/~open62541-team/+archive/ubuntu/daily
- Release Builds (starting with Version 0.4): https://launchpad.net/~open62541-team/+archive/ubuntu/ppa

Install them with:

```
sudo add-apt-repository ppa:open62541-team/ppa
sudo apt-get update
sudo apt-get install libopen62541-1-dev
```

3.2.4 Arch

Arch packages are available in the AUR:

- Stable Builds: https://aur.archlinux.org/packages/open62541/
- Unstable Builds (current master): https://aur.archlinux.org/packages/open62541-git/
- In order to add custom build options (*Build Options*), you can set the environment variable `OPEN62541_CMAKE_FLAGS`

3.2.5 OpenBSD

Starting with OpenBSD 6.7 the ports directory misc/open62541 can build the released version of open62541. Install the binary package from the OpenBSD mirrors:

```
pkg_add open62541
```

CHAPTER 4

Tutorials

4.1 Working with Data Types

OPC UA defines a type system for values that can be encoded in the protocol messages. This tutorial shows some examples for available data types and their use. See the section on *Data Types* for the full definitions.

4.1.1 Basic Data Handling

This section shows the basic interaction patterns for data types. Make sure to compare with the type definitions in `types.h`.

```
#include <open62541/plugin/log_stdout.h>
#include <open62541/server.h>
#include <open62541/server_config_default.h>

#include <stdlib.h>

static void
variables_basic(void) {
    /* Int32 */
    UA_Int32 i = 5;
    UA_Int32 j;
    UA_Int32_copy(&i, &j);

    UA_Int32 *ip = UA_Int32_new();
    UA_Int32_copy(&i, ip);
    UA_Int32_delete(ip);

    /* String */
    UA_String s;
    UA_String_init(&s); /* _init zeroes out the entire memory of the datatype */
    char *test = "test";
    s.length = strlen(test);
    s.data = (UA_Byte*)test;

    UA_String s2;
    UA_String_copy(&s, &s2);
    UA_String_clear(&s2); /* Copying heap-allocated the dynamic content */

    UA_String s3 = UA_STRING("test2");
    UA_String s4 = UA_STRING_ALLOC("test2"); /* Copies the content to the heap */
    UA_Boolean eq = UA_String_equal(&s3, &s4);
    UA_String_clear(&s4);
    if(!eq)
        return;
```

```
    /* Structured Type */
    UA_ReadRequest rr;
    UA_init(&rr, &UA_TYPES[UA_TYPES_READREQUEST]); /* Generic method */
    UA_ReadRequest_init(&rr); /* Shorthand for the previous line */

    rr.requestHeader.timestamp = UA_DateTime_now(); /* Members of a structure */

    rr.nodesToRead = (UA_ReadValueId *)UA_Array_new(5, &UA_TYPES[UA_TYPES_READVALUEID]);
    rr.nodesToReadSize = 5; /* Array size needs to be made known */

    UA_ReadRequest *rr2 = UA_ReadRequest_new();
    UA_copy(&rr, rr2, &UA_TYPES[UA_TYPES_READREQUEST]);
    UA_ReadRequest_clear(&rr);
    UA_ReadRequest_delete(rr2);
}
```

4.1.2 NodeIds

An OPC UA information model is made up of nodes and references between nodes. Every node has a unique *NodeId*. NodeIds refer to a namespace with an additional identifier value that can be an integer, a string, a guid or a bytestring.

```
static void
variables_nodeids(void) {
    UA_NodeId id1 = UA_NODEID_NUMERIC(1, 1234);
    id1.namespaceIndex = 3;

    UA_NodeId id2 = UA_NODEID_STRING(1, "testid"); /* the string is static */
    UA_Boolean eq = UA_NodeId_equal(&id1, &id2);
    if(eq)
        return;

    UA_NodeId id3;
    UA_NodeId_copy(&id2, &id3);
    UA_NodeId_clear(&id3);

    UA_NodeId id4 = UA_NODEID_STRING_ALLOC(1, "testid"); /* the string is copied
                                                            to the heap */
    UA_NodeId_clear(&id4);
}
```

4.1.3 Variants

The datatype *Variant* belongs to the built-in datatypes of OPC UA and is used as a container type. A variant can hold any other datatype as a scalar (except variant) or as an array. Array variants can additionally denote the dimensionality of the data (e.g. a 2x3 matrix) in an additional integer array.

```
static void
variables_variants(void) {
    /* Set a scalar value */
    UA_Variant v;
    UA_Int32 i = 42;
    UA_Variant_setScalar(&v, &i, &UA_TYPES[UA_TYPES_INT32]);

    /* Make a copy */
    UA_Variant v2;
    UA_Variant_copy(&v, &v2);
    UA_Variant_clear(&v2);

    /* Set an array value */
```

```
    UA_Variant v3;
    UA_Double d[9] = {1.0, 2.0, 3.0,
                      4.0, 5.0, 6.0,
                      7.0, 8.0, 9.0};
    UA_Variant_setArrayCopy(&v3, d, 9, &UA_TYPES[UA_TYPES_DOUBLE]);

    /* Set array dimensions */
    v3.arrayDimensions = (UA_UInt32 *)UA_Array_new(2, &UA_TYPES[UA_TYPES_UINT32]);
    v3.arrayDimensionsSize = 2;
    v3.arrayDimensions[0] = 3;
    v3.arrayDimensions[1] = 3;
    UA_Variant_clear(&v3);
}
```

It follows the main function, making use of the above definitions.

```
int main(void) {
    variables_basic();
    variables_nodeids();
    variables_variants();
    return EXIT_SUCCESS;
}
```

4.2 Building a Simple Server

This series of tutorial guide you through your first steps with open62541. For compiling the examples, you need a compiler (MS Visual Studio 2015 or newer, GCC, Clang and MinGW32 are all known to be working). The compilation instructions are given for GCC but should be straightforward to adapt.

It will also be very helpful to install an OPC UA Client with a graphical frontend, such as UAExpert by Unified Automation. That will enable you to examine the information model of any OPC UA server.

To get started, downdload the open62541 single-file release from http://open62541.org or generate it according to the *build instructions* with the "amalgamation" option enabled. From now on, we assume you have the `open62541.c/.h` files in the current folder. Now create a new C source-file called `myServer.c` with the following content:

```
#include <open62541/plugin/log_stdout.h>
#include <open62541/server.h>
#include <open62541/server_config_default.h>

#include <signal.h>
#include <stdlib.h>

static volatile UA_Boolean running = true;
static void stopHandler(int sig) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND, "received ctrl-c");
    running = false;
}

int main(void) {
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);

    UA_Server *server = UA_Server_new();
    UA_ServerConfig_setDefault(UA_Server_getConfig(server));

    UA_StatusCode retval = UA_Server_run(server, &running);

    UA_Server_delete(server);
```

```
    return retval == UA_STATUSCODE_GOOD ? EXIT_SUCCESS : EXIT_FAILURE;
}
```

This is all that is needed for a simple OPC UA server. With the GCC compiler, the following command produces an executable:

```
$ gcc -std=c99 open62541.c myServer.c -o myServer
```

In a MinGW environment, the Winsock library must be added.

```
$ gcc -std=c99 open62541.c myServer.c -lws2_32 -o myServer.exe
```

Now start the server (stop with ctrl-c):

```
$ ./myServer
```

You have now compiled and run your first OPC UA server. You can go ahead and browse the information model with client. The server is listening on `opc.tcp://localhost:4840`. In the next two sections, we will continue to explain the different parts of the code in detail.

4.2.1 Server Configuration and Plugins

open62541 provides a flexible framework for building OPC UA servers and clients. The goals is to have a core library that accommodates for all use cases and runs on all platforms. Users can then adjust the library to fit their use case via configuration and by developing (platform-specific) plugins. The core library is based on C99 only and does not even require basic POSIX support. For example, the lowlevel networking code is implemented as an exchangeable plugin. But don't worry. *open62541* provides plugin implementations for most platforms and sensible default configurations out-of-the-box.

In the above server code, we simply take the default server configuration and add a single TCP network layer that is listerning on port 4840.

4.2.2 Server Lifecycle

The code in this example shows the three parts for server lifecycle management: Creating a server, running the server, and deleting the server. Creating and deleting a server is trivial once the configuration is set up. The server is started with `UA_Server_run`. Internally, the server then uses timeouts to schedule regular tasks. Between the timeouts, the server listens on the network layer for incoming messages.

You might ask how the server knows when to stop running. For this, we have created a global variable `running`. Furthermore, we have registered the method `stopHandler` that catches the signal (interrupt) the program receives when the operating systems tries to close it. This happens for example when you press ctrl-c in a terminal program. The signal handler then sets the variable `running` to false and the server shuts down once it takes back control.

In order to integrated OPC UA in a single-threaded application with its own mainloop (for example provided by a GUI toolkit), one can alternatively drive the server manually. See the section of the server documentation on *Server Lifecycle* for details.

The server configuration and lifecycle management is needed for all servers. We will use it in the following tutorials without further comment.

4.3 Adding Variables to a Server

This tutorial shows how to work with data types and how to add variable nodes to a server. First, we add a new variable to the server. Take a look at the definition of the `UA_VariableAttributes` structure to see the list of all attributes defined for VariableNodes.

Note that the default settings have the AccessLevel of the variable value as read only. See below for making the variable writable.

```
#include <open62541/plugin/log_stdout.h>
#include <open62541/server.h>
#include <open62541/server_config_default.h>

#include <signal.h>
#include <stdlib.h>

static void
addVariable(UA_Server *server) {
    /* Define the attribute of the myInteger variable node */
    UA_VariableAttributes attr = UA_VariableAttributes_default;
    UA_Int32 myInteger = 42;
    UA_Variant_setScalar(&attr.value, &myInteger, &UA_TYPES[UA_TYPES_INT32]);
    attr.description = UA_LOCALIZEDTEXT("en-US","the answer");
    attr.displayName = UA_LOCALIZEDTEXT("en-US","the answer");
    attr.dataType = UA_TYPES[UA_TYPES_INT32].typeId;
    attr.accessLevel = UA_ACCESSLEVELMASK_READ | UA_ACCESSLEVELMASK_WRITE;

    /* Add the variable node to the information model */
    UA_NodeId myIntegerNodeId = UA_NODEID_STRING(1, "the.answer");
    UA_QualifiedName myIntegerName = UA_QUALIFIEDNAME(1, "the answer");
    UA_NodeId parentNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER);
    UA_NodeId parentReferenceNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES);
    UA_Server_addVariableNode(server, myIntegerNodeId, parentNodeId,
                              parentReferenceNodeId, myIntegerName,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE), attr, NULL, NU
}

static void
addMatrixVariable(UA_Server *server) {
    UA_VariableAttributes attr = UA_VariableAttributes_default;
    attr.displayName = UA_LOCALIZEDTEXT("en-US", "Double Matrix");
    attr.accessLevel = UA_ACCESSLEVELMASK_READ | UA_ACCESSLEVELMASK_WRITE;

    /* Set the variable value constraints */
    attr.dataType = UA_TYPES[UA_TYPES_DOUBLE].typeId;
    attr.valueRank = UA_VALUERANK_TWO_DIMENSIONS;
    UA_UInt32 arrayDims[2] = {2,2};
    attr.arrayDimensions = arrayDims;
    attr.arrayDimensionsSize = 2;

    /* Set the value. The array dimensions need to be the same for the value. */
    UA_Double zero[4] = {0.0, 0.0, 0.0, 0.0};
    UA_Variant_setArray(&attr.value, zero, 4, &UA_TYPES[UA_TYPES_DOUBLE]);
    attr.value.arrayDimensions = arrayDims;
    attr.value.arrayDimensionsSize = 2;

    UA_NodeId myIntegerNodeId = UA_NODEID_STRING(1, "double.matrix");
    UA_QualifiedName myIntegerName = UA_QUALIFIEDNAME(1, "double matrix");
    UA_NodeId parentNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER);
    UA_NodeId parentReferenceNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES);
    UA_Server_addVariableNode(server, myIntegerNodeId, parentNodeId,
                              parentReferenceNodeId, myIntegerName,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE),
                              attr, NULL, NULL);
}
```

Now we change the value with the write service. This uses the same service implementation that can also be reached over the network by an OPC UA client.

```
static void
writeVariable(UA_Server *server) {
    UA_NodeId myIntegerNodeId = UA_NODEID_STRING(1, "the.answer");

    /* Write a different integer value */
    UA_Int32 myInteger = 43;
    UA_Variant myVar;
    UA_Variant_init(&myVar);
    UA_Variant_setScalar(&myVar, &myInteger, &UA_TYPES[UA_TYPES_INT32]);
    UA_Server_writeValue(server, myIntegerNodeId, myVar);

    /* Set the status code of the value to an error code. The function
     * UA_Server_write provides access to the raw service. The above
     * UA_Server_writeValue is syntactic sugar for writing a specific node
     * attribute with the write service. */
    UA_WriteValue wv;
    UA_WriteValue_init(&wv);
    wv.nodeId = myIntegerNodeId;
    wv.attributeId = UA_ATTRIBUTEID_VALUE;
    wv.value.status = UA_STATUSCODE_BADNOTCONNECTED;
    wv.value.hasStatus = true;
    UA_Server_write(server, &wv);

    /* Reset the variable to a good statuscode with a value */
    wv.value.hasStatus = false;
    wv.value.value = myVar;
    wv.value.hasValue = true;
    UA_Server_write(server, &wv);
}
```

Note how we initially set the DataType attribute of the variable node to the NodeId of the Int32 data type. This forbids writing values that are not an Int32. The following code shows how this consistency check is performed for every write.

```
static void
writeWrongVariable(UA_Server *server) {
    UA_NodeId myIntegerNodeId = UA_NODEID_STRING(1, "the.answer");

    /* Write a string */
    UA_String myString = UA_STRING("test");
    UA_Variant myVar;
    UA_Variant_init(&myVar);
    UA_Variant_setScalar(&myVar, &myString, &UA_TYPES[UA_TYPES_STRING]);
    UA_StatusCode retval = UA_Server_writeValue(server, myIntegerNodeId, myVar);
    printf("Writing a string returned statuscode %s\n", UA_StatusCode_name(retval));
}
```

It follows the main server code, making use of the above definitions.

```
static volatile UA_Boolean running = true;
static void stopHandler(int sign) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_SERVER, "received ctrl-c");
    running = false;
}

int main(void) {
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);

    UA_Server *server = UA_Server_new();
    UA_ServerConfig_setDefault(UA_Server_getConfig(server));
    UA_ServerConfig* config = UA_Server_getConfig(server);
    config->verifyRequestTimestamp = UA_RULEHANDLING_ACCEPT;
```

4.4 Connecting a Variable with a Physical Process

In OPC UA-based architectures, servers are typically situated near the source of information. In an industrial context, this translates into servers being near the physical process and clients consuming the data at runtime. In the previous tutorial, we saw how to add variables to an OPC UA information model. This tutorial shows how to connect a variable to runtime information, for example from measurements of a physical process. For simplicity, we take the system clock as the underlying "process".

The following code snippets are each concerned with a different way of updating variable values at runtime. Taken together, the code snippets define a compilable source file.

4.4.1 Updating variables manually

As a starting point, assume that a variable for a value of type *DateTime* has been created in the server with the identifier "ns=1,s=current-time". Assuming that our applications gets triggered when a new value arrives from the underlying process, we can just write into the variable.

```
#include <open62541/plugin/log_stdout.h>
#include <open62541/server.h>
#include <open62541/server_config_default.h>

#include <signal.h>
#include <stdlib.h>

static void
updateCurrentTime(UA_Server *server) {
    UA_DateTime now = UA_DateTime_now();
    UA_Variant value;
    UA_Variant_setScalar(&value, &now, &UA_TYPES[UA_TYPES_DATETIME]);
    UA_NodeId currentNodeId = UA_NODEID_STRING(1, "current-time-value-callback");
    UA_Server_writeValue(server, currentNodeId, value);
}

static void
addCurrentTimeVariable(UA_Server *server) {
    UA_DateTime now = 0;
    UA_VariableAttributes attr = UA_VariableAttributes_default;
    attr.displayName = UA_LOCALIZEDTEXT("en-US", "Current time - value callback");
    attr.accessLevel = UA_ACCESSLEVELMASK_READ | UA_ACCESSLEVELMASK_WRITE;
    UA_Variant_setScalar(&attr.value, &now, &UA_TYPES[UA_TYPES_DATETIME]);

    UA_NodeId currentNodeId = UA_NODEID_STRING(1, "current-time-value-callback");
    UA_QualifiedName currentName = UA_QUALIFIEDNAME(1, "current-time-value-callback");
    UA_NodeId parentNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER);
    UA_NodeId parentReferenceNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES);
    UA_NodeId variableTypeNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE);
    UA_Server_addVariableNode(server, currentNodeId, parentNodeId,
                              parentReferenceNodeId, currentName,
                              variableTypeNodeId, attr, NULL, NULL);

    updateCurrentTime(server);
}
```

4.4.2 Variable Value Callback

When a value changes continuously, such as the system time, updating the value in a tight loop would take up a lot of resources. Value callbacks allow to synchronize a variable value with an external representation. They attach callbacks to the variable that are executed before every read and after every write operation.

```
static void
beforeReadTime(UA_Server *server,
               const UA_NodeId *sessionId, void *sessionContext,
               const UA_NodeId *nodeid, void *nodeContext,
               const UA_NumericRange *range, const UA_DataValue *data) {
    updateCurrentTime(server);
}

static void
afterWriteTime(UA_Server *server,
               const UA_NodeId *sessionId, void *sessionContext,
               const UA_NodeId *nodeId, void *nodeContext,
               const UA_NumericRange *range, const UA_DataValue *data) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                "The variable was updated");
}

static void
addValueCallbackToCurrentTimeVariable(UA_Server *server) {
    UA_NodeId currentNodeId = UA_NODEID_STRING(1, "current-time-value-callback");
    UA_ValueCallback callback ;
    callback.onRead = beforeReadTime;
    callback.onWrite = afterWriteTime;
    UA_Server_setVariableNode_valueCallback(server, currentNodeId, callback);
}
```

4.4.3 Variable Data Sources

With value callbacks, the value is still stored in the variable node. So-called data sources go one step further. The server redirects every read and write request to a callback function. Upon reading, the callback provides copy of the current value. Internally, the data source needs to implement its own memory management.

```
static UA_StatusCode
readCurrentTime(UA_Server *server,
                const UA_NodeId *sessionId, void *sessionContext,
                const UA_NodeId *nodeId, void *nodeContext,
                UA_Boolean sourceTimeStamp, const UA_NumericRange *range,
                UA_DataValue *dataValue) {
    UA_DateTime now = UA_DateTime_now();
    UA_Variant_setScalarCopy(&dataValue->value, &now,
                             &UA_TYPES[UA_TYPES_DATETIME]);
    dataValue->hasValue = true;
    return UA_STATUSCODE_GOOD;
}

static UA_StatusCode
writeCurrentTime(UA_Server *server,
                 const UA_NodeId *sessionId, void *sessionContext,
                 const UA_NodeId *nodeId, void *nodeContext,
                 const UA_NumericRange *range, const UA_DataValue *data) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                "Changing the system time is not implemented");
    return UA_STATUSCODE_BADINTERNALERROR;
}

static void
addCurrentTimeDataSourceVariable(UA_Server *server) {
    UA_VariableAttributes attr = UA_VariableAttributes_default;
    attr.displayName = UA_LOCALIZEDTEXT("en-US", "Current time - data source");
    attr.accessLevel = UA_ACCESSLEVELMASK_READ | UA_ACCESSLEVELMASK_WRITE;
```

```
    UA_NodeId currentNodeId = UA_NODEID_STRING(1, "current-time-datasource");
    UA_QualifiedName currentName = UA_QUALIFIEDNAME(1, "current-time-datasource");
    UA_NodeId parentNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER);
    UA_NodeId parentReferenceNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES);
    UA_NodeId variableTypeNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE);

    UA_DataSource timeDataSource;
    timeDataSource.read = readCurrentTime;
    timeDataSource.write = writeCurrentTime;
    UA_Server_addDataSourceVariableNode(server, currentNodeId, parentNodeId,
                                        parentReferenceNodeId, currentName,
                                        variableTypeNodeId, attr,
                                        timeDataSource, NULL, NULL);
}

static UA_DataValue *externalValue;

static void
addCurrentTimeExternalDataSource(UA_Server *server) {
    UA_NodeId currentNodeId = UA_NODEID_STRING(1, "current-time-external-source");

    UA_ValueBackend valueBackend;
    valueBackend.backendType = UA_VALUEBACKENDTYPE_EXTERNAL;
    valueBackend.backend.external.value = &externalValue;

    UA_Server_setVariableNode_valueBackend(server, currentNodeId, valueBackend);
}
```

It follows the main server code, making use of the above definitions.

```
static volatile UA_Boolean running = true;
static void stopHandler(int sign) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_SERVER, "received ctrl-c");
    running = false;
}

int main(void) {
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);

    UA_Server *server = UA_Server_new();
    UA_ServerConfig_setDefault(UA_Server_getConfig(server));

    addCurrentTimeVariable(server);
    addValueCallbackToCurrentTimeVariable(server);
    addCurrentTimeDataSourceVariable(server);

    addCurrentTimeExternalDataSource(server);

    UA_StatusCode retval = UA_Server_run(server, &running);

    UA_Server_delete(server);
    return retval == UA_STATUSCODE_GOOD ? EXIT_SUCCESS : EXIT_FAILURE;
}
```

4.5 Working with Variable Types

Variable types have three functions:

- Constrain the possible data type, value rank and array dimensions of the variables of that type. This allows interface code to be written against the generic type definition, so it is applicable for all instances.

- Provide a sensible default value
- Enable a semantic interpretation of the variable based on its type

In the example of this tutorial, we represent a point in 2D space by an array of double values. The following function adds the corresponding VariableTypeNode to the hierarchy of variable types.

```
#include <open62541/plugin/log_stdout.h>
#include <open62541/server.h>
#include <open62541/server_config_default.h>

#include <signal.h>
#include <stdlib.h>

static UA_NodeId pointTypeId;

static void
addVariableType2DPoint(UA_Server *server) {
    UA_VariableTypeAttributes vtAttr = UA_VariableTypeAttributes_default;
    vtAttr.dataType = UA_TYPES[UA_TYPES_DOUBLE].typeId;
    vtAttr.valueRank = UA_VALUERANK_ONE_DIMENSION;
    UA_UInt32 arrayDims[1] = {2};
    vtAttr.arrayDimensions = arrayDims;
    vtAttr.arrayDimensionsSize = 1;
    vtAttr.displayName = UA_LOCALIZEDTEXT("en-US", "2DPoint Type");

    /* a matching default value is required */
    UA_Double zero[2] = {0.0, 0.0};
    UA_Variant_setArray(&vtAttr.value, zero, 2, &UA_TYPES[UA_TYPES_DOUBLE]);

    UA_Server_addVariableTypeNode(server, UA_NODEID_NULL,
                                  UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE),
                                  UA_NODEID_NUMERIC(0, UA_NS0ID_HASSUBTYPE),
                                  UA_QUALIFIEDNAME(1, "2DPoint Type"), UA_NODEID_NULL,
                                  vtAttr, NULL, &pointTypeId);
}
```

Now the new variable type for *2DPoint* can be referenced during the creation of a new variable. If no value is given, the default from the variable type is copied during instantiation.

```
static UA_NodeId pointVariableId;

static void
addVariable(UA_Server *server) {
    /* Prepare the node attributes */
    UA_VariableAttributes vAttr = UA_VariableAttributes_default;
    vAttr.dataType = UA_TYPES[UA_TYPES_DOUBLE].typeId;
    vAttr.valueRank = UA_VALUERANK_ONE_DIMENSION;
    UA_UInt32 arrayDims[1] = {2};
    vAttr.arrayDimensions = arrayDims;
    vAttr.arrayDimensionsSize = 1;
    vAttr.displayName = UA_LOCALIZEDTEXT("en-US", "2DPoint Variable");
    vAttr.accessLevel = UA_ACCESSLEVELMASK_READ | UA_ACCESSLEVELMASK_WRITE;
    /* vAttr.value is left empty, the server instantiates with the default value */

    /* Add the node */
    UA_Server_addVariableNode(server, UA_NODEID_NULL,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER),
                              UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                              UA_QUALIFIEDNAME(1, "2DPoint Type"), pointTypeId,
                              vAttr, NULL, &pointVariableId);
}
```

The constraints of the variable type are enforced when creating new variable instances of the type. In the following function, adding a variable of *2DPoint* type with a string value fails because The value does not match the variable

type constraints.

```
static void
addVariableFail(UA_Server *server) {
    /* Prepare the node attributes */
    UA_VariableAttributes vAttr = UA_VariableAttributes_default;
    vAttr.dataType = UA_TYPES[UA_TYPES_DOUBLE].typeId;
    vAttr.valueRank = UA_VALUERANK_SCALAR; /* a scalar. this is not allowed per the variable type
    vAttr.displayName = UA_LOCALIZEDTEXT("en-US", "2DPoint Variable (fail)");
    UA_String s = UA_STRING("2dpoint?");
    UA_Variant_setScalar(&vAttr.value, &s, &UA_TYPES[UA_TYPES_STRING]);

    /* Add the node will return UA_STATUSCODE_BADTYPEMISMATCH*/
    UA_Server_addVariableNode(server, UA_NODEID_NULL,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER),
                              UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                              UA_QUALIFIEDNAME(1, "2DPoint Type (fail)"), pointTypeId,
                              vAttr, NULL, NULL);
}
```

The constraints of the variable type are enforced when writing the datatype, valuerank and arraydimensions attributes of the variable. This, in turn, constrains the value attribute of the variable.

```
static void
writeVariable(UA_Server *server) {
    UA_StatusCode retval = UA_Server_writeValueRank(server, pointVariableId, UA_VALUERANK_ONE_OR_
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                "Setting the Value Rank failed with Status Code %s",
                UA_StatusCode_name(retval));

}
```

It follows the main server code, making use of the above definitions.

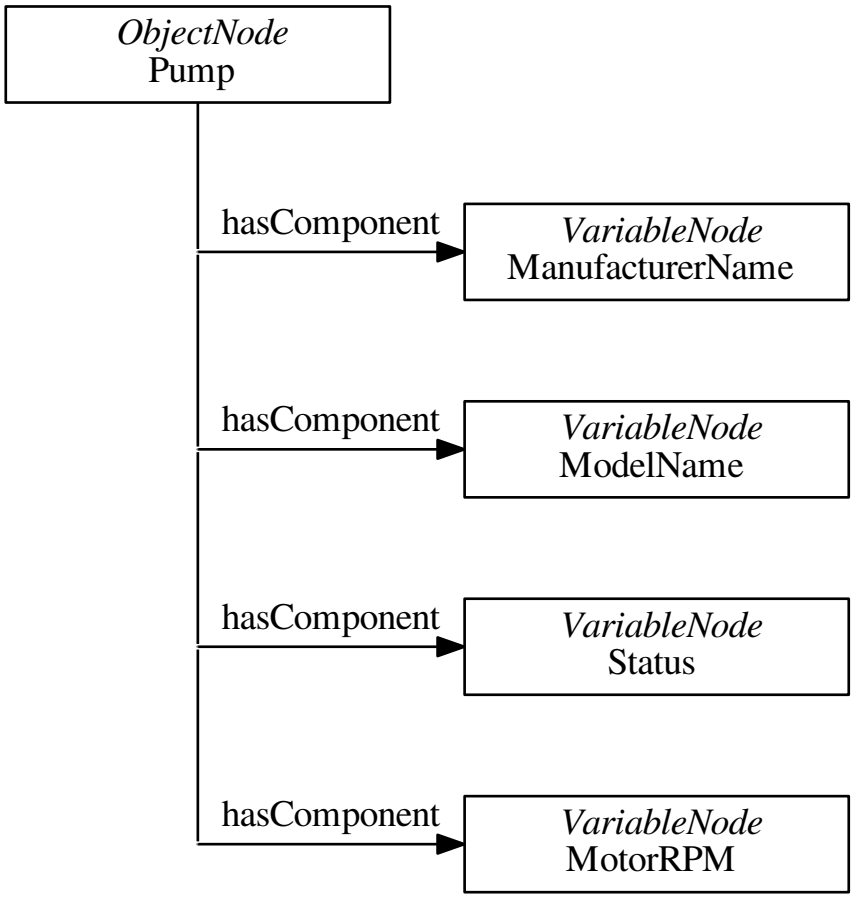
```
static volatile UA_Boolean running = true;
static void stopHandler(int sign) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_SERVER, "received ctrl-c");
    running = false;
}

int main(void) {
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);

    UA_Server *server = UA_Server_new();
    UA_ServerConfig_setDefault(UA_Server_getConfig(server));

    addVariableType2DPoint(server);
    addVariable(server);
    addVariableFail(server);
    writeVariable(server);

    UA_StatusCode retval = UA_Server_run(server, &running);

    UA_Server_delete(server);
    return retval == UA_STATUSCODE_GOOD ? EXIT_SUCCESS : EXIT_FAILURE;
}
```

4.6 Working with Objects and Object Types

4.6.1 Using objects to structure information models

Assume a situation where we want to model a set of pumps and their runtime state in an OPC UA information model. Of course, all pump representations should follow the same basic structure, For example, we might have graphical representation of pumps in a SCADA visualisation that shall be resuable for all pumps.

Following the object-oriented programming paradigm, every pump is represented by an object with the following layout:



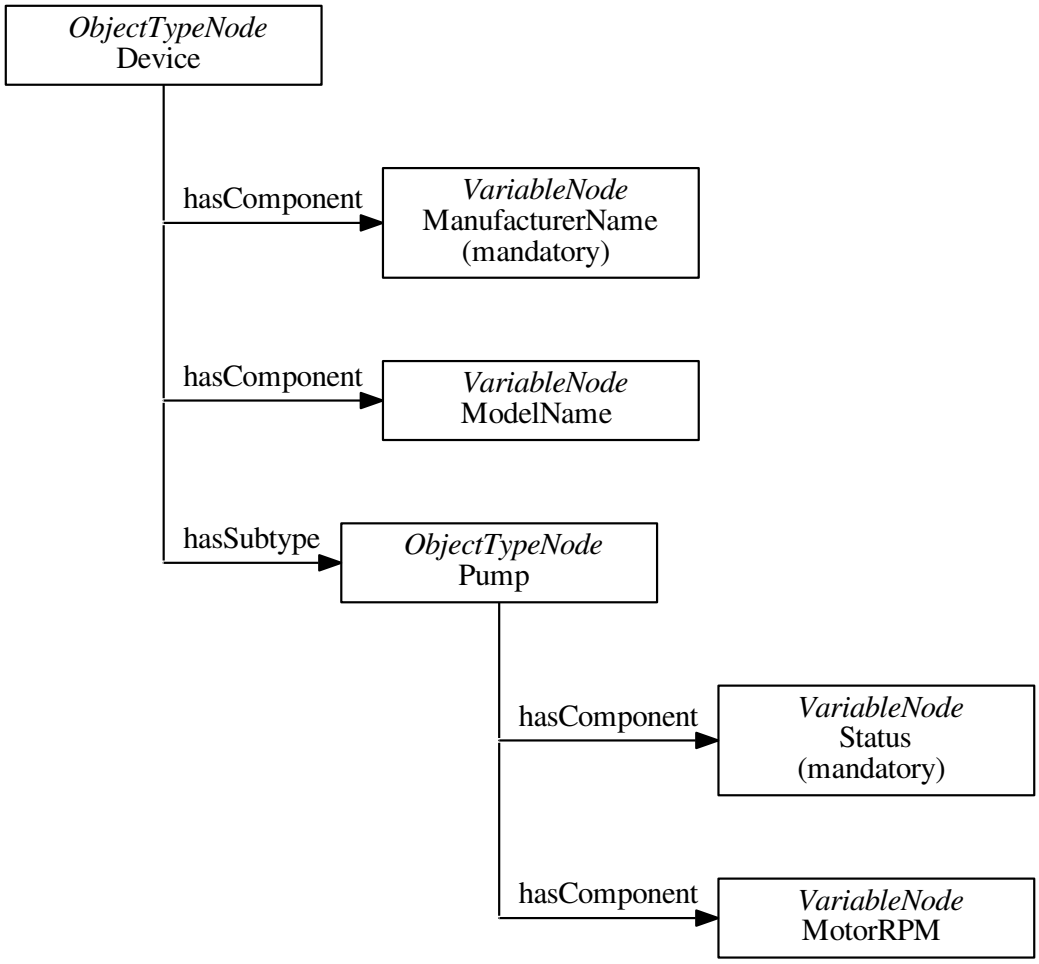
The following code manually defines a pump and its member variables. We omit setting constraints on the variable values as this is not the focus of this tutorial and was already covered.

```
#include <open62541/plugin/log_stdout.h>
#include <open62541/server.h>
#include <open62541/server_config_default.h>

#include <signal.h>

static void
manuallyDefinePump(UA_Server *server) {
    UA_NodeId pumpId; /* get the nodeid assigned by the server */
    UA_ObjectAttributes oAttr = UA_ObjectAttributes_default;
```

```
    oAttr.displayName = UA_LOCALIZEDTEXT("en-US", "Pump (Manual)");
    UA_Server_addObjectNode(server, UA_NODEID_NULL,
                            UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER),
                            UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES),
                            UA_QUALIFIEDNAME(1, "Pump (Manual)"), UA_NODEID_NUMERIC(0, UA_NS0ID_BA
                            oAttr, NULL, &pumpId);

    UA_VariableAttributes mnAttr = UA_VariableAttributes_default;
    UA_String manufacturerName = UA_STRING("Pump King Ltd.");
    UA_Variant_setScalar(&mnAttr.value, &manufacturerName, &UA_TYPES[UA_TYPES_STRING]);
    mnAttr.displayName = UA_LOCALIZEDTEXT("en-US", "ManufacturerName");
    UA_Server_addVariableNode(server, UA_NODEID_NULL, pumpId,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                              UA_QUALIFIEDNAME(1, "ManufacturerName"),
                              UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE), mnAttr, NULL, N

    UA_VariableAttributes modelAttr = UA_VariableAttributes_default;
    UA_String modelName = UA_STRING("Mega Pump 3000");
    UA_Variant_setScalar(&modelAttr.value, &modelName, &UA_TYPES[UA_TYPES_STRING]);
    modelAttr.displayName = UA_LOCALIZEDTEXT("en-US", "ModelName");
    UA_Server_addVariableNode(server, UA_NODEID_NULL, pumpId,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                              UA_QUALIFIEDNAME(1, "ModelName"),
                              UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE), modelAttr, NULL

    UA_VariableAttributes statusAttr = UA_VariableAttributes_default;
    UA_Boolean status = true;
    UA_Variant_setScalar(&statusAttr.value, &status, &UA_TYPES[UA_TYPES_BOOLEAN]);
    statusAttr.displayName = UA_LOCALIZEDTEXT("en-US", "Status");
    UA_Server_addVariableNode(server, UA_NODEID_NULL, pumpId,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                              UA_QUALIFIEDNAME(1, "Status"),
                              UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE), statusAttr, NUL

    UA_VariableAttributes rpmAttr = UA_VariableAttributes_default;
    UA_Double rpm = 50.0;
    UA_Variant_setScalar(&rpmAttr.value, &rpm, &UA_TYPES[UA_TYPES_DOUBLE]);
    rpmAttr.displayName = UA_LOCALIZEDTEXT("en-US", "MotorRPM");
    UA_Server_addVariableNode(server, UA_NODEID_NULL, pumpId,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                              UA_QUALIFIEDNAME(1, "MotorRPMs"),
                              UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE), rpmAttr, NULL,
}
```

4.6.2 Object types, type hierarchies and instantiation

Building up each object manually requires us to write a lot of code. Furthermore, there is no way for clients to detect that an object represents a pump. (We might use naming conventions or similar to detect pumps. But that's not exactly a clean solution.) Furthermore, we might have more devices than just pumps. And we require all devices to share some common structure. The solution is to define ObjectTypes in a hierarchy with inheritance relations.



Children that are marked mandatory are automatically instantiated together with the parent object. This is indicated by a *hasModellingRule* reference to an object that representes the *mandatory* modelling rule.

```
/* predefined identifier for later use */
UA_NodeId pumpTypeId = {1, UA_NODEIDTYPE_NUMERIC, {1001}};

static void
defineObjectTypes(UA_Server *server) {
    /* Define the object type for "Device" */
    UA_NodeId deviceTypeId; /* get the nodeid assigned by the server */
    UA_ObjectTypeAttributes dtAttr = UA_ObjectTypeAttributes_default;
    dtAttr.displayName = UA_LOCALIZEDTEXT("en-US", "DeviceType");
    UA_Server_addObjectTypeNode(server, UA_NODEID_NULL,
                                UA_NODEID_NUMERIC(0, UA_NS0ID_BASEOBJECTTYPE),
                                UA_NODEID_NUMERIC(0, UA_NS0ID_HASSUBTYPE),
                                UA_QUALIFIEDNAME(1, "DeviceType"), dtAttr,
                                NULL, &deviceTypeId);

    UA_VariableAttributes mnAttr = UA_VariableAttributes_default;
    mnAttr.displayName = UA_LOCALIZEDTEXT("en-US", "ManufacturerName");
    UA_NodeId manufacturerNameId;
    UA_Server_addVariableNode(server, UA_NODEID_NULL, deviceTypeId,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                              UA_QUALIFIEDNAME(1, "ManufacturerName"),
```

```
                                UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE), mnAttr, NULL,
    /* Make the manufacturer name mandatory */
    UA_Server_addReference(server, manufacturerNameId,
                           UA_NODEID_NUMERIC(0, UA_NS0ID_HASMODELLINGRULE),
                           UA_EXPANDEDNODEID_NUMERIC(0, UA_NS0ID_MODELLINGRULE_MANDATORY), true);

    UA_VariableAttributes modelAttr = UA_VariableAttributes_default;
    modelAttr.displayName = UA_LOCALIZEDTEXT("en-US", "ModelName");
    UA_Server_addVariableNode(server, UA_NODEID_NULL, deviceTypeId,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                              UA_QUALIFIEDNAME(1, "ModelName"),
                              UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE), modelAttr, NULL

    /* Define the object type for "Pump" */
    UA_ObjectTypeAttributes ptAttr = UA_ObjectTypeAttributes_default;
    ptAttr.displayName = UA_LOCALIZEDTEXT("en-US", "PumpType");
    UA_Server_addObjectTypeNode(server, pumpTypeId,
                                deviceTypeId, UA_NODEID_NUMERIC(0, UA_NS0ID_HASSUBTYPE),
                                UA_QUALIFIEDNAME(1, "PumpType"), ptAttr,
                                NULL, NULL);

    UA_VariableAttributes statusAttr = UA_VariableAttributes_default;
    statusAttr.displayName = UA_LOCALIZEDTEXT("en-US", "Status");
    statusAttr.valueRank = UA_VALUERANK_SCALAR;
    UA_NodeId statusId;
    UA_Server_addVariableNode(server, UA_NODEID_NULL, pumpTypeId,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                              UA_QUALIFIEDNAME(1, "Status"),
                              UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE), statusAttr, NU
    /* Make the status variable mandatory */
    UA_Server_addReference(server, statusId,
                           UA_NODEID_NUMERIC(0, UA_NS0ID_HASMODELLINGRULE),
                           UA_EXPANDEDNODEID_NUMERIC(0, UA_NS0ID_MODELLINGRULE_MANDATORY), true);

    UA_VariableAttributes rpmAttr = UA_VariableAttributes_default;
    rpmAttr.displayName = UA_LOCALIZEDTEXT("en-US", "MotorRPM");
    rpmAttr.valueRank = UA_VALUERANK_SCALAR;
    UA_Server_addVariableNode(server, UA_NODEID_NULL, pumpTypeId,
                              UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                              UA_QUALIFIEDNAME(1, "MotorRPMs"),
                              UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE), rpmAttr, NULL,
}
```

Now we add the derived ObjectType for the pump that inherits from the device object type. The resulting object contains all mandatory child variables. These are simply copied over from the object type. The object has a reference of type `hasTypeDefinition` to the object type, so that clients can detect the type-instance relation at runtime.

```
static void
addPumpObjectInstance(UA_Server *server, char *name) {
    UA_ObjectAttributes oAttr = UA_ObjectAttributes_default;
    oAttr.displayName = UA_LOCALIZEDTEXT("en-US", name);
    UA_Server_addObjectNode(server, UA_NODEID_NULL,
                            UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER),
                            UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES),
                            UA_QUALIFIEDNAME(1, name),
                            pumpTypeId, /* this refers to the object type
                                           identifier */
                            oAttr, NULL, NULL);
}
```

Often times, we want to run a constructor function on a new object. This is especially useful when an object

is instantiated at runtime (with the AddNodes service) and the integration with an underlying process canot be manually defined. In the following constructor example, we simply set the pump status to on.

```
static UA_StatusCode
pumpTypeConstructor(UA_Server *server,
                    const UA_NodeId *sessionId, void *sessionContext,
                    const UA_NodeId *typeId, void *typeContext,
                    const UA_NodeId *nodeId, void **nodeContext) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND, "New pump created");

    /* Find the NodeId of the status child variable */
    UA_RelativePathElement rpe;
    UA_RelativePathElement_init(&rpe);
    rpe.referenceTypeId = UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT);
    rpe.isInverse = false;
    rpe.includeSubtypes = false;
    rpe.targetName = UA_QUALIFIEDNAME(1, "Status");

    UA_BrowsePath bp;
    UA_BrowsePath_init(&bp);
    bp.startingNode = *nodeId;
    bp.relativePath.elementsSize = 1;
    bp.relativePath.elements = &rpe;

    UA_BrowsePathResult bpr =
        UA_Server_translateBrowsePathToNodeIds(server, &bp);
    if(bpr.statusCode != UA_STATUSCODE_GOOD ||
       bpr.targetsSize < 1)
        return bpr.statusCode;

    /* Set the status value */
    UA_Boolean status = true;
    UA_Variant value;
    UA_Variant_setScalar(&value, &status, &UA_TYPES[UA_TYPES_BOOLEAN]);
    UA_Server_writeValue(server, bpr.targets[0].targetId.nodeId, value);
    UA_BrowsePathResult_clear(&bpr);

    /* At this point we could replace the node context .. */

    return UA_STATUSCODE_GOOD;
}

static void
addPumpTypeConstructor(UA_Server *server) {
    UA_NodeTypeLifecycle lifecycle;
    lifecycle.constructor = pumpTypeConstructor;
    lifecycle.destructor = NULL;
    UA_Server_setNodeTypeLifecycle(server, pumpTypeId, lifecycle);
}
```

It follows the main server code, making use of the above definitions.

```
static volatile UA_Boolean running = true;
static void stopHandler(int sign) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_SERVER, "received ctrl-c");
    running = false;
}

int main(void) {
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);

    UA_Server *server = UA_Server_new();
    UA_ServerConfig_setDefault(UA_Server_getConfig(server));
```

```
    manuallyDefinePump(server);
    defineObjectTypes(server);
    addPumpObjectInstance(server, "pump2");
    addPumpObjectInstance(server, "pump3");
    addPumpTypeConstructor(server);
    addPumpObjectInstance(server, "pump4");
    addPumpObjectInstance(server, "pump5");

    UA_StatusCode retval = UA_Server_run(server, &running);

    UA_Server_delete(server);
    return retval == UA_STATUSCODE_GOOD ? EXIT_SUCCESS : EXIT_FAILURE;
}
```

4.7 Adding Methods to Objects

An object in an OPC UA information model may contain methods similar to objects in a programming language. Methods are represented by a MethodNode. Note that several objects may reference the same MethodNode. When an object type is instantiated, a reference to the method is added instead of copying the MethodNode. Therefore, the identifier of the context object is always explicitly stated when a method is called.

The method callback takes as input a custom data pointer attached to the method node, the identifier of the object from which the method is called, and two arrays for the input and output arguments. The input and output arguments are all of type *Variant*. Each variant may in turn contain a (multi-dimensional) array or scalar of any data type.

Constraints for the method arguments are defined in terms of data type, value rank and array dimension (similar to variable definitions). The argument definitions are stored in child VariableNodes of the MethodNode with the respective BrowseNames `(0, "InputArguments")` and `(0, "OutputArguments")`.

4.7.1 Example: Hello World Method

The method takes a string scalar and returns a string scalar with "Hello " prepended. The type and length of the input arguments is checked internally by the SDK, so that we don't have to verify the arguments in the callback.

```
#include <open62541/client_config_default.h>
#include <open62541/plugin/log_stdout.h>
#include <open62541/server.h>
#include <open62541/server_config_default.h>

#include <signal.h>
#include <stdlib.h>

static UA_StatusCode
helloWorldMethodCallback(UA_Server *server,
                         const UA_NodeId *sessionId, void *sessionHandle,
                         const UA_NodeId *methodId, void *methodContext,
                         const UA_NodeId *objectId, void *objectContext,
                         size_t inputSize, const UA_Variant *input,
                         size_t outputSize, UA_Variant *output) {
    UA_String *inputStr = (UA_String*)input->data;
    UA_String tmp = UA_STRING_ALLOC("Hello ");
    if(inputStr->length > 0) {
        tmp.data = (UA_Byte *)UA_realloc(tmp.data, tmp.length + inputStr->length);
        memcpy(&tmp.data[tmp.length], inputStr->data, inputStr->length);
        tmp.length += inputStr->length;
    }
    UA_Variant_setScalarCopy(output, &tmp, &UA_TYPES[UA_TYPES_STRING]);
    UA_String_clear(&tmp);
```

```
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_SERVER, "Hello World was called");
    return UA_STATUSCODE_GOOD;
}

static void
addHellWorldMethod(UA_Server *server) {
    UA_Argument inputArgument;
    UA_Argument_init(&inputArgument);
    inputArgument.description = UA_LOCALIZEDTEXT("en-US", "A String");
    inputArgument.name = UA_STRING("MyInput");
    inputArgument.dataType = UA_TYPES[UA_TYPES_STRING].typeId;
    inputArgument.valueRank = UA_VALUERANK_SCALAR;

    UA_Argument outputArgument;
    UA_Argument_init(&outputArgument);
    outputArgument.description = UA_LOCALIZEDTEXT("en-US", "A String");
    outputArgument.name = UA_STRING("MyOutput");
    outputArgument.dataType = UA_TYPES[UA_TYPES_STRING].typeId;
    outputArgument.valueRank = UA_VALUERANK_SCALAR;

    UA_MethodAttributes helloAttr = UA_MethodAttributes_default;
    helloAttr.description = UA_LOCALIZEDTEXT("en-US","Say `Hello World`");
    helloAttr.displayName = UA_LOCALIZEDTEXT("en-US","Hello World");
    helloAttr.executable = true;
    helloAttr.userExecutable = true;
    UA_Server_addMethodNode(server, UA_NODEID_NUMERIC(1,62541),
                            UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER),
                            UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                            UA_QUALIFIEDNAME(1, "hello world"),
                            helloAttr, &helloWorldMethodCallback,
                            1, &inputArgument, 1, &outputArgument, NULL, NULL);
}
```

4.7.2 Increase Array Values Method

The method takes an array of 5 integers and a scalar as input. It returns a copy of the array with every entry increased by the scalar.

```
static UA_StatusCode
IncInt32ArrayMethodCallback(UA_Server *server,
                            const UA_NodeId *sessionId, void *sessionContext,
                            const UA_NodeId *methodId, void *methodContext,
                            const UA_NodeId *objectId, void *objectContext,
                            size_t inputSize, const UA_Variant *input,
                            size_t outputSize, UA_Variant *output) {
    UA_Int32 *inputArray = (UA_Int32*)input[0].data;
    UA_Int32 delta = *(UA_Int32*)input[1].data;

    /* Copy the input array */
    UA_StatusCode retval = UA_Variant_setArrayCopy(output, inputArray, 5,
                                                   &UA_TYPES[UA_TYPES_INT32]);
    if(retval != UA_STATUSCODE_GOOD)
        return retval;

    /* Increate the elements */
    UA_Int32 *outputArray = (UA_Int32*)output->data;
    for(size_t i = 0; i < input->arrayLength; i++)
        outputArray[i] = inputArray[i] + delta;

    return UA_STATUSCODE_GOOD;
}
```

```
static void
addIncInt32ArrayMethod(UA_Server *server) {
    /* Two input arguments */
    UA_Argument inputArguments[2];
    UA_Argument_init(&inputArguments[0]);
    inputArguments[0].description = UA_LOCALIZEDTEXT("en-US", "int32[5] array");
    inputArguments[0].name = UA_STRING("int32 array");
    inputArguments[0].dataType = UA_TYPES[UA_TYPES_INT32].typeId;
    inputArguments[0].valueRank = UA_VALUERANK_ONE_DIMENSION;
    UA_UInt32 pInputDimension = 5;
    inputArguments[0].arrayDimensionsSize = 1;
    inputArguments[0].arrayDimensions = &pInputDimension;

    UA_Argument_init(&inputArguments[1]);
    inputArguments[1].description = UA_LOCALIZEDTEXT("en-US", "int32 delta");
    inputArguments[1].name = UA_STRING("int32 delta");
    inputArguments[1].dataType = UA_TYPES[UA_TYPES_INT32].typeId;
    inputArguments[1].valueRank = UA_VALUERANK_SCALAR;

    /* One output argument */
    UA_Argument outputArgument;
    UA_Argument_init(&outputArgument);
    outputArgument.description = UA_LOCALIZEDTEXT("en-US", "int32[5] array");
    outputArgument.name = UA_STRING("each entry is incremented by the delta");
    outputArgument.dataType = UA_TYPES[UA_TYPES_INT32].typeId;
    outputArgument.valueRank = UA_VALUERANK_ONE_DIMENSION;
    UA_UInt32 pOutputDimension = 5;
    outputArgument.arrayDimensionsSize = 1;
    outputArgument.arrayDimensions = &pOutputDimension;

    /* Add the method node */
    UA_MethodAttributes incAttr = UA_MethodAttributes_default;
    incAttr.description = UA_LOCALIZEDTEXT("en-US", "IncInt32ArrayValues");
    incAttr.displayName = UA_LOCALIZEDTEXT("en-US", "IncInt32ArrayValues");
    incAttr.executable = true;
    incAttr.userExecutable = true;
    UA_Server_addMethodNode(server, UA_NODEID_STRING(1, "IncInt32ArrayValues"),
                            UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER),
                            UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                            UA_QUALIFIEDNAME(1, "IncInt32ArrayValues"),
                            incAttr, &IncInt32ArrayMethodCallback,
                            2, inputArguments, 1, &outputArgument,
                            NULL, NULL);
}
```

It follows the main server code, making use of the above definitions.

```
static volatile UA_Boolean running = true;
static void stopHandler(int sign) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_SERVER, "received ctrl-c");
    running = false;
}

int main(void) {
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);

    UA_Server *server = UA_Server_new();
    UA_ServerConfig_setDefault(UA_Server_getConfig(server));

    addHellWorldMethod(server);
    addIncInt32ArrayMethod(server);
```

```
    UA_StatusCode retval = UA_Server_run(server, &running);

    UA_Server_delete(server);
    return retval == UA_STATUSCODE_GOOD ? EXIT_SUCCESS : EXIT_FAILURE;
}
```

4.8 Observing Attributes with Local MonitoredItems

A client that is interested in the current value of a variable does not need to regularly poll the variable. Instead, he can use the Subscription mechanism to be notified about changes.

So-called MonitoredItems define which values (node attributes) and events the client wants to monitor. Under the right conditions, a notification is created and added to the Subscription. The notifications currently in the queue are regularly send to the client.

The local user can add MonitoredItems as well. Locally, the MonitoredItems to not go via a Subscription and each have an individual callback method and a context pointer.

```
#include <open62541/client_subscriptions.h>
#include <open62541/plugin/log_stdout.h>
#include <open62541/server.h>
#include <open62541/server_config_default.h>

#include <signal.h>
#include <stdlib.h>

static void
dataChangeNotificationCallback(UA_Server *server, UA_UInt32 monitoredItemId,
                               void *monitoredItemContext, const UA_NodeId *nodeId,
                               void *nodeContext, UA_UInt32 attributeId,
                               const UA_DataValue *value) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND, "Received Notification");
}

static void
addMonitoredItemToCurrentTimeVariable(UA_Server *server) {
    UA_NodeId currentTimeNodeId =
        UA_NODEID_NUMERIC(0, UA_NS0ID_SERVER_SERVERSTATUS_CURRENTTIME);
    UA_MonitoredItemCreateRequest monRequest =
        UA_MonitoredItemCreateRequest_default(currentTimeNodeId);
    monRequest.requestedParameters.samplingInterval = 100.0; /* 100 ms interval */
    UA_Server_createDataChangeMonitoredItem(server, UA_TIMESTAMPSTORETURN_SOURCE,
                                            monRequest, NULL, dataChangeNotificationCallback);
}
```

It follows the main server code, making use of the above definitions.

```
static volatile UA_Boolean running = true;
static void stopHandler(int sign) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_SERVER, "received ctrl-c");
    running = false;
}

int main(void) {
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);

    UA_Server *server = UA_Server_new();
    UA_ServerConfig_setDefault(UA_Server_getConfig(server));

    addMonitoredItemToCurrentTimeVariable(server);
```

```
    UA_StatusCode retval = UA_Server_run(server, &running);
    UA_Server_delete(server);

    return retval == UA_STATUSCODE_GOOD ? EXIT_SUCCESS : EXIT_FAILURE;
}
```

4.9 Generating events

To make sense of the many things going on in a server, monitoring items can be useful. Though in many cases, data change does not convey enough information to be the optimal solution. Events can be generated at any time, hold a lot of information and can be filtered so the client only receives the specific attributes he is interested in.

4.9.1 Emitting events by calling methods

The following example will be based on the server method tutorial. We will be creating a method node which generates an event from the server node.

The event we want to generate should be very simple. Since the *BaseEventType* is abstract, we will have to create our own event type. *EventTypes* are saved internally as *ObjectTypes*, so add the type as you would a new *ObjectType*.

```
static UA_NodeId eventType;

static UA_StatusCode
addNewEventType(UA_Server *server) {
    UA_ObjectTypeAttributes attr = UA_ObjectTypeAttributes_default;
    attr.displayName = UA_LOCALIZEDTEXT("en-US", "SimpleEventType");
    attr.description = UA_LOCALIZEDTEXT("en-US", "The simple event type we created");
    return UA_Server_addObjectTypeNode(server, UA_NODEID_NULL,
                                       UA_NODEID_NUMERIC(0, UA_NS0ID_BASEEVENTTYPE),
                                       UA_NODEID_NUMERIC(0, UA_NS0ID_HASSUBTYPE),
                                       UA_QUALIFIEDNAME(0, "SimpleEventType"),
                                       attr, NULL, &eventType);
}
```

4.9.2 Setting up an event

In order to set up the event, we can first use `UA_Server_createEvent` to give us a node representation of the event. All we need for this is our *EventType*. Once we have our event node, which is saved internally as an *ObjectNode*, we can define the attributes the event has the same way we would define the attributes of an object node. It is not necessary to define the attributes *EventId*, *ReceiveTime*, *SourceNode* or *EventType* since these are set automatically by the server. In this example, we will be setting the fields 'Message' and 'Severity' in addition to *Time* which is needed to make the example UaExpert compliant.

```
static UA_StatusCode
setUpEvent(UA_Server *server, UA_NodeId *outId) {
    UA_StatusCode retval = UA_Server_createEvent(server, eventType, outId);
    if (retval != UA_STATUSCODE_GOOD) {
        UA_LOG_WARNING(UA_Log_Stdout, UA_LOGCATEGORY_SERVER,
                       "createEvent failed. StatusCode %s", UA_StatusCode_name(retval));
        return retval;
    }

    /* Set the Event Attributes */
    /* Setting the Time is required or else the event will not show up in UAExpert! */
    UA_DateTime eventTime = UA_DateTime_now();
    UA_Server_writeObjectProperty_scalar(server, *outId, UA_QUALIFIEDNAME(0, "Time"),
```

```
                                        &eventTime, &UA_TYPES[UA_TYPES_DATETIME]);

    UA_UInt16 eventSeverity = 100;
    UA_Server_writeObjectProperty_scalar(server, *outId, UA_QUALIFIEDNAME(0, "Severity"),
                                         &eventSeverity, &UA_TYPES[UA_TYPES_UINT16]);

    UA_LocalizedText eventMessage = UA_LOCALIZEDTEXT("en-US", "An event has been generated.");
    UA_Server_writeObjectProperty_scalar(server, *outId, UA_QUALIFIEDNAME(0, "Message"),
                                         &eventMessage, &UA_TYPES[UA_TYPES_LOCALIZEDTEXT]);

    UA_String eventSourceName = UA_STRING("Server");
    UA_Server_writeObjectProperty_scalar(server, *outId, UA_QUALIFIEDNAME(0, "SourceName"),
                                         &eventSourceName, &UA_TYPES[UA_TYPES_STRING]);

    return UA_STATUSCODE_GOOD;
}
```

4.9.3 Triggering an event

First a node representing an event is generated using `setUpEvent`. Once our event is good to go, we specify a node which emits the event - in this case the server node. We can use `UA_Server_triggerEvent` to trigger our event onto said node. Passing `NULL` as the second-last argument means we will not receive the *EventId*. The last boolean argument states whether the node should be deleted.

```
static UA_StatusCode
generateEventMethodCallback(UA_Server *server,
                            const UA_NodeId *sessionId, void *sessionHandle,
                            const UA_NodeId *methodId, void *methodContext,
                            const UA_NodeId *objectId, void *objectContext,
                            size_t inputSize, const UA_Variant *input,
                            size_t outputSize, UA_Variant *output) {

    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND, "Creating event");

    /* set up event */
    UA_NodeId eventNodeId;
    UA_StatusCode retval = setUpEvent(server, &eventNodeId);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_WARNING(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                       "Creating event failed. StatusCode %s", UA_StatusCode_name(retval));
        return retval;
    }

    retval = UA_Server_triggerEvent(server, eventNodeId,
                                    UA_NODEID_NUMERIC(0, UA_NS0ID_SERVER),
                                    NULL, UA_TRUE);
    if(retval != UA_STATUSCODE_GOOD)
        UA_LOG_WARNING(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                       "Triggering event failed. StatusCode %s", UA_StatusCode_name(retval));

    return retval;
}
```

Now, all that is left to do is to create a method node which uses our callback. We do not require any input and as output we will be using the *EventId* we receive from `triggerEvent`. The *EventId* is generated by the server internally and is a random unique ID which identifies that specific event.

This method node will be added to a basic server setup.

```
static void
addGenerateEventMethod(UA_Server *server) {
    UA_MethodAttributes generateAttr = UA_MethodAttributes_default;
```

```
    generateAttr.description = UA_LOCALIZEDTEXT("en-US","Generate an event.");
    generateAttr.displayName = UA_LOCALIZEDTEXT("en-US","Generate Event");
    generateAttr.executable = true;
    generateAttr.userExecutable = true;
    UA_Server_addMethodNode(server, UA_NODEID_NUMERIC(1, 62541),
                            UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER),
                            UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                            UA_QUALIFIEDNAME(1, "Generate Event"),
                            generateAttr, &generateEventMethodCallback,
                            0, NULL, 0, NULL, NULL, NULL);
}
```

It follows the main server code, making use of the above definitions.

```
static volatile UA_Boolean running = true;
static void stopHandler(int sig) {
    running = false;
}

int main (void) {
    /* default server values */
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);

    UA_Server *server = UA_Server_new();
    UA_ServerConfig_setDefault(UA_Server_getConfig(server));

    addNewEventType(server);
    addGenerateEventMethod(server);

    UA_StatusCode retval = UA_Server_run(server, &running);

    UA_Server_delete(server);
    return retval == UA_STATUSCODE_GOOD ? EXIT_SUCCESS : EXIT_FAILURE;
}
```

4.10 Using Alarms and Conditions Server

Besides the usage of monitored items and events to observe the changes in the server, it is also important to make use of the Alarms and Conditions Server Model. Alarms are events which are triggered automatically by the server dependent on internal server logic or user specific logic when the state of server components change. The state of a component is represented through a condition. So the values of all the condition children (Fields) are the actual state of the component.

4.10.1 Trigger Alarm events by changing States

The following example will be based on the server events tutorial. Please make sure to understand the principle of normal events before proceeding with this example!

```
static UA_NodeId conditionSource;
static UA_NodeId conditionInstance_1;
static UA_NodeId conditionInstance_2;

static UA_StatusCode
addConditionSourceObject(UA_Server *server) {
    UA_ObjectAttributes object_attr = UA_ObjectAttributes_default;
    object_attr.eventNotifier = 1;

    object_attr.displayName = UA_LOCALIZEDTEXT("en", "ConditionSourceObject");
```

```
    UA_StatusCode retval =  UA_Server_addObjectNode(server, UA_NODEID_NULL,
                                    UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER),
                                    UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES),
                                    UA_QUALIFIEDNAME(0, "ConditionSourceObject"),
                                    UA_NODEID_NUMERIC(0, UA_NS0ID_BASEOBJECTTYPE),
                                    object_attr, NULL, &conditionSource);

    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Creating Condition Source failed. StatusCode %s",
                     UA_StatusCode_name(retval));
    }

    /* ConditionSource should be EventNotifier of another Object (usually the
     * Server Object). If this Reference is not created by user then the A&C
     * Server will create "HasEventSource" reference to the Server Object
     * automatically when the condition is created*/
    retval = UA_Server_addReference(server, UA_NODEID_NUMERIC(0, UA_NS0ID_SERVER),
                                    UA_NODEID_NUMERIC(0, UA_NS0ID_HASNOTIFIER),
                                    UA_EXPANDEDNODEID_NUMERIC(conditionSource.namespaceIndex,
                                                              conditionSource.identifier.numeric)
                                    UA_TRUE);

    return retval;
}
```

Create a condition instance from OffNormalAlarmType. The condition source is the Object created in addConditionSourceObject(). The condition will be exposed in Address Space through the HasComponent reference to the condition source.

```
static UA_StatusCode
addCondition_1(UA_Server *server) {
    UA_StatusCode retval = addConditionSourceObject(server);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "creating Condition Source failed. StatusCode %s",
                     UA_StatusCode_name(retval));
    }

    retval = UA_Server_createCondition(server,
                                    UA_NODEID_NULL,
                                    UA_NODEID_NUMERIC(0, UA_NS0ID_OFFNORMALALARMTYPE),
                                    UA_QUALIFIEDNAME(0, "Condition 1"), conditionSource,
                                    UA_NODEID_NUMERIC(0, UA_NS0ID_HASCOMPONENT),
                                    &conditionInstance_1);

    return retval;
}
```

Create a condition instance from OffNormalAlarmType. The condition source is the server Object. The condition won't be exposed in Address Space.

```
static UA_StatusCode
addCondition_2(UA_Server *server) {
    UA_StatusCode retval =
        UA_Server_createCondition(server, UA_NODEID_NULL,
                                  UA_NODEID_NUMERIC(0, UA_NS0ID_OFFNORMALALARMTYPE),
                                  UA_QUALIFIEDNAME(0, "Condition 2"),
                                  UA_NODEID_NUMERIC(0, UA_NS0ID_SERVER),
                                  UA_NODEID_NULL, &conditionInstance_2);

    return retval;
}
```

```
static void
addVariable_1_triggerAlarmOfCondition_1(UA_Server *server, UA_NodeId* outNodeId) {
    UA_VariableAttributes attr = UA_VariableAttributes_default;
    attr.displayName = UA_LOCALIZEDTEXT("en", "Activate Condition 1");
    attr.accessLevel = UA_ACCESSLEVELMASK_READ | UA_ACCESSLEVELMASK_WRITE;
    UA_Boolean tboolValue = UA_FALSE;
    UA_Variant_setScalar(&attr.value, &tboolValue, &UA_TYPES[UA_TYPES_BOOLEAN]);

    UA_QualifiedName CallbackTestVariableName = UA_QUALIFIEDNAME(0, "Activate Condition 1");
    UA_NodeId parentNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER);
    UA_NodeId parentReferenceNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES);
    UA_NodeId variableTypeNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE);
    UA_Server_addVariableNode(server, UA_NODEID_NULL, parentNodeId,
                              parentReferenceNodeId, CallbackTestVariableName,
                              variableTypeNodeId, attr, NULL, outNodeId);
}

static void
addVariable_2_changeSeverityOfCondition_2(UA_Server *server,
                                          UA_NodeId* outNodeId) {
    UA_VariableAttributes attr = UA_VariableAttributes_default;
    attr.displayName = UA_LOCALIZEDTEXT("en", "Change Severity Condition 2");
    attr.accessLevel = UA_ACCESSLEVELMASK_READ | UA_ACCESSLEVELMASK_WRITE;
    UA_UInt16 severityValue = 0;
    UA_Variant_setScalar(&attr.value, &severityValue, &UA_TYPES[UA_TYPES_UINT16]);

    UA_QualifiedName CallbackTestVariableName =
        UA_QUALIFIEDNAME(0, "Change Severity Condition 2");
    UA_NodeId parentNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER);
    UA_NodeId parentReferenceNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES);
    UA_NodeId variableTypeNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE);
    UA_Server_addVariableNode(server, UA_NODEID_NULL, parentNodeId,
                              parentReferenceNodeId, CallbackTestVariableName,
                              variableTypeNodeId, attr, NULL, outNodeId);
}

static void
addVariable_3_returnCondition_1_toNormalState(UA_Server *server,
                                              UA_NodeId* outNodeId) {
    UA_VariableAttributes attr = UA_VariableAttributes_default;
    attr.displayName = UA_LOCALIZEDTEXT("en", "Return to Normal Condition 1");
    attr.accessLevel = UA_ACCESSLEVELMASK_READ | UA_ACCESSLEVELMASK_WRITE;
    UA_Boolean rtn = 0;
    UA_Variant_setScalar(&attr.value, &rtn, &UA_TYPES[UA_TYPES_BOOLEAN]);

    UA_QualifiedName CallbackTestVariableName =
        UA_QUALIFIEDNAME(0, "Return to Normal Condition 1");
    UA_NodeId parentNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER);
    UA_NodeId parentReferenceNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES);
    UA_NodeId variableTypeNodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_BASEDATAVARIABLETYPE);
    UA_Server_addVariableNode(server, UA_NODEID_NULL, parentNodeId,
                              parentReferenceNodeId, CallbackTestVariableName,
                              variableTypeNodeId, attr, NULL, outNodeId);
}

static void
afterWriteCallbackVariable_1(UA_Server *server, const UA_NodeId *sessionId,
                             void *sessionContext, const UA_NodeId *nodeId,
                             void *nodeContext, const UA_NumericRange *range,
                             const UA_DataValue *data) {
    UA_QualifiedName activeStateField = UA_QUALIFIEDNAME(0,"ActiveState");
    UA_QualifiedName activeStateIdField = UA_QUALIFIEDNAME(0,"Id");
```

```
    UA_Variant value;

    UA_StatusCode retval =
        UA_Server_writeObjectProperty_scalar(server, conditionInstance_1,
                                             UA_QUALIFIEDNAME(0, "Time"),
                                             &data->sourceTimestamp,
                                             &UA_TYPES[UA_TYPES_DATETIME]);

    if(*(UA_Boolean *)(data->value.data) == true) {
        /* By writing "true" in ActiveState/Id, the A&C server will set the
         * related fields automatically and then will trigger event
         * notification. */
        UA_Boolean activeStateId = true;
        UA_Variant_setScalar(&value, &activeStateId, &UA_TYPES[UA_TYPES_BOOLEAN]);
        retval |= UA_Server_setConditionVariableFieldProperty(server, conditionInstance_1,
                                                              &value, activeStateField,
                                                              activeStateIdField);
        if(retval != UA_STATUSCODE_GOOD) {
            UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                         "Setting ActiveState/Id Field failed. StatusCode %s",
                         UA_StatusCode_name(retval));
            return;
        }
    } else {
        /* By writing "false" in ActiveState/Id, the A&C server will set only
         * the ActiveState field automatically to the value "Inactive". The user
         * should trigger the event manually by calling
         * UA_Server_triggerConditionEvent inside the application or call
         * ConditionRefresh method with client to update the event notification. */
        UA_Boolean activeStateId = false;
        UA_Variant_setScalar(&value, &activeStateId, &UA_TYPES[UA_TYPES_BOOLEAN]);
        retval = UA_Server_setConditionVariableFieldProperty(server, conditionInstance_1,
                                                             &value, activeStateField,
                                                             activeStateIdField);
        if(retval != UA_STATUSCODE_GOOD) {
            UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                         "Setting ActiveState/Id Field failed. StatusCode %s",
                         UA_StatusCode_name(retval));
            return;
        }

        retval = UA_Server_triggerConditionEvent(server, conditionInstance_1,
                                                 conditionSource, NULL);
        if(retval != UA_STATUSCODE_GOOD) {
            UA_LOG_WARNING(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                           "Triggering condition event failed. StatusCode %s",
                           UA_StatusCode_name(retval));
            return;
        }
    }
}
```

The callback only changes the severity field of the condition 2. The severity field is of ConditionVariableType, so changes in it triggers an event notification automatically by the server.

```
static void
afterWriteCallbackVariable_2(UA_Server *server, const UA_NodeId *sessionId,
                             void *sessionContext, const UA_NodeId *nodeId,
                             void *nodeContext, const UA_NumericRange *range,
                             const UA_DataValue *data) {
   /* Another way to set fields of conditions */
    UA_Server_writeObjectProperty_scalar(server, conditionInstance_2,
                                         UA_QUALIFIEDNAME(0, "Severity"),
```

```
                                        (UA_UInt16 *)data->value.data,
                                        &UA_TYPES[UA_TYPES_UINT16]);
}
```

RTN = return to normal.

Retain will be set to false, thus no events will be generated for condition 1 (although EnabledState/=true). To set Retain to true again, the disable and enable methods should be called respectively.

```
static void
afterWriteCallbackVariable_3(UA_Server *server,
                const UA_NodeId *sessionId, void *sessionContext,
                const UA_NodeId *nodeId, void *nodeContext,
                const UA_NumericRange *range, const UA_DataValue *data) {

    //UA_QualifiedName enabledStateField = UA_QUALIFIEDNAME(0,"EnabledState");
    UA_QualifiedName ackedStateField = UA_QUALIFIEDNAME(0,"AckedState");
    UA_QualifiedName confirmedStateField = UA_QUALIFIEDNAME(0,"ConfirmedState");
    UA_QualifiedName activeStateField = UA_QUALIFIEDNAME(0,"ActiveState");
    UA_QualifiedName severityField = UA_QUALIFIEDNAME(0,"Severity");
    UA_QualifiedName messageField = UA_QUALIFIEDNAME(0,"Message");
    UA_QualifiedName commentField = UA_QUALIFIEDNAME(0,"Comment");
    UA_QualifiedName retainField = UA_QUALIFIEDNAME(0,"Retain");
    UA_QualifiedName idField = UA_QUALIFIEDNAME(0,"Id");

    UA_StatusCode retval =
        UA_Server_writeObjectProperty_scalar(server, conditionInstance_1,
                                             UA_QUALIFIEDNAME(0, "Time"),
                                             &data->serverTimestamp,
                                             &UA_TYPES[UA_TYPES_DATETIME]);
    UA_Variant value;
    UA_Boolean idValue = false;
    UA_Variant_setScalar(&value, &idValue, &UA_TYPES[UA_TYPES_BOOLEAN]);
    retval |= UA_Server_setConditionVariableFieldProperty(server, conditionInstance_1,
                                                          &value, activeStateField,
                                                          idField);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting ActiveState/Id Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return;
    }

    retval = UA_Server_setConditionVariableFieldProperty(server, conditionInstance_1,
                                                         &value, ackedStateField,
                                                         idField);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting AckedState/Id Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return;
    }

    retval = UA_Server_setConditionVariableFieldProperty(server, conditionInstance_1,
                                                         &value, confirmedStateField,
                                                         idField);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting ConfirmedState/Id Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return;
    }
```

```
    UA_UInt16 severityValue = 100;
    UA_Variant_setScalar(&value, &severityValue, &UA_TYPES[UA_TYPES_UINT16]);
    retval = UA_Server_setConditionField(server, conditionInstance_1,
                                         &value, severityField);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting Severity Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return;
    }

    UA_LocalizedText messageValue =
        UA_LOCALIZEDTEXT("en", "Condition returned to normal state");
    UA_Variant_setScalar(&value, &messageValue, &UA_TYPES[UA_TYPES_LOCALIZEDTEXT]);
    retval = UA_Server_setConditionField(server, conditionInstance_1,
                                         &value, messageField);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting Message Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return;
    }

    UA_LocalizedText commentValue = UA_LOCALIZEDTEXT("en", "Normal State");
    UA_Variant_setScalar(&value, &commentValue, &UA_TYPES[UA_TYPES_LOCALIZEDTEXT]);
    retval = UA_Server_setConditionField(server, conditionInstance_1,
                                         &value, commentField);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting Comment Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return;
    }

    UA_Boolean retainValue = false;
    UA_Variant_setScalar(&value, &retainValue, &UA_TYPES[UA_TYPES_BOOLEAN]);
    retval = UA_Server_setConditionField(server, conditionInstance_1,
                                         &value, retainField);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting Retain Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return;
    }

    retval = UA_Server_triggerConditionEvent(server, conditionInstance_1,
                                             conditionSource, NULL);
    if (retval != UA_STATUSCODE_GOOD) {
     UA_LOG_WARNING(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                    "Triggering condition event failed. StatusCode %s",
                    UA_StatusCode_name(retval));
     return;
    }
}

static UA_StatusCode
enteringEnabledStateCallback(UA_Server *server, const UA_NodeId *condition) {
    UA_Boolean retain = true;
    return UA_Server_writeObjectProperty_scalar(server, *condition,
                                                UA_QUALIFIEDNAME(0, "Retain"),
                                                &retain,
                                                &UA_TYPES[UA_TYPES_BOOLEAN]);
}
```

This is user specific function which will be called upon acknowledging an alarm notification. In this example we will set the Alarm to Inactive state. The server is responsible of setting standard fields related to Acknowledge Method and triggering the alarm notification.

```
static UA_StatusCode
enteringAckedStateCallback(UA_Server *server, const UA_NodeId *condition) {
    /* deactivate Alarm when acknowledging*/
    UA_Boolean activeStateId = false;
    UA_Variant value;
    UA_QualifiedName activeStateField = UA_QUALIFIEDNAME(0,"ActiveState");
    UA_QualifiedName activeStateIdField = UA_QUALIFIEDNAME(0,"Id");

    UA_Variant_setScalar(&value, &activeStateId, &UA_TYPES[UA_TYPES_BOOLEAN]);
    UA_StatusCode retval =
        UA_Server_setConditionVariableFieldProperty(server, *condition,
                                                    &value, activeStateField,
                                                    activeStateIdField);

    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting ActiveState/Id Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
    }

    return retval;
}

static UA_StatusCode
enteringConfirmedStateCallback(UA_Server *server, const UA_NodeId *condition) {
     /* Deactivate Alarm and put it out of the interesting state (by writing
      * false to Retain field) when confirming*/
    UA_Boolean activeStateId = false;
    UA_Boolean retain = false;
    UA_Variant value;
    UA_QualifiedName activeStateField = UA_QUALIFIEDNAME(0,"ActiveState");
    UA_QualifiedName activeStateIdField = UA_QUALIFIEDNAME(0,"Id");
    UA_QualifiedName retainField = UA_QUALIFIEDNAME(0,"Retain");

    UA_Variant_setScalar(&value, &activeStateId, &UA_TYPES[UA_TYPES_BOOLEAN]);
    UA_StatusCode retval =
        UA_Server_setConditionVariableFieldProperty(server, *condition,
                                                    &value, activeStateField,
                                                    activeStateIdField);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting ActiveState/Id Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return retval;
    }

    UA_Variant_setScalar(&value, &retain, &UA_TYPES[UA_TYPES_BOOLEAN]);
    retval = UA_Server_setConditionField(server, *condition,
                                         &value, retainField);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting ActiveState/Id Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
    }

    return retval;
}

static UA_StatusCode
```

```
setUpEnvironment(UA_Server *server) {
    UA_NodeId variable_1;
    UA_NodeId variable_2;
    UA_NodeId variable_3;
    UA_ValueCallback callback;
    callback.onRead = NULL;

    /* Exposed condition 1. We will add to it user specific callbacks when
     * entering enabled state, when acknowledging and when confirming. */
    UA_StatusCode retval = addCondition_1(server);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "adding condition 1 failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return retval;
    }

    UA_TwoStateVariableChangeCallback userSpecificCallback = enteringEnabledStateCallback;
    retval = UA_Server_setConditionTwoStateVariableCallback(server, conditionInstance_1,
                                                            conditionSource, false,
                                                            userSpecificCallback,
                                                            UA_ENTERING_ENABLEDSTATE);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "adding entering enabled state callback failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return retval;
    }

    userSpecificCallback = enteringAckedStateCallback;
    retval = UA_Server_setConditionTwoStateVariableCallback(server, conditionInstance_1,
                                                            conditionSource, false,
                                                            userSpecificCallback,
                                                            UA_ENTERING_ACKEDSTATE);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "adding entering acked state callback failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return retval;
    }

    userSpecificCallback = enteringConfirmedStateCallback;
    retval = UA_Server_setConditionTwoStateVariableCallback(server, conditionInstance_1,
                                                            conditionSource, false,
                                                            userSpecificCallback,
                                                            UA_ENTERING_CONFIRMEDSTATE);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "adding entering confirmed state callback failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return retval;
    }

    /* Unexposed condition 2. No user specific callbacks, so the server will
     * behave in a standard manner upon entering enabled state, acknowledging
     * and confirming. We will set Retain field to true and enable the condition
     * so we can receive event notifications (we cannot call enable method on
     * unexposed condition using a client like UaExpert or Softing). */
    retval = addCondition_2(server);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "adding condition 2 failed. StatusCode %s",
                     UA_StatusCode_name(retval));
```

```
        return retval;
    }

    UA_Boolean retain = UA_TRUE;
    UA_Server_writeObjectProperty_scalar(server, conditionInstance_2,
                                         UA_QUALIFIEDNAME(0, "Retain"),
                                         &retain, &UA_TYPES[UA_TYPES_BOOLEAN]);

    UA_Variant value;
    UA_Boolean enabledStateId = true;
    UA_QualifiedName enabledStateField = UA_QUALIFIEDNAME(0,"EnabledState");
    UA_QualifiedName enabledStateIdField = UA_QUALIFIEDNAME(0,"Id");
    UA_Variant_setScalar(&value, &enabledStateId, &UA_TYPES[UA_TYPES_BOOLEAN]);
    retval = UA_Server_setConditionVariableFieldProperty(server, conditionInstance_2,
                                                         &value, enabledStateField,
                                                         enabledStateIdField);

    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting EnabledState/Id Field failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return retval;
    }


    /* Add 3 variables to trigger condition events */
    addVariable_1_triggerAlarmOfCondition_1(server, &variable_1);

    callback.onWrite = afterWriteCallbackVariable_1;
    retval = UA_Server_setVariableNode_valueCallback(server, variable_1, callback);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting variable 1 Callback failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return retval;
    }

    /* Severity can change internally also when the condition disabled and
     * retain is false. However, in this case no events will be generated. */
    addVariable_2_changeSeverityOfCondition_2(server, &variable_2);

    callback.onWrite = afterWriteCallbackVariable_2;
    retval = UA_Server_setVariableNode_valueCallback(server, variable_2, callback);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting variable 2 Callback failed. StatusCode %s",
                     UA_StatusCode_name(retval));
        return retval;
    }

    addVariable_3_returnCondition_1_toNormalState(server, &variable_3);

    callback.onWrite = afterWriteCallbackVariable_3;
    retval = UA_Server_setVariableNode_valueCallback(server, variable_3, callback);
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND,
                     "Setting variable 3 Callback failed. StatusCode %s",
                     UA_StatusCode_name(retval));
    }

    return retval;
}
```

It follows the main server code, making use of the above definitions.

```
static UA_Boolean running = true;
static void stopHandler(int sig) {
    running = false;
}

int main (void) {
    /* default server values */
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);

    UA_Server *server = UA_Server_new();
    UA_ServerConfig_setDefault(UA_Server_getConfig(server));

    UA_StatusCode retval = setUpEnvironment(server);

    if(retval == UA_STATUSCODE_GOOD)
        retval = UA_Server_run(server, &running);

    UA_Server_delete(server);
    return retval == UA_STATUSCODE_GOOD ? EXIT_SUCCESS : EXIT_FAILURE;
}
```

4.11 Building a Simple Client

You should already have a basic server from the previous tutorials. open62541 provides both a server- and clientside API, so creating a client is as easy as creating a server. Copy the following into a file *myClient.c*:

```
#include <open62541/client_config_default.h>
#include <open62541/client_highlevel.h>
#include <open62541/plugin/log_stdout.h>

#include <stdlib.h>

int main(void) {
    UA_Client *client = UA_Client_new();
    UA_ClientConfig_setDefault(UA_Client_getConfig(client));
    UA_StatusCode retval = UA_Client_connect(client, "opc.tcp://localhost:4840");
    if(retval != UA_STATUSCODE_GOOD) {
        UA_Client_delete(client);
        return (int)retval;
    }

    /* Read the value attribute of the node. UA_Client_readValueAttribute is a
     * wrapper for the raw read service available as UA_Client_Service_read. */
    UA_Variant value; /* Variants can hold scalar values and arrays of any type */
    UA_Variant_init(&value);

    /* NodeId of the variable holding the current time */
    const UA_NodeId nodeId = UA_NODEID_NUMERIC(0, UA_NS0ID_SERVER_SERVERSTATUS_CURRENTTIME);
    retval = UA_Client_readValueAttribute(client, nodeId, &value);

    if(retval == UA_STATUSCODE_GOOD &&
       UA_Variant_hasScalarType(&value, &UA_TYPES[UA_TYPES_DATETIME])) {
        UA_DateTime raw_date = *(UA_DateTime *) value.data;
        UA_DateTimeStruct dts = UA_DateTime_toStruct(raw_date);
        UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_USERLAND, "date is: %u-%u-%u %u:%u:%u.%03u\n",
                    dts.day, dts.month, dts.year, dts.hour, dts.min, dts.sec, dts.milliSec);
    }
```

```
    /* Clean up */
    UA_Variant_clear(&value);
    UA_Client_delete(client); /* Disconnects the client internally */
    return EXIT_SUCCESS;
}
```

Compilation is similar to the server example.

```
$ gcc -std=c99 open62541.c myClient.c -o myClient
```

In a MinGW environment, the Winsock library must be added.

```
$ gcc -std=c99 open62541.c myClient.c -lws2_32 -o myClient.exe
```

4.11.1 Further tasks

- Try to connect to some other OPC UA server by changing `opc.tcp://localhost:4840` to an appropriate address (remember that the queried node is contained in any OPC UA server).
- Try to set the value of the variable node (ns=1,i="the.answer") containing an `Int32` from the example server (which is built in *Building a Simple Server*) using "UA_Client_write" function. The example server needs some more modifications, i.e., changing request types. The answer can be found in "examples/client.c".

4.12 Working with Publish/Subscribe

Work in progress: This Tutorial will be continuously extended during the next PubSub batches. More details about the PubSub extension and corresponding open62541 API are located here: *Publish/Subscribe*.

4.12.1 Publishing Fields

The PubSub publish example demonstrate the simplest way to publish informations from the information model over UDP multicast using the UADP encoding.

Connection handling

PubSubConnections can be created and deleted on runtime. More details about the system preconfiguration and connection can be found in `tutorial_pubsub_connection.c`.

```
#include <open62541/plugin/log_stdout.h>
#include <open62541/plugin/pubsub_ethernet.h>
#include <open62541/plugin/pubsub_udp.h>
#include <open62541/server.h>
#include <open62541/server_config_default.h>

#include <signal.h>

UA_NodeId connectionIdent, publishedDataSetIdent, writerGroupIdent;

static void
addPubSubConnection(UA_Server *server, UA_String *transportProfile,
                    UA_NetworkAddressUrlDataType *networkAddressUrl){
    /* Details about the connection configuration and handling are located
     * in the pubsub connection tutorial */
    UA_PubSubConnectionConfig connectionConfig;
    memset(&connectionConfig, 0, sizeof(connectionConfig));
    connectionConfig.name = UA_STRING("UADP Connection 1");
    connectionConfig.transportProfileUri = *transportProfile;
    connectionConfig.enabled = UA_TRUE;
```

```
    UA_Variant_setScalar(&connectionConfig.address, networkAddressUrl,
                         &UA_TYPES[UA_TYPES_NETWORKADDRESSURLDATATYPE]);
    /* Changed to static publisherId from random generation to identify
     * the publisher on Subscriber side */
    connectionConfig.publisherId.numeric = 2234;
    UA_Server_addPubSubConnection(server, &connectionConfig, &connectionIdent);
}
```

PublishedDataSet handling

The PublishedDataSet (PDS) and PubSubConnection are the toplevel entities and can exist alone. The PDS contains the collection of the published fields. All other PubSub elements are directly or indirectly linked with the PDS or connection.

```
static void
addPublishedDataSet(UA_Server *server) {
    /* The PublishedDataSetConfig contains all necessary public
    * informations for the creation of a new PublishedDataSet */
    UA_PublishedDataSetConfig publishedDataSetConfig;
    memset(&publishedDataSetConfig, 0, sizeof(UA_PublishedDataSetConfig));
    publishedDataSetConfig.publishedDataSetType = UA_PUBSUB_DATASET_PUBLISHEDITEMS;
    publishedDataSetConfig.name = UA_STRING("Demo PDS");
    /* Create new PublishedDataSet based on the PublishedDataSetConfig. */
    UA_Server_addPublishedDataSet(server, &publishedDataSetConfig, &publishedDataSetIdent);
}
```

DataSetField handling

The DataSetField (DSF) is part of the PDS and describes exactly one published field.

```
static void
addDataSetField(UA_Server *server) {
    /* Add a field to the previous created PublishedDataSet */
    UA_NodeId dataSetFieldIdent;
    UA_DataSetFieldConfig dataSetFieldConfig;
    memset(&dataSetFieldConfig, 0, sizeof(UA_DataSetFieldConfig));
    dataSetFieldConfig.dataSetFieldType = UA_PUBSUB_DATASETFIELD_VARIABLE;
    dataSetFieldConfig.field.variable.fieldNameAlias = UA_STRING("Server localtime");
    dataSetFieldConfig.field.variable.promotedField = UA_FALSE;
    dataSetFieldConfig.field.variable.publishParameters.publishedVariable =
    UA_NODEID_NUMERIC(0, UA_NS0ID_SERVER_SERVERSTATUS_CURRENTTIME);
    dataSetFieldConfig.field.variable.publishParameters.attributeId = UA_ATTRIBUTEID_VALUE;
    UA_Server_addDataSetField(server, publishedDataSetIdent,
                              &dataSetFieldConfig, &dataSetFieldIdent);
}
```

WriterGroup handling

The WriterGroup (WG) is part of the connection and contains the primary configuration parameters for the message creation.

```
static void
addWriterGroup(UA_Server *server) {
    /* Now we create a new WriterGroupConfig and add the group to the existing
     * PubSubConnection. */
    UA_WriterGroupConfig writerGroupConfig;
    memset(&writerGroupConfig, 0, sizeof(UA_WriterGroupConfig));
    writerGroupConfig.name = UA_STRING("Demo WriterGroup");
    writerGroupConfig.publishingInterval = 100;
    writerGroupConfig.enabled = UA_FALSE;
    writerGroupConfig.writerGroupId = 100;
    writerGroupConfig.encodingMimeType = UA_PUBSUB_ENCODING_UADP;
    writerGroupConfig.messageSettings.encoding             = UA_EXTENSIONOBJECT_DECODED;
    writerGroupConfig.messageSettings.content.decoded.type = &UA_TYPES[UA_TYPES_UADPWRITERGROUPMES
    /* The configuration flags for the messages are encapsulated inside the
```

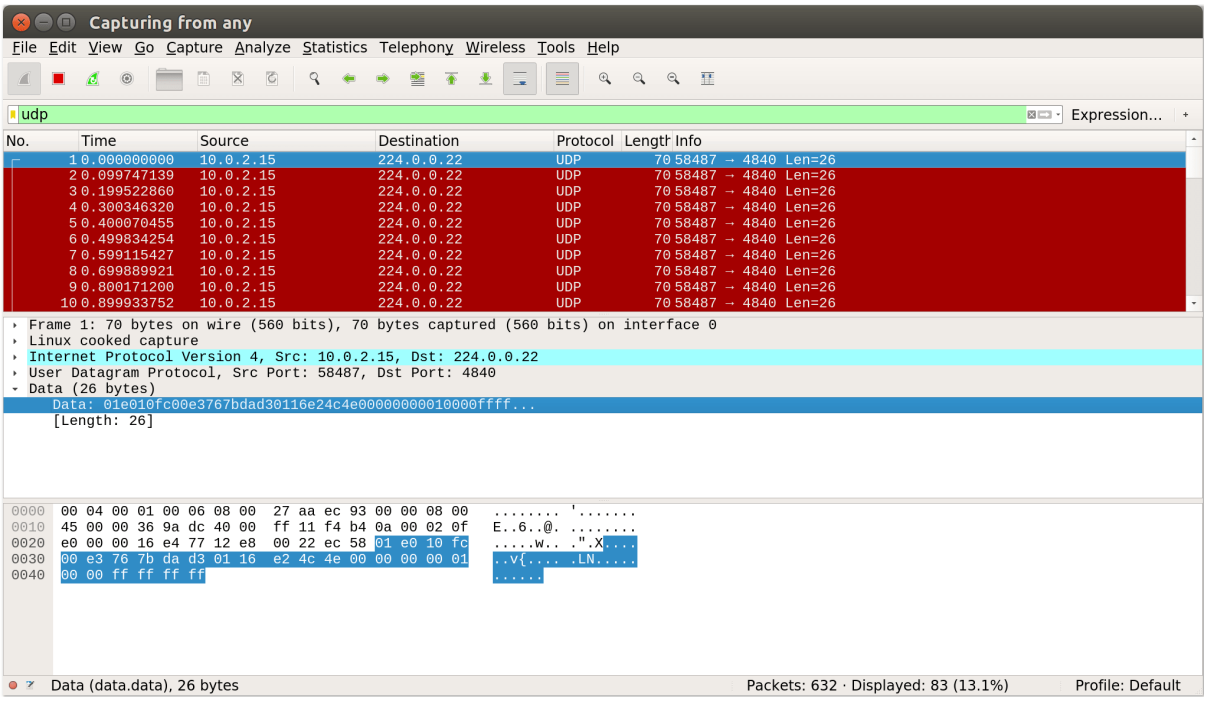
```
     * message- and transport settings extension objects. These extension
     * objects are defined by the standard. e.g.
     * UadpWriterGroupMessageDataType */
    UA_UadpWriterGroupMessageDataType *writerGroupMessage  = UA_UadpWriterGroupMessageDataType_new
    /* Change message settings of writerGroup to send PublisherId,
     * WriterGroupId in GroupHeader and DataSetWriterId in PayloadHeader
     * of NetworkMessage */
    writerGroupMessage->networkMessageContentMask          = (UA_UadpNetworkMessageContentMask)(UA
                                                             (UA_UadpNetworkMessageContentMask)UA
                                                             (UA_UadpNetworkMessageContentMask)UA
                                                             (UA_UadpNetworkMessageContentMask)UA
    writerGroupConfig.messageSettings.content.decoded.data = writerGroupMessage;
    UA_Server_addWriterGroup(server, connectionIdent, &writerGroupConfig, &writerGroupIdent);
    UA_Server_setWriterGroupOperational(server, writerGroupIdent);
    UA_UadpWriterGroupMessageDataType_delete(writerGroupMessage);
}
```

DataSetWriter handling

A DataSetWriter (DSW) is the glue between the WG and the PDS. The DSW is linked to exactly one PDS and contains additional informations for the message generation.

```
static void
addDataSetWriter(UA_Server *server) {
    /* We need now a DataSetWriter within the WriterGroup. This means we must
     * create a new DataSetWriterConfig and add call the addWriterGroup function. */
    UA_NodeId dataSetWriterIdent;
    UA_DataSetWriterConfig dataSetWriterConfig;
    memset(&dataSetWriterConfig, 0, sizeof(UA_DataSetWriterConfig));
    dataSetWriterConfig.name = UA_STRING("Demo DataSetWriter");
    dataSetWriterConfig.dataSetWriterId = 62541;
    dataSetWriterConfig.keyFrameCount = 10;
    UA_Server_addDataSetWriter(server, writerGroupIdent, publishedDataSetIdent,
                               &dataSetWriterConfig, &dataSetWriterIdent);
}
```

That's it! You're now publishing the selected fields. Open a packet inspection tool of trust e.g. wireshark and take a look on the outgoing packages. The following graphic figures out the packages created by this tutorial.



The open62541 subscriber API will be released later. If you want to process the the datagrams, take a look on the ua_network_pubsub_networkmessage.c which already contains the decoding code for UADP messages.

It follows the main server code, making use of the above definitions.

```
UA_Boolean running = true;
static void stopHandler(int sign) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_SERVER, "received ctrl-c");
    running = false;
}

static int run(UA_String *transportProfile,
               UA_NetworkAddressUrlDataType *networkAddressUrl) {
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);

    UA_Server *server = UA_Server_new();
    UA_ServerConfig *config = UA_Server_getConfig(server);
    UA_ServerConfig_setDefault(config);

    /* Details about the connection configuration and handling are located in
     * the pubsub connection tutorial */
    config->pubsubTransportLayers =
        (UA_PubSubTransportLayer *) UA_calloc(2, sizeof(UA_PubSubTransportLayer));
    if(!config->pubsubTransportLayers) {
        UA_Server_delete(server);
        return EXIT_FAILURE;
    }
    config->pubsubTransportLayers[0] = UA_PubSubTransportLayerUDPMP();
    config->pubsubTransportLayersSize++;
```

CHAPTER 5

Protocol

In this section, we give an overview on the OPC UA binary protocol. We focus on binary since that is what has been implemented in open62541. The TCP-based binary protocol is by far the most common transport layer for OPC UA. The general concepts also translate to HTTP and SOAP-based communication defined in the standard. Communication in OPC UA is best understood by starting with the following key principles:

Request / Response All communication is based on the Request/Response pattern. Only clients can send a request to a server. And servers can only send responses to a request. Usually, the server is hosted on the (physical) device, such as a sensor or a machine tool.

Asynchronous Responses A server does not have to immediately respond to requests and responses may be sent in a different order. This keeps the server responsive when it takes time until a specific request has been processed (e.g. a method call or when reading from a sensor with delay). Furthermore, Subscriptions (aka push-notifications) are implemented via special requests where the response is delayed until a notification is generated.

5.1 Establishing a Connection

A client-server connection in OPC UA consists of three nested levels: The raw connection, a SecureChannel and the Session. For full details, see Part 6 of the OPC UA standard.

Raw Connection The raw connection is created by opening a TCP connection to the corresponding hostname and port and an initial HEL/ACK handshake. The handshake establishes the basic settings of the connection, such as the maximum message length.

SecureChannel SecureChannels are created on top of the raw TCP connection. A SecureChannel is established with an *OpenSecureChannel* request and response message pair. **Attention!** Even though a SecureChannel is mandatory, encryption might still be disabled. The *SecurityMode* of a SecureChannel can be either `None`, `Sign`, or `SignAndEncrypt`. As of version 0.2 of open62541, message signing and encryption is still under ongoing development.

With message signing or encryption enabled, the *OpenSecureChannel* messages are encrypted using an asymmetric encryption algorithm (public-key cryptography) [1]. As part of the *OpenSecureChannel* messages, client and server establish a common secret over an initially unsecure channel. For subsequent messages, the common secret is used for symmetric encryption, which has the advantage of being much faster.

Different *SecurityPolicies* – defined in part 7 of the OPC UA standard – specify the algorithms for asymmetric and symmetric encryption, encryption key lengths, hash functions for message signing, and so on. Example SecurityPolicies are `None` for transmission of cleartext and `Basic256Sha256` which mandates a variant of RSA with SHA256 certificate hashing for asymmetric encryption and AES256 for symmetric encryption.

[1] This entails that the client and server exchange so-called public keys. The public keys might come with a certificate from a key-signing authority or be verified against an external key repository. But we will not discuss certificate management in detail in this section.

The possible SecurityPolicies of a server are described with a list of *Endpoints*. An endpoint jointly defines the SecurityMode, SecurityPolicy and means for authenticating a session (discussed in the next section) in order to connect to a certain server. The *GetEndpoints* service returns a list of available endpoints. This service can usually be invoked without a session and from an unencrypted SecureChannel. This allows clients to first discover available endpoints and then use an appropriate SecurityPolicy that might be required to open a session.

Session Sessions are created on top of a SecureChannel. This ensures that users may authenticate without sending their credentials, such as username and password, in cleartext. Currently defined authentication mechanisms are anonymous login, username/password, Kerberos and x509 certificates. The latter requires that the request message is accompanied by a signature to prove that the sender is in possession of the private key with which the certificate was created.

There are two message exchanges required to establish a session: *CreateSession* and *ActicateSession*. The ActivateSession service can be used to switch an existing session to a different SecureChannel. This is important, for example when the connection broke down and the existing session is reused with a new SecureChannel.

5.2 Structure of a protocol message

For the following introduction to the structure of OPC UA protocol messages, consider the example OPC UA binary conversation, recorded and displayed with the Wireshark tool, shown in **:numref:‘ua-wireshark‘**.

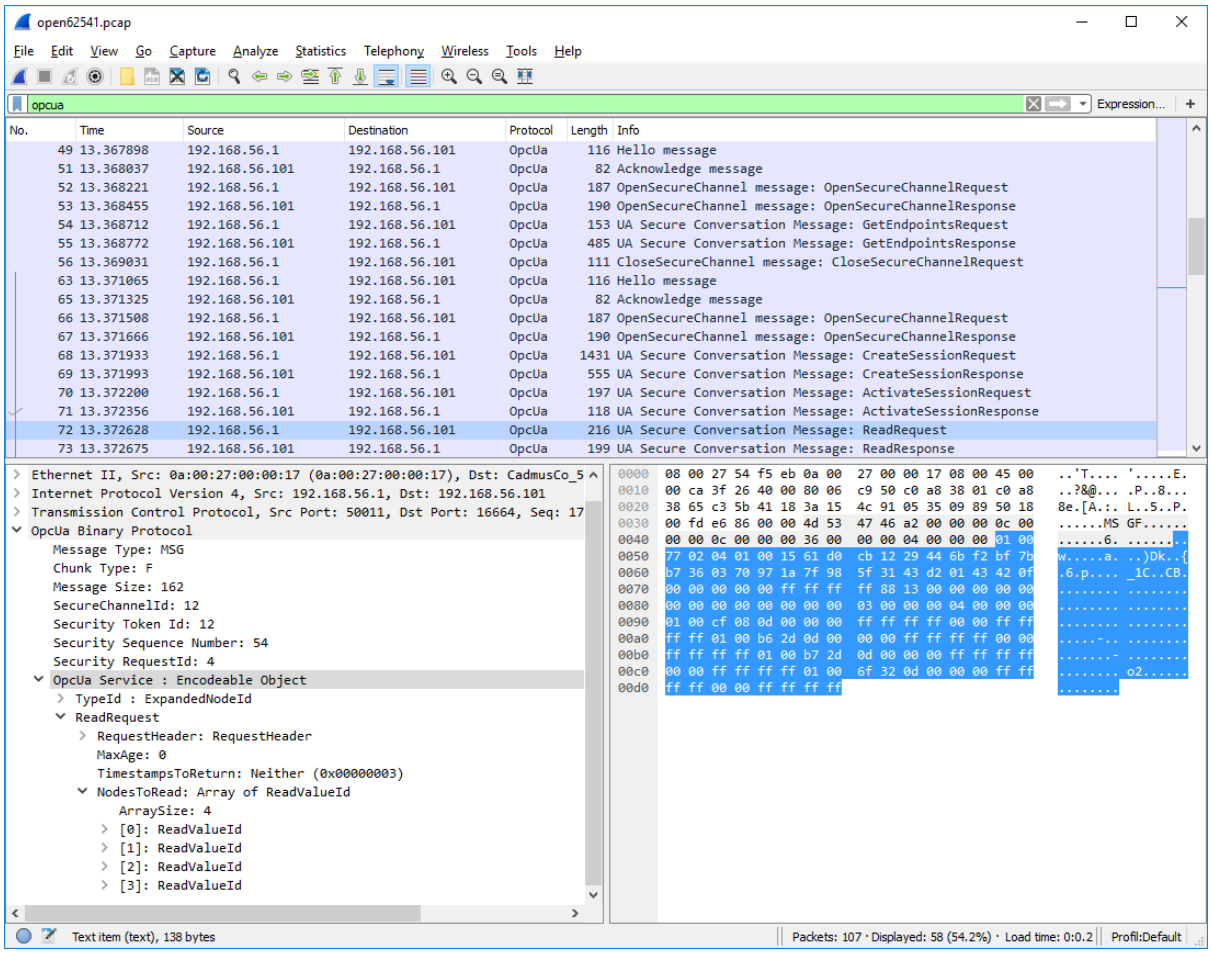


Figure 5.1: OPC UA conversation displayed in Wireshark

The top part of the Wireshark window shows the messages from the conversation in order. The green line contains the applied filter. Here, we want to see the OPC UA protocol messages only. The first messages (from TCP

packets 49 to 56) show the client opening an unencrypted SecureChannel and retrieving the server's endpoints. Then, starting with packet 63, a new connection and SecureChannel are created in conformance with one of the endpoints. On top of this SecureChannel, the client can then create and activate a session. The following *ReadRequest* message is selected and covered in more detail in the bottom windows.

The bottom left window shows the structure of the selected *ReadRequest* message. The purpose of the message is invoking the *Read service*. The message is structured into a header and a message body. Note that we do not consider encryption or signing of messages here.

Message Header As stated before, OPC UA defines an asynchronous protocol. So responses may be out of order. The message header contains some basic information, such as the length of the message, as well as necessary information to relate messages to a SecureChannel and each request to the corresponding response. "Chunking" refers to the splitting and reassembling of messages that are longer than the maximum network packet size.

Message Body Every OPC UA *service* has a signature in the form of a request and response data structure. These are defined according to the OPC UA protocol *type system*. See especially the *auto-generated type definitions* for the data types corresponding to service requests and responses. The message body begins with the identifier of the following data type. Then, the main payload of the message follows.

The bottom right window shows the binary payload of the selected *ReadRequest* message. The message header is highlighted in light-grey. The message body in blue highlighting shows the encoded *ReadRequest* data structure.

CHAPTER 6

Data Types

The OPC UA protocol defines 25 builtin data types and three ways of combining them into higher-order types: arrays, structures and unions. In open62541, only the builtin data types are defined manually. All other data types are generated from standard XML definitions. Their exact definitions can be looked up at https://opcfoundation.org/UA/schemas/Opc.Ua.Types.bsd.

For users that are new to open62541, take a look at the *tutorial for working with data types* before diving into the implementation details.

6.1 Builtin Types

6.1.1 Boolean

A two-state logical value (true or false).

```
typedef bool UA_Boolean;
#define UA_TRUE true UA_INTERNAL_DEPRECATED
#define UA_FALSE false UA_INTERNAL_DEPRECATED
```

6.1.2 SByte

An integer value between -128 and 127.

```
typedef int8_t UA_SByte;
#define UA_SBYTE_MIN (-128)
#define UA_SBYTE_MAX 127
```

6.1.3 Byte

An integer value between 0 and 255.

```
typedef uint8_t UA_Byte;
#define UA_BYTE_MIN 0
#define UA_BYTE_MAX 255
```

6.1.4 Int16

An integer value between -32 768 and 32 767.

```
typedef int16_t UA_Int16;
#define UA_INT16_MIN (-32768)
#define UA_INT16_MAX 32767
```

6.1.5 UInt16

An integer value between 0 and 65 535.

```
typedef uint16_t UA_UInt16;
#define UA_UINT16_MIN 0
#define UA_UINT16_MAX 65535
```

6.1.6 Int32

An integer value between -2 147 483 648 and 2 147 483 647.

```
typedef int32_t UA_Int32;
#define UA_INT32_MIN (-2147483648)
#define UA_INT32_MAX 2147483647
```

6.1.7 UInt32

An integer value between 0 and 4 294 967 295.

```
typedef uint32_t UA_UInt32;
#define UA_UINT32_MIN 0
#define UA_UINT32_MAX 4294967295
```

6.1.8 Int64

An integer value between -9 223 372 036 854 775 808 and 9 223 372 036 854 775 807.

```
typedef int64_t UA_Int64;
#define UA_INT64_MAX (int64_t)9223372036854775807LL
#define UA_INT64_MIN ((int64_t)-UA_INT64_MAX-1LL)
```

6.1.9 UInt64

An integer value between 0 and 18 446 744 073 709 551 615.

```
typedef uint64_t UA_UInt64;
#define UA_UINT64_MIN (uint64_t)0
#define UA_UINT64_MAX (uint64_t)18446744073709551615ULL
```

6.1.10 Float

An IEEE single precision (32 bit) floating point value.

```
typedef float UA_Float;
```

6.1.11 Double

An IEEE double precision (64 bit) floating point value.

```
typedef double UA_Double;
```

6.1.12 StatusCode

A numeric identifier for a error or condition that is associated with a value or an operation. See the section *StatusCodes* for the meaning of a specific code.

```
typedef uint32_t UA_StatusCode;

/* Returns the human-readable name of the StatusCode. If no matching StatusCode
 * is found, a default string for "Unknown" is returned. This feature might be
 * disabled to create a smaller binary with the
 * UA_ENABLE_STATUSCODE_DESCRIPTIONS build-flag. Then the function returns an
 * empty string for every StatusCode. */
const char *
UA_StatusCode_name(UA_StatusCode code);
```

6.1.13 String

A sequence of Unicode characters. Strings are just an array of UA_Byte.

```
typedef struct {
    size_t length; /* The length of the string */
    UA_Byte *data; /* The content (not null-terminated) */
} UA_String;

/* Copies the content on the heap. Returns a null-string when alloc fails */
UA_String
UA_String_fromChars(const char *src);

UA_Boolean
UA_String_equal(const UA_String *s1, const UA_String *s2);

extern const UA_String UA_STRING_NULL;
```

`UA_STRING` returns a string pointing to the original char-array. `UA_STRING_ALLOC` is shorthand for `UA_String_fromChars` and makes a copy of the char-array.

```
static UA_INLINE UA_String
UA_STRING(char *chars) {
    UA_String s; s.length = 0; s.data = NULL;
    if(!chars)
        return s;
    s.length = strlen(chars); s.data = (UA_Byte*)chars; return s;
}

#define UA_STRING_ALLOC(CHARS) UA_String_fromChars(CHARS)

/* Define strings at compile time (in ROM) */
#define UA_STRING_STATIC(CHARS) {sizeof(CHARS)-1, (UA_Byte*)CHARS}
```

6.1.14 DateTime

An instance in time. A DateTime value is encoded as a 64-bit signed integer which represents the number of 100 nanosecond intervals since January 1, 1601 (UTC).

The methods providing an interface to the system clock are architecture- specific. Usually, they provide a UTC clock that includes leap seconds. The OPC UA standard allows the use of International Atomic Time (TAI) for the DateTime instead. But this is still unusual and not implemented for most SDKs. Currently (2019), UTC and TAI are 37 seconds apart due to leap seconds.

```
typedef int64_t UA_DateTime;

/* Multiples to convert durations to DateTime */
#define UA_DATETIME_USEC 10LL
#define UA_DATETIME_MSEC (UA_DATETIME_USEC * 1000LL)
#define UA_DATETIME_SEC (UA_DATETIME_MSEC * 1000LL)

/* The current time in UTC time */
UA_DateTime UA_DateTime_now(void);

/* Offset between local time and UTC time */
UA_Int64 UA_DateTime_localTimeUtcOffset(void);

/* CPU clock invariant to system time changes. Use only to measure durations,
 * not absolute time. */
UA_DateTime UA_DateTime_nowMonotonic(void);

/* Represents a Datetime as a structure */
typedef struct UA_DateTimeStruct {
    UA_UInt16 nanoSec;
    UA_UInt16 microSec;
    UA_UInt16 milliSec;
    UA_UInt16 sec;
    UA_UInt16 min;
    UA_UInt16 hour;
    UA_UInt16 day;   /* From 1 to 31 */
    UA_UInt16 month; /* From 1 to 12 */
    UA_UInt16 year;
} UA_DateTimeStruct;

UA_DateTimeStruct UA_DateTime_toStruct(UA_DateTime t);
UA_DateTime UA_DateTime_fromStruct(UA_DateTimeStruct ts);

/* The C99 standard (7.23.1) says: "The range and precision of times
 * representable in clock_t and time_t are implementation-defined." On most
 * systems, time_t is a 4 or 8 byte integer counting seconds since the UTC Unix
 * epoch. The following methods are used for conversion. */

/* Datetime of 1 Jan 1970 00:00 */
#define UA_DATETIME_UNIX_EPOCH (11644473600LL * UA_DATETIME_SEC)

static UA_INLINE UA_Int64
UA_DateTime_toUnixTime(UA_DateTime date) {
    return (date - UA_DATETIME_UNIX_EPOCH) / UA_DATETIME_SEC;
}

static UA_INLINE UA_DateTime
UA_DateTime_fromUnixTime(UA_Int64 unixDate) {
    return (unixDate * UA_DATETIME_SEC) + UA_DATETIME_UNIX_EPOCH;
}
```

6.1.15 Guid

A 16 byte value that can be used as a globally unique identifier.

```
typedef struct {
    UA_UInt32 data1;
    UA_UInt16 data2;
    UA_UInt16 data3;
    UA_Byte   data4[8];
} UA_Guid;
```

```
extern const UA_Guid UA_GUID_NULL;

UA_Boolean UA_Guid_equal(const UA_Guid *g1, const UA_Guid *g2);

#ifdef UA_ENABLE_PARSING
/* Parse the Guid format defined in Part 6, 5.1.3.
 * Format: C496578A-0DFE-4B8F-870A-745238C6AEAE
 *         |       |    |    |    |            |
 *         0       8    13   18   23           36 */
UA_StatusCode
UA_Guid_parse(UA_Guid *guid, const UA_String str);

static UA_INLINE UA_Guid
UA_GUID(const char *chars) {
    UA_Guid guid;
    UA_Guid_parse(&guid, UA_STRING((char*)(uintptr_t)chars));
    return guid;
}
#endif
```

6.1.16 ByteString

A sequence of octets.

```
typedef UA_String UA_ByteString;

extern const UA_ByteString UA_BYTESTRING_NULL;

/* Allocates memory of size length for the bytestring.
 * The content is not set to zero. */
UA_StatusCode
UA_ByteString_allocBuffer(UA_ByteString *bs, size_t length);

/* Converts a ByteString to the corresponding
 * base64 representation */
UA_StatusCode
UA_ByteString_toBase64(const UA_ByteString *bs,
                       UA_String *output);

/* Parse a ByteString from a base64 representation */
UA_StatusCode
UA_ByteString_fromBase64(UA_ByteString *bs,
                         const UA_String *input);

static UA_INLINE UA_ByteString
UA_BYTESTRING(char *chars) {
    UA_ByteString bs; bs.length = 0; bs.data = NULL;
    if(!chars)
        return bs;
    bs.length = strlen(chars); bs.data = (UA_Byte*)chars; return bs;
}

static UA_INLINE UA_ByteString
UA_BYTESTRING_ALLOC(const char *chars) {
    UA_String str = UA_String_fromChars(chars); UA_ByteString bstr;
    bstr.length = str.length; bstr.data = str.data; return bstr;
}

static UA_INLINE UA_Boolean
UA_ByteString_equal(const UA_ByteString *string1,
                    const UA_ByteString *string2) {
```

```
    return UA_String_equal((const UA_String*)string1,
                           (const UA_String*)string2);
}

/* Returns a non-cryptographic hash for the String.
 * Uses FNV non-cryptographic hash function. See
 * https://en.wikipedia.org/wiki/Fowler%E2%80%93Noll%E2%80%93Vo_hash_function */
UA_UInt32
UA_ByteString_hash(UA_UInt32 initialHashValue,
                   const UA_Byte *data, size_t size);
```

6.1.17 XmlElement

An XML element.

```
typedef UA_String UA_XmlElement;
```

6.1.18 NodeId

An identifier for a node in the address space of an OPC UA Server.

```
enum UA_NodeIdType {
    UA_NODEIDTYPE_NUMERIC    = 0, /* In the binary encoding, this can also
                                   * become 1 or 2 (two-byte and four-byte
                                   * encoding of small numeric nodeids) */
    UA_NODEIDTYPE_STRING     = 3,
    UA_NODEIDTYPE_GUID       = 4,
    UA_NODEIDTYPE_BYTESTRING = 5
};

typedef struct {
    UA_UInt16 namespaceIndex;
    enum UA_NodeIdType identifierType;
    union {
        UA_UInt32     numeric;
        UA_String     string;
        UA_Guid       guid;
        UA_ByteString byteString;
    } identifier;
} UA_NodeId;

extern const UA_NodeId UA_NODEID_NULL;

UA_Boolean UA_NodeId_isNull(const UA_NodeId *p);

/* Print the NodeId in the human-readable format defined in Part 6,
 * 5.3.1.10.
 *
 * Examples:
 *   UA_NODEID("i=13")
 *   UA_NODEID("ns=10;i=1")
 *   UA_NODEID("ns=10;s=Hello:World")
 *   UA_NODEID("g=09087e75-8e5e-499b-954f-f2a9603db28a")
 *   UA_NODEID("ns=1;b=b3B1bjYyNTQxIQ==") // base64
 * */
UA_StatusCode
UA_NodeId_print(const UA_NodeId *id, UA_String *output);

#ifdef UA_ENABLE_PARSING
/* Parse the human-readable NodeId format. Attention! String and
```

```
 * ByteString NodeIds have their identifier malloc'ed and need to be
 * cleaned up. */
UA_StatusCode
UA_NodeId_parse(UA_NodeId *id, const UA_String str);

static UA_INLINE UA_NodeId
UA_NODEID(const char *chars) {
    UA_NodeId id;
    UA_NodeId_parse(&id, UA_STRING((char*)(uintptr_t)chars));
    return id;
}
#endif
```

The following functions are shorthand for creating NodeIds.

```
static UA_INLINE UA_NodeId
UA_NODEID_NUMERIC(UA_UInt16 nsIndex, UA_UInt32 identifier) {
    UA_NodeId id; id.namespaceIndex = nsIndex;
    id.identifierType = UA_NODEIDTYPE_NUMERIC;
    id.identifier.numeric = identifier; return id;
}

static UA_INLINE UA_NodeId
UA_NODEID_STRING(UA_UInt16 nsIndex, char *chars) {
    UA_NodeId id; id.namespaceIndex = nsIndex;
    id.identifierType = UA_NODEIDTYPE_STRING;
    id.identifier.string = UA_STRING(chars); return id;
}

static UA_INLINE UA_NodeId
UA_NODEID_STRING_ALLOC(UA_UInt16 nsIndex, const char *chars) {
    UA_NodeId id; id.namespaceIndex = nsIndex;
    id.identifierType = UA_NODEIDTYPE_STRING;
    id.identifier.string = UA_STRING_ALLOC(chars); return id;
}

static UA_INLINE UA_NodeId
UA_NODEID_GUID(UA_UInt16 nsIndex, UA_Guid guid) {
    UA_NodeId id; id.namespaceIndex = nsIndex;
    id.identifierType = UA_NODEIDTYPE_GUID;
    id.identifier.guid = guid; return id;
}

static UA_INLINE UA_NodeId
UA_NODEID_BYTESTRING(UA_UInt16 nsIndex, char *chars) {
    UA_NodeId id; id.namespaceIndex = nsIndex;
    id.identifierType = UA_NODEIDTYPE_BYTESTRING;
    id.identifier.byteString = UA_BYTESTRING(chars); return id;
}

static UA_INLINE UA_NodeId
UA_NODEID_BYTESTRING_ALLOC(UA_UInt16 nsIndex, const char *chars) {
    UA_NodeId id; id.namespaceIndex = nsIndex;
    id.identifierType = UA_NODEIDTYPE_BYTESTRING;
    id.identifier.byteString = UA_BYTESTRING_ALLOC(chars); return id;
}

/* Total ordering of NodeId */
UA_Order
UA_NodeId_order(const UA_NodeId *n1, const UA_NodeId *n2);

/* Check for equality */
static UA_INLINE UA_Boolean
```

```
UA_NodeId_equal(const UA_NodeId *n1, const UA_NodeId *n2) {
    return (UA_NodeId_order(n1, n2) == UA_ORDER_EQ);
}

/* Returns a non-cryptographic hash for NodeId */
UA_UInt32 UA_NodeId_hash(const UA_NodeId *n);
```

6.1.19 ExpandedNodeId

A NodeId that allows the namespace URI to be specified instead of an index.

```
typedef struct {
    UA_NodeId nodeId;
    UA_String namespaceUri;
    UA_UInt32 serverIndex;
} UA_ExpandedNodeId;

extern const UA_ExpandedNodeId UA_EXPANDEDNODEID_NULL;

#ifdef UA_ENABLE_PARSING
/* Parse the ExpandedNodeId format defined in Part 6, 5.3.1.11:
 *
 *   svr=<serverindex>;ns=<namespaceindex>;<type>=<value>
 *     or
 *   svr=<serverindex>;nsu=<uri>;<type>=<value>
 *
 * The definitions for svr, ns and nsu can be omitted and will be set to zero /
 * the empty string.*/
UA_StatusCode
UA_ExpandedNodeId_parse(UA_ExpandedNodeId *id, const UA_String str);

static UA_INLINE UA_ExpandedNodeId
UA_EXPANDEDNODEID(const char *chars) {
    UA_ExpandedNodeId id;
    UA_ExpandedNodeId_parse(&id, UA_STRING((char*)(uintptr_t)chars));
    return id;
}
#endif
```

The following functions are shorthand for creating ExpandedNodeIds.

```
static UA_INLINE UA_ExpandedNodeId
UA_EXPANDEDNODEID_NUMERIC(UA_UInt16 nsIndex, UA_UInt32 identifier) {
    UA_ExpandedNodeId id; id.nodeId = UA_NODEID_NUMERIC(nsIndex, identifier);
    id.serverIndex = 0; id.namespaceUri = UA_STRING_NULL; return id;
}

static UA_INLINE UA_ExpandedNodeId
UA_EXPANDEDNODEID_STRING(UA_UInt16 nsIndex, char *chars) {
    UA_ExpandedNodeId id; id.nodeId = UA_NODEID_STRING(nsIndex, chars);
    id.serverIndex = 0; id.namespaceUri = UA_STRING_NULL; return id;
}

static UA_INLINE UA_ExpandedNodeId
UA_EXPANDEDNODEID_STRING_ALLOC(UA_UInt16 nsIndex, const char *chars) {
    UA_ExpandedNodeId id; id.nodeId = UA_NODEID_STRING_ALLOC(nsIndex, chars);
    id.serverIndex = 0; id.namespaceUri = UA_STRING_NULL; return id;
}

static UA_INLINE UA_ExpandedNodeId
UA_EXPANDEDNODEID_STRING_GUID(UA_UInt16 nsIndex, UA_Guid guid) {
    UA_ExpandedNodeId id; id.nodeId = UA_NODEID_GUID(nsIndex, guid);
```

```
    id.serverIndex = 0; id.namespaceUri = UA_STRING_NULL; return id;
}

static UA_INLINE UA_ExpandedNodeId
UA_EXPANDEDNODEID_BYTESTRING(UA_UInt16 nsIndex, char *chars) {
    UA_ExpandedNodeId id; id.nodeId = UA_NODEID_BYTESTRING(nsIndex, chars);
    id.serverIndex = 0; id.namespaceUri = UA_STRING_NULL; return id;
}

static UA_INLINE UA_ExpandedNodeId
UA_EXPANDEDNODEID_BYTESTRING_ALLOC(UA_UInt16 nsIndex, const char *chars) {
    UA_ExpandedNodeId id; id.nodeId = UA_NODEID_BYTESTRING_ALLOC(nsIndex, chars);
    id.serverIndex = 0; id.namespaceUri = UA_STRING_NULL; return id;
}

/* Does the ExpandedNodeId point to a local node? That is, are namespaceUri and
 * serverIndex empty? */
UA_Boolean
UA_ExpandedNodeId_isLocal(const UA_ExpandedNodeId *n);

/* Total ordering of ExpandedNodeId */
UA_Order
UA_ExpandedNodeId_order(const UA_ExpandedNodeId *n1, const UA_ExpandedNodeId *n2);

/* Check for equality */
static UA_INLINE UA_Boolean
UA_ExpandedNodeId_equal(const UA_ExpandedNodeId *n1, const UA_ExpandedNodeId *n2) {
    return (UA_ExpandedNodeId_order(n1, n2) == UA_ORDER_EQ);
}

/* Returns a non-cryptographic hash for ExpandedNodeId. The hash of an
 * ExpandedNodeId is identical to the hash of the embedded (simple) NodeId if
 * the ServerIndex is zero and no NamespaceUri is set. */
UA_UInt32 UA_ExpandedNodeId_hash(const UA_ExpandedNodeId *n);
```

6.1.20 QualifiedName

A name qualified by a namespace.

```
typedef struct {
    UA_UInt16 namespaceIndex;
    UA_String name;
} UA_QualifiedName;

static UA_INLINE UA_Boolean
UA_QualifiedName_isNull(const UA_QualifiedName *q) {
    return (q->namespaceIndex == 0 && q->name.length == 0);
}

/* Returns a non-cryptographic hash for QualifiedName */
UA_UInt32
UA_QualifiedName_hash(const UA_QualifiedName *q);

static UA_INLINE UA_QualifiedName
UA_QUALIFIEDNAME(UA_UInt16 nsIndex, char *chars) {
    UA_QualifiedName qn; qn.namespaceIndex = nsIndex;
    qn.name = UA_STRING(chars); return qn;
}

static UA_INLINE UA_QualifiedName
UA_QUALIFIEDNAME_ALLOC(UA_UInt16 nsIndex, const char *chars) {
```

```
    UA_QualifiedName qn; qn.namespaceIndex = nsIndex;
    qn.name = UA_STRING_ALLOC(chars); return qn;
}

UA_Boolean
UA_QualifiedName_equal(const UA_QualifiedName *qn1,
                       const UA_QualifiedName *qn2);
```

6.1.21 LocalizedText

Human readable text with an optional locale identifier.

```
typedef struct {
    UA_String locale;
    UA_String text;
} UA_LocalizedText;

static UA_INLINE UA_LocalizedText
UA_LOCALIZEDTEXT(char *locale, char *text) {
    UA_LocalizedText lt; lt.locale = UA_STRING(locale);
    lt.text = UA_STRING(text); return lt;
}

static UA_INLINE UA_LocalizedText
UA_LOCALIZEDTEXT_ALLOC(const char *locale, const char *text) {
    UA_LocalizedText lt; lt.locale = UA_STRING_ALLOC(locale);
    lt.text = UA_STRING_ALLOC(text); return lt;
}

/*
 * Check if the StatusCode is bad.
 * @return Returns UA_TRUE if StatusCode is bad, else UA_FALSE. */
UA_Boolean
UA_StatusCode_isBad(const UA_StatusCode code);
```

6.1.22 NumericRange

NumericRanges are used to indicate subsets of a (multidimensional) array. They no official data type in the OPC UA standard and are transmitted only with a string encoding, such as "1:2,0:3,5". The colon separates min/max index and the comma separates dimensions. A single value indicates a range with a single element (min==max).

```
typedef struct {
    UA_UInt32 min;
    UA_UInt32 max;
} UA_NumericRangeDimension;

typedef struct  {
    size_t dimensionsSize;
    UA_NumericRangeDimension *dimensions;
} UA_NumericRange;

UA_StatusCode
UA_NumericRange_parse(UA_NumericRange *range, const UA_String str);

static UA_INLINE UA_NumericRange
UA_NUMERICRANGE(const char *s) {
    UA_NumericRange nr; nr.dimensionsSize = 0; nr.dimensions = NULL;
    UA_NumericRange_parse(&nr, UA_STRING((char*)(uintptr_t)s)); return nr;
}
```

```
UA_DEPRECATED static UA_INLINE UA_StatusCode
UA_NumericRange_parseFromString(UA_NumericRange *range, const UA_String *str) {
    return UA_NumericRange_parse(range, *str);
}
```

6.1.23 Variant

Variants may contain values of any type together with a description of the content. See the section on *Generic Type Handling* on how types are described. The standard mandates that variants contain built-in data types only. If the value is not of a builtin type, it is wrapped into an *ExtensionObject*. open62541 hides this wrapping transparently in the encoding layer. If the data type is unknown to the receiver, the variant contains the original ExtensionObject in binary or XML encoding.

Variants may contain a scalar value or an array. For details on the handling of arrays, see the section on *Array handling*. Array variants can have an additional dimensionality (matrix, 3-tensor, ...) defined in an array of dimension lengths. The actual values are kept in an array of dimensions one. For users who work with higher-dimensions arrays directly, keep in mind that dimensions of higher rank are serialized first (the highest rank dimension has stride 1 and elements follow each other directly). Usually it is simplest to interact with higher-dimensional arrays via `UA_NumericRange` descriptions (see *Array handling*).

To differentiate between scalar / array variants, the following definition is used. `UA_Variant_isScalar` provides simplified access to these checks.

- `arrayLength == 0 && data == NULL`: undefined array of length -1
- `arrayLength == 0 && data == UA_EMPTY_ARRAY_SENTINEL`: array of length 0
- `arrayLength == 0 && data > UA_EMPTY_ARRAY_SENTINEL`: scalar value
- `arrayLength > 0`: array of the given length

Variants can also be *empty*. Then, the pointer to the type description is `NULL`.

```
/* Forward declaration. See the section on Generic Type Handling */
struct UA_DataType;
typedef struct UA_DataType UA_DataType;

#define UA_EMPTY_ARRAY_SENTINEL ((void*)0x01)

typedef enum {
    UA_VARIANT_DATA,          /* The data has the same lifecycle as the
                                 variant */
    UA_VARIANT_DATA_NODELETE /* The data is "borrowed" by the variant and
                                shall not be deleted at the end of the
                                variant's lifecycle. */
} UA_VariantStorageType;

typedef struct {
    const UA_DataType *type;      /* The data type description */
    UA_VariantStorageType storageType;
    size_t arrayLength;           /* The number of elements in the data array */
    void *data;                   /* Points to the scalar or array data */
    size_t arrayDimensionsSize;   /* The number of dimensions */
    UA_UInt32 *arrayDimensions;   /* The length of each dimension */
} UA_Variant;

/* Returns true if the variant has no value defined (contains neither an array
 * nor a scalar value).
 *
 * @param v The variant
 * @return Is the variant empty */
static UA_INLINE UA_Boolean
UA_Variant_isEmpty(const UA_Variant *v) {
```

```
    return v->type == NULL;
}

/* Returns true if the variant contains a scalar value. Note that empty variants
 * contain an array of length -1 (undefined).
 *
 * @param v The variant
 * @return Does the variant contain a scalar value */
static UA_INLINE UA_Boolean
UA_Variant_isScalar(const UA_Variant *v) {
    return (v->arrayLength == 0 && v->data > UA_EMPTY_ARRAY_SENTINEL);
}

/* Returns true if the variant contains a scalar value of the given type.
 *
 * @param v The variant
 * @param type The data type
 * @return Does the variant contain a scalar value of the given type */
static UA_INLINE UA_Boolean
UA_Variant_hasScalarType(const UA_Variant *v, const UA_DataType *type) {
    return UA_Variant_isScalar(v) && type == v->type;
}

/* Returns true if the variant contains an array of the given type.
 *
 * @param v The variant
 * @param type The data type
 * @return Does the variant contain an array of the given type */
static UA_INLINE UA_Boolean
UA_Variant_hasArrayType(const UA_Variant *v, const UA_DataType *type) {
    return (!UA_Variant_isScalar(v)) && type == v->type;
}

/* Set the variant to a scalar value that already resides in memory. The value
 * takes on the lifecycle of the variant and is deleted with it.
 *
 * @param v The variant
 * @param p A pointer to the value data
 * @param type The datatype of the value in question */
void
UA_Variant_setScalar(UA_Variant *v, void *p,
                     const UA_DataType *type);

/* Set the variant to a scalar value that is copied from an existing variable.
 * @param v The variant
 * @param p A pointer to the value data
 * @param type The datatype of the value
 * @return Indicates whether the operation succeeded or returns an error code */
UA_StatusCode
UA_Variant_setScalarCopy(UA_Variant *v, const void *p,
                         const UA_DataType *type);

/* Set the variant to an array that already resides in memory. The array takes
 * on the lifecycle of the variant and is deleted with it.
 *
 * @param v The variant
 * @param array A pointer to the array data
 * @param arraySize The size of the array
 * @param type The datatype of the array */
void
UA_Variant_setArray(UA_Variant *v, void *array,
                    size_t arraySize, const UA_DataType *type);
```

```
/* Set the variant to an array that is copied from an existing array.
 *
 * @param v The variant
 * @param array A pointer to the array data
 * @param arraySize The size of the array
 * @param type The datatype of the array
 * @return Indicates whether the operation succeeded or returns an error code */
UA_StatusCode
UA_Variant_setArrayCopy(UA_Variant *v, const void *array,
                        size_t arraySize, const UA_DataType *type);

/* Copy the variant, but use only a subset of the (multidimensional) array into
 * a variant. Returns an error code if the variant is not an array or if the
 * indicated range does not fit.
 *
 * @param src The source variant
 * @param dst The target variant
 * @param range The range of the copied data
 * @return Returns UA_STATUSCODE_GOOD or an error code */
UA_StatusCode
UA_Variant_copyRange(const UA_Variant *src, UA_Variant *dst,
                     const UA_NumericRange range);

/* Insert a range of data into an existing variant. The data array can't be
 * reused afterwards if it contains types without a fixed size (e.g. strings)
 * since the members are moved into the variant and take on its lifecycle.
 *
 * @param v The variant
 * @param dataArray The data array. The type must match the variant
 * @param dataArraySize The length of the data array. This is checked to match
 *        the range size.
 * @param range The range of where the new data is inserted
 * @return Returns UA_STATUSCODE_GOOD or an error code */
UA_StatusCode
UA_Variant_setRange(UA_Variant *v, void *array,
                    size_t arraySize, const UA_NumericRange range);

/* Deep-copy a range of data into an existing variant.
 *
 * @param v The variant
 * @param dataArray The data array. The type must match the variant
 * @param dataArraySize The length of the data array. This is checked to match
 *        the range size.
 * @param range The range of where the new data is inserted
 * @return Returns UA_STATUSCODE_GOOD or an error code */
UA_StatusCode
UA_Variant_setRangeCopy(UA_Variant *v, const void *array,
                        size_t arraySize, const UA_NumericRange range);
```

6.1.24 ExtensionObject

ExtensionObjects may contain scalars of any data type. Even those that are unknown to the receiver. See the section on *Generic Type Handling* on how types are described. If the received data type is unknown, the encoded string and target NodeId is stored instead of the decoded value.

```
typedef enum {
    UA_EXTENSIONOBJECT_ENCODED_NOBODY     = 0,
    UA_EXTENSIONOBJECT_ENCODED_BYTESTRING = 1,
    UA_EXTENSIONOBJECT_ENCODED_XML        = 2,
    UA_EXTENSIONOBJECT_DECODED            = 3,
    UA_EXTENSIONOBJECT_DECODED_NODELETE   = 4 /* Don't delete the content
```

```
                                                    together with the
                                                    ExtensionObject */
} UA_ExtensionObjectEncoding;

typedef struct {
    UA_ExtensionObjectEncoding encoding;
    union {
        struct {
            UA_NodeId typeId;   /* The nodeid of the datatype */
            UA_ByteString body; /* The bytestring of the encoded data */
        } encoded;
        struct {
            const UA_DataType *type;
            void *data;
        } decoded;
    } content;
} UA_ExtensionObject;
```

6.1.25 DataValue

A data value with an associated status code and timestamps.

```
typedef struct {
    UA_Variant    value;
    UA_DateTime   sourceTimestamp;
    UA_DateTime   serverTimestamp;
    UA_UInt16     sourcePicoseconds;
    UA_UInt16     serverPicoseconds;
    UA_StatusCode status;
    UA_Boolean    hasValue             : 1;
    UA_Boolean    hasStatus            : 1;
    UA_Boolean    hasSourceTimestamp   : 1;
    UA_Boolean    hasServerTimestamp   : 1;
    UA_Boolean    hasSourcePicoseconds : 1;
    UA_Boolean    hasServerPicoseconds : 1;
} UA_DataValue;
```

6.1.26 DiagnosticInfo

A structure that contains detailed error and diagnostic information associated with a StatusCode.

```
typedef struct UA_DiagnosticInfo {
    UA_Boolean    hasSymbolicId          : 1;
    UA_Boolean    hasNamespaceUri        : 1;
    UA_Boolean    hasLocalizedText       : 1;
    UA_Boolean    hasLocale              : 1;
    UA_Boolean    hasAdditionalInfo      : 1;
    UA_Boolean    hasInnerStatusCode     : 1;
    UA_Boolean    hasInnerDiagnosticInfo : 1;
    UA_Int32      symbolicId;
    UA_Int32      namespaceUri;
    UA_Int32      localizedText;
    UA_Int32      locale;
    UA_String     additionalInfo;
    UA_StatusCode innerStatusCode;
    struct UA_DiagnosticInfo *innerDiagnosticInfo;
} UA_DiagnosticInfo;
```

6.2 Generic Type Handling

All information about a (builtin/structured) data type is stored in a `UA_DataType`. The array `UA_TYPES` contains the description of all standard-defined types. This type description is used for the following generic operations that work on all types:

- `void T_init(T *ptr)`: Initialize the data type. This is synonymous with zeroing out the memory, i.e. `memset(ptr, 0, sizeof(T))`.
- `T* T_new()`: Allocate and return the memory for the data type. The value is already initialized.
- `UA_StatusCode T_copy(const T *src, T *dst)`: Copy the content of the data type. Returns `UA_STATUSCODE_GOOD` or `UA_STATUSCODE_BADOUTOFMEMORY`.
- `void T_clear(T *ptr)`: Delete the dynamically allocated content of the data type and perform a `T_init` to reset the type.
- `void T_delete(T *ptr)`: Delete the content of the data type and the memory for the data type itself.

Specializations, such as `UA_Int32_new()` are derived from the generic type operations as static inline functions.

```
typedef struct {
    UA_UInt16 memberTypeIndex;     /* Index of the member in the array of data
                                      types */
    UA_Byte   padding;             /* How much padding is there before this
                                      member element? For arrays this is the
                                      padding before the size_t length member.
                                      (No padding between size_t and the
                                      following ptr.) */
    UA_Boolean namespaceZero : 1; /* The type of the member is defined in
                                      namespace zero. In this implementation,
                                      types from custom namespace may contain
                                      members from the same namespace or
                                      namespace zero only.*/
    UA_Boolean isArray       : 1; /* The member is an array */
    UA_Boolean isOptional    : 1; /* The member is an optional field */
#ifdef UA_ENABLE_TYPEDESCRIPTION
    const char *memberName;        /* Human-readable member name */
#endif
} UA_DataTypeMember;

/* The DataType "kind" is an internal type classification. It is used to
 * dispatch handling to the correct routines. */
#define UA_DATATYPEKINDS 31
typedef enum {
    UA_DATATYPEKIND_BOOLEAN = 0,
    UA_DATATYPEKIND_SBYTE = 1,
    UA_DATATYPEKIND_BYTE = 2,
    UA_DATATYPEKIND_INT16 = 3,
    UA_DATATYPEKIND_UINT16 = 4,
    UA_DATATYPEKIND_INT32 = 5,
    UA_DATATYPEKIND_UINT32 = 6,
    UA_DATATYPEKIND_INT64 = 7,
    UA_DATATYPEKIND_UINT64 = 8,
    UA_DATATYPEKIND_FLOAT = 9,
    UA_DATATYPEKIND_DOUBLE = 10,
    UA_DATATYPEKIND_STRING = 11,
    UA_DATATYPEKIND_DATETIME = 12,
    UA_DATATYPEKIND_GUID = 13,
    UA_DATATYPEKIND_BYTESTRING = 14,
    UA_DATATYPEKIND_XMLELEMENT = 15,
    UA_DATATYPEKIND_NODEID = 16,
    UA_DATATYPEKIND_EXPANDEDNODEID = 17,
```

```
    UA_DATATYPEKIND_STATUSCODE = 18,
    UA_DATATYPEKIND_QUALIFIEDNAME = 19,
    UA_DATATYPEKIND_LOCALIZEDTEXT = 20,
    UA_DATATYPEKIND_EXTENSIONOBJECT = 21,
    UA_DATATYPEKIND_DATAVALUE = 22,
    UA_DATATYPEKIND_VARIANT = 23,
    UA_DATATYPEKIND_DIAGNOSTICINFO = 24,
    UA_DATATYPEKIND_DECIMAL = 25,
    UA_DATATYPEKIND_ENUM = 26,
    UA_DATATYPEKIND_STRUCTURE = 27,
    UA_DATATYPEKIND_OPTSTRUCT = 28, /* struct with optional fields */
    UA_DATATYPEKIND_UNION = 29,
    UA_DATATYPEKIND_BITFIELDCLUSTER = 30 /* bitfields + padding */
} UA_DataTypeKind;

struct UA_DataType {
    UA_NodeId typeId;                /* The nodeid of the type */
    UA_NodeId binaryEncodingId;      /* NodeId of datatype when encoded as binary */
    //UA_NodeId xmlEncodingId;       /* NodeId of datatype when encoded as XML */
    UA_UInt16 memSize;               /* Size of the struct in memory */
    UA_UInt16 typeIndex;             /* Index of the type in the datatypetable */
    UA_UInt32 typeKind         : 6;  /* Dispatch index for the handling routines */
    UA_UInt32 pointerFree      : 1;  /* The type (and its members) contains no
                                      * pointers that need to be freed */
    UA_UInt32 overlayable      : 1;  /* The type has the identical memory layout
                                      * in memory and on the binary stream. */
    UA_UInt32 membersSize      : 8;  /* How many members does the type have? */
    UA_DataTypeMember *members;

    /* The typename is only for debugging. Move last so the members pointers
     * stays within the cacheline. */
#ifdef UA_ENABLE_TYPEDESCRIPTION
    const char *typeName;
#endif
};

/* Test if the data type is a numeric builtin data type. This includes Boolean,
 * integers and floating point numbers. Not included are DateTime and
 * StatusCode. */
UA_Boolean
UA_DataType_isNumeric(const UA_DataType *type);
```

Builtin data types can be accessed as UA_TYPES[UA_TYPES_XXX], where XXX is the name of the data type. If only the NodeId of a type is known, use the following method to retrieve the data type description.

```
/* Returns the data type description for the type's identifier or NULL if no
 * matching data type was found. */
const UA_DataType *
UA_findDataType(const UA_NodeId *typeId);
```

The following functions are used for generic handling of data types.

```
/* Allocates and initializes a variable of type dataType
 *
 * @param type The datatype description
 * @return Returns the memory location of the variable or NULL if no
 *         memory could be allocated */
void * UA_new(const UA_DataType *type);

/* Initializes a variable to default values
 *
 * @param p The memory location of the variable
 * @param type The datatype description */
```

```
static UA_INLINE void
UA_init(void *p, const UA_DataType *type) {
    memset(p, 0, type->memSize);
}

/* Copies the content of two variables. If copying fails (e.g. because no memory
 * was available for an array), then dst is emptied and initialized to prevent
 * memory leaks.
 *
 * @param src The memory location of the source variable
 * @param dst The memory location of the destination variable
 * @param type The datatype description
 * @return Indicates whether the operation succeeded or returns an error code */
UA_StatusCode
UA_copy(const void *src, void *dst, const UA_DataType *type);

/* Deletes the dynamically allocated content of a variable (e.g. resets all
 * arrays to undefined arrays). Afterwards, the variable can be safely deleted
 * without causing memory leaks. But the variable is not initialized and may
 * contain old data that is not memory-relevant.
 *
 * @param p The memory location of the variable
 * @param type The datatype description of the variable */
void UA_clear(void *p, const UA_DataType *type);

#define UA_deleteMembers(p, type) UA_clear(p, type)

/* Frees a variable and all of its content.
 *
 * @param p The memory location of the variable
 * @param type The datatype description of the variable */
void UA_delete(void *p, const UA_DataType *type);
```

6.3 Array handling

In OPC UA, arrays can have a length of zero or more with the usual meaning. In addition, arrays can be undefined. Then, they don't even have a length. In the binary encoding, this is indicated by an array of length -1.

In open62541 however, we use `size_t` for array lengths. An undefined array has length 0 and the data pointer is `NULL`. An array of length 0 also has length 0 but a data pointer `UA_EMPTY_ARRAY_SENTINEL`.

```
/* Allocates and initializes an array of variables of a specific type
 *
 * @param size The requested array length
 * @param type The datatype description
 * @return Returns the memory location of the variable or NULL if no memory
           could be allocated */
void *
UA_Array_new(size_t size, const UA_DataType *type);

/* Allocates and copies an array
 *
 * @param src The memory location of the source array
 * @param size The size of the array
 * @param dst The location of the pointer to the new array
 * @param type The datatype of the array members
 * @return Returns UA_STATUSCODE_GOOD or UA_STATUSCODE_BADOUTOFMEMORY */
UA_StatusCode
UA_Array_copy(const void *src, size_t size, void **dst,
              const UA_DataType *type);
```

```
/* Deletes an array.
 *
 * @param p The memory location of the array
 * @param size The size of the array
 * @param type The datatype of the array members */
void UA_Array_delete(void *p, size_t size, const UA_DataType *type);
```

6.4 Random Number Generator

If UA_MULTITHREADING is defined, then the seed is stored in thread local storage. The seed is initialized for every thread in the server/client.

```
void UA_random_seed(UA_UInt64 seed);
UA_UInt32 UA_UInt32_random(void); /* no cryptographic entropy */
UA_Guid UA_Guid_random(void);     /* no cryptographic entropy */
```

6.5 Generated Data Type Definitions

The following data types were auto-generated from a definition in XML format.

```
/* The following is used to exclude type names in the definition of UA_DataType
 * structures if the feature is disabled. */
#ifdef UA_ENABLE_TYPEDESCRIPTION
# define UA_TYPENAME(name) , name
#else
# define UA_TYPENAME(name)
#endif

/* Datatype arrays with custom type definitions can be added in a linked list to
 * the client or server configuration. Datatype members can point to types in
 * the same array via the ''memberTypeIndex''. If ''namespaceZero'' is set to
 * true, the member datatype is looked up in the array of builtin datatypes
 * instead. */
typedef struct UA_DataTypeArray {
    const struct UA_DataTypeArray *next;
    const size_t typesSize;
    const UA_DataType *types;
} UA_DataTypeArray;
```

Every type is assigned an index in an array containing the type descriptions. These descriptions are used during type handling (copying, deletion, binary encoding, ...).

```
#define UA_TYPES_COUNT 190
extern const UA_DataType UA_TYPES[UA_TYPES_COUNT];
```

6.5.1 Boolean

```
#define UA_TYPES_BOOLEAN 0
```

6.5.2 SByte

```
#define UA_TYPES_SBYTE 1
```

6.5.3 Byte

```
#define UA_TYPES_BYTE 2
```

6.5.4 Int16

```
#define UA_TYPES_INT16 3
```

6.5.5 UInt16

```
#define UA_TYPES_UINT16 4
```

6.5.6 Int32

```
#define UA_TYPES_INT32 5
```

6.5.7 UInt32

```
#define UA_TYPES_UINT32 6
```

6.5.8 Int64

```
#define UA_TYPES_INT64 7
```

6.5.9 UInt64

```
#define UA_TYPES_UINT64 8
```

6.5.10 Float

```
#define UA_TYPES_FLOAT 9
```

6.5.11 Double

```
#define UA_TYPES_DOUBLE 10
```

6.5.12 String

```
#define UA_TYPES_STRING 11
```

6.5.13 DateTime

```
#define UA_TYPES_DATETIME 12
```

6.5.14 Guid

```
#define UA_TYPES_GUID 13
```

6.5.15 ByteString

```
#define UA_TYPES_BYTESTRING 14
```

6.5.16 XmlElement

```
#define UA_TYPES_XMLELEMENT 15
```

6.5.17 NodeId

```
#define UA_TYPES_NODEID 16
```

6.5.18 ExpandedNodeId

```
#define UA_TYPES_EXPANDEDNODEID 17
```

6.5.19 StatusCode

```
#define UA_TYPES_STATUSCODE 18
```

6.5.20 QualifiedName

```
#define UA_TYPES_QUALIFIEDNAME 19
```

6.5.21 LocalizedText

```
#define UA_TYPES_LOCALIZEDTEXT 20
```

6.5.22 ExtensionObject

```
#define UA_TYPES_EXTENSIONOBJECT 21
```

6.5.23 DataValue

```
#define UA_TYPES_DATAVALUE 22
```

6.5.24 Variant

```
#define UA_TYPES_VARIANT 23
```

6.5.25 DiagnosticInfo

```
#define UA_TYPES_DIAGNOSTICINFO 24
```

6.5.26 ViewAttributes

The attributes for a view node.

```
typedef struct {
    UA_UInt32 specifiedAttributes;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
    UA_UInt32 writeMask;
    UA_UInt32 userWriteMask;
    UA_Boolean containsNoLoops;
    UA_Byte eventNotifier;
} UA_ViewAttributes;

#define UA_TYPES_VIEWATTRIBUTES 25
```

6.5.27 XVType

```
typedef struct {
    UA_Double x;
    UA_Float value;
} UA_XVType;

#define UA_TYPES_XVTYPE 26
```

6.5.28 ElementOperand

```
typedef struct {
    UA_UInt32 index;
} UA_ElementOperand;

#define UA_TYPES_ELEMENTOPERAND 27
```

6.5.29 VariableAttributes

The attributes for a variable node.

```
typedef struct {
    UA_UInt32 specifiedAttributes;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
    UA_UInt32 writeMask;
    UA_UInt32 userWriteMask;
    UA_Variant value;
    UA_NodeId dataType;
    UA_Int32 valueRank;
    size_t arrayDimensionsSize;
    UA_UInt32 *arrayDimensions;
    UA_Byte accessLevel;
    UA_Byte userAccessLevel;
    UA_Double minimumSamplingInterval;
    UA_Boolean historizing;
} UA_VariableAttributes;
```

```
#define UA_TYPES_VARIABLEATTRIBUTES 28
```

6.5.30 EnumValueType

A mapping between a value of an enumerated type and a name and description.

```
typedef struct {
    UA_Int64 value;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
} UA_EnumValueType;

#define UA_TYPES_ENUMVALUETYPE 29
```

6.5.31 EventFieldList

```
typedef struct {
    UA_UInt32 clientHandle;
    size_t eventFieldsSize;
    UA_Variant *eventFields;
} UA_EventFieldList;

#define UA_TYPES_EVENTFIELDLIST 30
```

6.5.32 MonitoredItemCreateResult

```
typedef struct {
    UA_StatusCode statusCode;
    UA_UInt32 monitoredItemId;
    UA_Double revisedSamplingInterval;
    UA_UInt32 revisedQueueSize;
    UA_ExtensionObject filterResult;
} UA_MonitoredItemCreateResult;

#define UA_TYPES_MONITOREDITEMCREATERESULT 31
```

6.5.33 EUInformation

```
typedef struct {
    UA_String namespaceUri;
    UA_Int32 unitId;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
} UA_EUInformation;

#define UA_TYPES_EUINFORMATION 32
```

6.5.34 ServerDiagnosticsSummaryDataType

```
typedef struct {
    UA_UInt32 serverViewCount;
    UA_UInt32 currentSessionCount;
    UA_UInt32 cumulatedSessionCount;
    UA_UInt32 securityRejectedSessionCount;
```

```
    UA_UInt32 rejectedSessionCount;
    UA_UInt32 sessionTimeoutCount;
    UA_UInt32 sessionAbortCount;
    UA_UInt32 currentSubscriptionCount;
    UA_UInt32 cumulatedSubscriptionCount;
    UA_UInt32 publishingIntervalCount;
    UA_UInt32 securityRejectedRequestsCount;
    UA_UInt32 rejectedRequestsCount;
} UA_ServerDiagnosticsSummaryDataType;

#define UA_TYPES_SERVERDIAGNOSTICSSUMMARYDATATYPE 33
```

6.5.35 ContentFilterElementResult

```
typedef struct {
    UA_StatusCode statusCode;
    size_t operandStatusCodesSize;
    UA_StatusCode *operandStatusCodes;
    size_t operandDiagnosticInfosSize;
    UA_DiagnosticInfo *operandDiagnosticInfos;
} UA_ContentFilterElementResult;

#define UA_TYPES_CONTENTFILTERELEMENTRESULT 34
```

6.5.36 LiteralOperand

```
typedef struct {
    UA_Variant value;
} UA_LiteralOperand;

#define UA_TYPES_LITERALOPERAND 35
```

6.5.37 MessageSecurityMode

The type of security to use on a message.

```
typedef enum {
    UA_MESSAGESECURITYMODE_INVALID = 0,
    UA_MESSAGESECURITYMODE_NONE = 1,
    UA_MESSAGESECURITYMODE_SIGN = 2,
    UA_MESSAGESECURITYMODE_SIGNANDENCRYPT = 3,
    __UA_MESSAGESECURITYMODE_FORCE32BIT = 0x7fffffff
} UA_MessageSecurityMode;
UA_STATIC_ASSERT(sizeof(UA_MessageSecurityMode) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_MESSAGESECURITYMODE 36
```

6.5.38 UtcTime

A date/time value specified in Universal Coordinated Time (UTC).

```
typedef UA_DateTime UA_UtcTime;

#define UA_TYPES_UTCTIME 37
```

6.5.39 UserIdentityToken

A base type for a user identity token.

```
typedef struct {
    UA_String policyId;
} UA_UserIdentityToken;

#define UA_TYPES_USERIDENTITYTOKEN 38
```

6.5.40 X509IdentityToken

A token representing a user identified by an X509 certificate.

```
typedef struct {
    UA_String policyId;
    UA_ByteString certificateData;
} UA_X509IdentityToken;

#define UA_TYPES_X509IDENTITYTOKEN 39
```

6.5.41 MonitoredItemNotification

```
typedef struct {
    UA_UInt32 clientHandle;
    UA_DataValue value;
} UA_MonitoredItemNotification;

#define UA_TYPES_MONITOREDITEMNOTIFICATION 40
```

6.5.42 StructureType

```
typedef enum {
    UA_STRUCTURETYPE_STRUCTURE = 0,
    UA_STRUCTURETYPE_STRUCTUREWITHOPTIONALFIELDS = 1,
    UA_STRUCTURETYPE_UNION = 2,
    __UA_STRUCTURETYPE_FORCE32BIT = 0x7fffffff
} UA_StructureType;
UA_STATIC_ASSERT(sizeof(UA_StructureType) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_STRUCTURETYPE 41
```

6.5.43 ResponseHeader

The header passed with every server response.

```
typedef struct {
    UA_DateTime timestamp;
    UA_UInt32 requestHandle;
    UA_StatusCode serviceResult;
    UA_DiagnosticInfo serviceDiagnostics;
    size_t stringTableSize;
    UA_String *stringTable;
    UA_ExtensionObject additionalHeader;
} UA_ResponseHeader;

#define UA_TYPES_RESPONSEHEADER 42
```

6.5.44 SignatureData

A digital signature.

```
typedef struct {
    UA_String algorithm;
    UA_ByteString signature;
} UA_SignatureData;

#define UA_TYPES_SIGNATUREDATA 43
```

6.5.45 ModifySubscriptionResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    UA_Double revisedPublishingInterval;
    UA_UInt32 revisedLifetimeCount;
    UA_UInt32 revisedMaxKeepAliveCount;
} UA_ModifySubscriptionResponse;

#define UA_TYPES_MODIFYSUBSCRIPTIONRESPONSE 44
```

6.5.46 NodeAttributes

The base attributes for all nodes.

```
typedef struct {
    UA_UInt32 specifiedAttributes;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
    UA_UInt32 writeMask;
    UA_UInt32 userWriteMask;
} UA_NodeAttributes;

#define UA_TYPES_NODEATTRIBUTES 45
```

6.5.47 ActivateSessionResponse

Activates a session with the server.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    UA_ByteString serverNonce;
    size_t resultsSize;
    UA_StatusCode *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_ActivateSessionResponse;

#define UA_TYPES_ACTIVATESESSIONRESPONSE 46
```

6.5.48 EnumField

```
typedef struct {
    UA_Int64 value;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
```

```
    UA_String name;
} UA_EnumField;

#define UA_TYPES_ENUMFIELD 47
```

6.5.49 VariableTypeAttributes

The attributes for a variable type node.

```
typedef struct {
    UA_UInt32 specifiedAttributes;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
    UA_UInt32 writeMask;
    UA_UInt32 userWriteMask;
    UA_Variant value;
    UA_NodeId dataType;
    UA_Int32 valueRank;
    size_t arrayDimensionsSize;
    UA_UInt32 *arrayDimensions;
    UA_Boolean isAbstract;
} UA_VariableTypeAttributes;

#define UA_TYPES_VARIABLETYPEATTRIBUTES 48
```

6.5.50 CallMethodResult

```
typedef struct {
    UA_StatusCode statusCode;
    size_t inputArgumentResultsSize;
    UA_StatusCode *inputArgumentResults;
    size_t inputArgumentDiagnosticInfosSize;
    UA_DiagnosticInfo *inputArgumentDiagnosticInfos;
    size_t outputArgumentsSize;
    UA_Variant *outputArguments;
} UA_CallMethodResult;

#define UA_TYPES_CALLMETHODRESULT 49
```

6.5.51 MonitoringMode

```
typedef enum {
    UA_MONITORINGMODE_DISABLED = 0,
    UA_MONITORINGMODE_SAMPLING = 1,
    UA_MONITORINGMODE_REPORTING = 2,
    __UA_MONITORINGMODE_FORCE32BIT = 0x7fffffff
} UA_MonitoringMode;
UA_STATIC_ASSERT(sizeof(UA_MonitoringMode) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_MONITORINGMODE 50
```

6.5.52 SetMonitoringModeResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
```

```
    UA_StatusCode *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_SetMonitoringModeResponse;

#define UA_TYPES_SETMONITORINGMODERESPONSE 51
```

6.5.53 BrowseResultMask

A bit mask which specifies what should be returned in a browse response.

```
typedef enum {
    UA_BROWSERESULTMASK_NONE = 0,
    UA_BROWSERESULTMASK_REFERENCETYPEID = 1,
    UA_BROWSERESULTMASK_ISFORWARD = 2,
    UA_BROWSERESULTMASK_NODECLASS = 4,
    UA_BROWSERESULTMASK_BROWSENAME = 8,
    UA_BROWSERESULTMASK_DISPLAYNAME = 16,
    UA_BROWSERESULTMASK_TYPEDEFINITION = 32,
    UA_BROWSERESULTMASK_ALL = 63,
    UA_BROWSERESULTMASK_REFERENCETYPEINFO = 3,
    UA_BROWSERESULTMASK_TARGETINFO = 60,
    __UA_BROWSERESULTMASK_FORCE32BIT = 0x7fffffff
} UA_BrowseResultMask;
UA_STATIC_ASSERT(sizeof(UA_BrowseResultMask) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_BROWSERESULTMASK 52
```

6.5.54 RequestHeader

The header passed with every server request.

```
typedef struct {
    UA_NodeId authenticationToken;
    UA_DateTime timestamp;
    UA_UInt32 requestHandle;
    UA_UInt32 returnDiagnostics;
    UA_String auditEntryId;
    UA_UInt32 timeoutHint;
    UA_ExtensionObject additionalHeader;
} UA_RequestHeader;

#define UA_TYPES_REQUESTHEADER 53
```

6.5.55 MonitoredItemModifyResult

```
typedef struct {
    UA_StatusCode statusCode;
    UA_Double revisedSamplingInterval;
    UA_UInt32 revisedQueueSize;
    UA_ExtensionObject filterResult;
} UA_MonitoredItemModifyResult;

#define UA_TYPES_MONITOREDITEMMODIFYRESULT 54
```

6.5.56 CloseSecureChannelRequest

Closes a secure channel.

```
typedef struct {
    UA_RequestHeader requestHeader;
} UA_CloseSecureChannelRequest;

#define UA_TYPES_CLOSESECURECHANNELREQUEST 55
```

6.5.57 NotificationMessage

```
typedef struct {
    UA_UInt32 sequenceNumber;
    UA_DateTime publishTime;
    size_t notificationDataSize;
    UA_ExtensionObject *notificationData;
} UA_NotificationMessage;

#define UA_TYPES_NOTIFICATIONMESSAGE 56
```

6.5.58 CreateSubscriptionResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    UA_UInt32 subscriptionId;
    UA_Double revisedPublishingInterval;
    UA_UInt32 revisedLifetimeCount;
    UA_UInt32 revisedMaxKeepAliveCount;
} UA_CreateSubscriptionResponse;

#define UA_TYPES_CREATESUBSCRIPTIONRESPONSE 57
```

6.5.59 EnumDefinition

```
typedef struct {
    size_t fieldsSize;
    UA_EnumField *fields;
} UA_EnumDefinition;

#define UA_TYPES_ENUMDEFINITION 58
```

6.5.60 AxisScaleEnumeration

```
typedef enum {
    UA_AXISSCALEENUMERATION_LINEAR = 0,
    UA_AXISSCALEENUMERATION_LOG = 1,
    UA_AXISSCALEENUMERATION_LN = 2,
    __UA_AXISSCALEENUMERATION_FORCE32BIT = 0x7fffffff
} UA_AxisScaleEnumeration;
UA_STATIC_ASSERT(sizeof(UA_AxisScaleEnumeration) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_AXISSCALEENUMERATION 59
```

6.5.61 BrowseDirection

The directions of the references to return.

```
typedef enum {
    UA_BROWSEDIRECTION_FORWARD = 0,
    UA_BROWSEDIRECTION_INVERSE = 1,
    UA_BROWSEDIRECTION_BOTH = 2,
    UA_BROWSEDIRECTION_INVALID = 3,
    __UA_BROWSEDIRECTION_FORCE32BIT = 0x7fffffff
} UA_BrowseDirection;
UA_STATIC_ASSERT(sizeof(UA_BrowseDirection) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_BROWSEDIRECTION 60
```

6.5.62 CallMethodRequest

```
typedef struct {
    UA_NodeId objectId;
    UA_NodeId methodId;
    size_t inputArgumentsSize;
    UA_Variant *inputArguments;
} UA_CallMethodRequest;

#define UA_TYPES_CALLMETHODREQUEST 61
```

6.5.63 ReadResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_DataValue *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_ReadResponse;

#define UA_TYPES_READRESPONSE 62
```

6.5.64 TimestampsToReturn

```
typedef enum {
    UA_TIMESTAMPSTORETURN_SOURCE = 0,
    UA_TIMESTAMPSTORETURN_SERVER = 1,
    UA_TIMESTAMPSTORETURN_BOTH = 2,
    UA_TIMESTAMPSTORETURN_NEITHER = 3,
    UA_TIMESTAMPSTORETURN_INVALID = 4,
    __UA_TIMESTAMPSTORETURN_FORCE32BIT = 0x7fffffff
} UA_TimestampsToReturn;
UA_STATIC_ASSERT(sizeof(UA_TimestampsToReturn) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_TIMESTAMPSTORETURN 63
```

6.5.65 NodeClass

A mask specifying the class of the node.

```
typedef enum {
    UA_NODECLASS_UNSPECIFIED = 0,
    UA_NODECLASS_OBJECT = 1,
    UA_NODECLASS_VARIABLE = 2,
    UA_NODECLASS_METHOD = 4,
    UA_NODECLASS_OBJECTTYPE = 8,
    UA_NODECLASS_VARIABLETYPE = 16,
    UA_NODECLASS_REFERENCETYPE = 32,
    UA_NODECLASS_DATATYPE = 64,
    UA_NODECLASS_VIEW = 128,
    __UA_NODECLASS_FORCE32BIT = 0x7fffffff
} UA_NodeClass;
UA_STATIC_ASSERT(sizeof(UA_NodeClass) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_NODECLASS 64
```

6.5.66 ObjectTypeAttributes

The attributes for an object type node.

```
typedef struct {
    UA_UInt32 specifiedAttributes;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
    UA_UInt32 writeMask;
    UA_UInt32 userWriteMask;
    UA_Boolean isAbstract;
} UA_ObjectTypeAttributes;

#define UA_TYPES_OBJECTTYPEATTRIBUTES 65
```

6.5.67 SecurityTokenRequestType

Indicates whether a token if being created or renewed.

```
typedef enum {
    UA_SECURITYTOKENREQUESTTYPE_ISSUE = 0,
    UA_SECURITYTOKENREQUESTTYPE_RENEW = 1,
    __UA_SECURITYTOKENREQUESTTYPE_FORCE32BIT = 0x7fffffff
} UA_SecurityTokenRequestType;
UA_STATIC_ASSERT(sizeof(UA_SecurityTokenRequestType) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_SECURITYTOKENREQUESTTYPE 66
```

6.5.68 CloseSessionResponse

Closes a session with the server.

```
typedef struct {
    UA_ResponseHeader responseHeader;
} UA_CloseSessionResponse;

#define UA_TYPES_CLOSESESSIONRESPONSE 67
```

6.5.69 SetPublishingModeRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_Boolean publishingEnabled;
    size_t subscriptionIdsSize;
    UA_UInt32 *subscriptionIds;
} UA_SetPublishingModeRequest;

#define UA_TYPES_SETPUBLISHINGMODEREQUEST 68
```

6.5.70 IssuedIdentityToken

A token representing a user identified by a WS-Security XML token.

```
typedef struct {
    UA_String policyId;
    UA_ByteString tokenData;
    UA_String encryptionAlgorithm;
} UA_IssuedIdentityToken;

#define UA_TYPES_ISSUEDIDENTITYTOKEN 69
```

6.5.71 DeleteMonitoredItemsResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_StatusCode *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_DeleteMonitoredItemsResponse;

#define UA_TYPES_DELETEMONITOREDITEMSRESPONSE 70
```

6.5.72 ApplicationType

The types of applications.

```
typedef enum {
    UA_APPLICATIONTYPE_SERVER = 0,
    UA_APPLICATIONTYPE_CLIENT = 1,
    UA_APPLICATIONTYPE_CLIENTANDSERVER = 2,
    UA_APPLICATIONTYPE_DISCOVERYSERVER = 3,
    __UA_APPLICATIONTYPE_FORCE32BIT = 0x7fffffff
} UA_ApplicationType;
UA_STATIC_ASSERT(sizeof(UA_ApplicationType) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_APPLICATIONTYPE 71
```

6.5.73 BrowseNextRequest

Continues one or more browse operations.

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_Boolean releaseContinuationPoints;
```

```
    size_t continuationPointsSize;
    UA_ByteString *continuationPoints;
} UA_BrowseNextRequest;

#define UA_TYPES_BROWSENEXTREQUEST 72
```

6.5.74 ModifySubscriptionRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_UInt32 subscriptionId;
    UA_Double requestedPublishingInterval;
    UA_UInt32 requestedLifetimeCount;
    UA_UInt32 requestedMaxKeepAliveCount;
    UA_UInt32 maxNotificationsPerPublish;
    UA_Byte priority;
} UA_ModifySubscriptionRequest;

#define UA_TYPES_MODIFYSUBSCRIPTIONREQUEST 73
```

6.5.75 BrowseDescription

A request to browse the the references from a node.

```
typedef struct {
    UA_NodeId nodeId;
    UA_BrowseDirection browseDirection;
    UA_NodeId referenceTypeId;
    UA_Boolean includeSubtypes;
    UA_UInt32 nodeClassMask;
    UA_UInt32 resultMask;
} UA_BrowseDescription;

#define UA_TYPES_BROWSEDESCRIPTION 74
```

6.5.76 SignedSoftwareCertificate

A software certificate with a digital signature.

```
typedef struct {
    UA_ByteString certificateData;
    UA_ByteString signature;
} UA_SignedSoftwareCertificate;

#define UA_TYPES_SIGNEDSOFTWARECERTIFICATE 75
```

6.5.77 BrowsePathTarget

The target of the translated path.

```
typedef struct {
    UA_ExpandedNodeId targetId;
    UA_UInt32 remainingPathIndex;
} UA_BrowsePathTarget;

#define UA_TYPES_BROWSEPATHTARGET 76
```

6.5.78 WriteResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_StatusCode *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_WriteResponse;

#define UA_TYPES_WRITERESPONSE 77
```

6.5.79 AddNodesResult

A result of an add node operation.

```
typedef struct {
    UA_StatusCode statusCode;
    UA_NodeId addedNodeId;
} UA_AddNodesResult;

#define UA_TYPES_ADDNODESRESULT 78
```

6.5.80 AddReferencesItem

A request to add a reference to the server address space.

```
typedef struct {
    UA_NodeId sourceNodeId;
    UA_NodeId referenceTypeId;
    UA_Boolean isForward;
    UA_String targetServerUri;
    UA_ExpandedNodeId targetNodeId;
    UA_NodeClass targetNodeClass;
} UA_AddReferencesItem;

#define UA_TYPES_ADDREFERENCESITEM 79
```

6.5.81 DeleteReferencesResponse

Delete one or more references from the server address space.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_StatusCode *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_DeleteReferencesResponse;

#define UA_TYPES_DELETEREFERENCESRESPONSE 80
```

6.5.82 RelativePathElement

An element in a relative path.

```
typedef struct {
    UA_NodeId referenceTypeId;
    UA_Boolean isInverse;
    UA_Boolean includeSubtypes;
    UA_QualifiedName targetName;
} UA_RelativePathElement;

#define UA_TYPES_RELATIVEPATHELEMENT 81
```

6.5.83 SubscriptionAcknowledgement

```
typedef struct {
    UA_UInt32 subscriptionId;
    UA_UInt32 sequenceNumber;
} UA_SubscriptionAcknowledgement;

#define UA_TYPES_SUBSCRIPTIONACKNOWLEDGEMENT 82
```

6.5.84 TransferResult

```
typedef struct {
    UA_StatusCode statusCode;
    size_t availableSequenceNumbersSize;
    UA_UInt32 *availableSequenceNumbers;
} UA_TransferResult;

#define UA_TYPES_TRANSFERRESULT 83
```

6.5.85 CreateMonitoredItemsResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_MonitoredItemCreateResult *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_CreateMonitoredItemsResponse;

#define UA_TYPES_CREATEMONITOREDITEMSRESPONSE 84
```

6.5.86 DeleteReferencesItem

A request to delete a node from the server address space.

```
typedef struct {
    UA_NodeId sourceNodeId;
    UA_NodeId referenceTypeId;
    UA_Boolean isForward;
    UA_ExpandedNodeId targetNodeId;
    UA_Boolean deleteBidirectional;
} UA_DeleteReferencesItem;

#define UA_TYPES_DELETEREFERENCESITEM 85
```

6.5.87 WriteValue

```
typedef struct {
    UA_NodeId nodeId;
    UA_UInt32 attributeId;
    UA_String indexRange;
    UA_DataValue value;
} UA_WriteValue;

#define UA_TYPES_WRITEVALUE 86
```

6.5.88 DataTypeAttributes

The attributes for a data type node.

```
typedef struct {
    UA_UInt32 specifiedAttributes;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
    UA_UInt32 writeMask;
    UA_UInt32 userWriteMask;
    UA_Boolean isAbstract;
} UA_DataTypeAttributes;

#define UA_TYPES_DATATYPEATTRIBUTES 87
```

6.5.89 TransferSubscriptionsResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_TransferResult *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_TransferSubscriptionsResponse;

#define UA_TYPES_TRANSFERSUBSCRIPTIONSRESPONSE 88
```

6.5.90 AddReferencesResponse

Adds one or more references to the server address space.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_StatusCode *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_AddReferencesResponse;

#define UA_TYPES_ADDREFERENCESRESPONSE 89
```

6.5.91 DeadbandType

```
typedef enum {
    UA_DEADBANDTYPE_NONE = 0,
    UA_DEADBANDTYPE_ABSOLUTE = 1,
```

```
    UA_DEADBANDTYPE_PERCENT = 2,
    __UA_DEADBANDTYPE_FORCE32BIT = 0x7fffffff
} UA_DeadbandType;
UA_STATIC_ASSERT(sizeof(UA_DeadbandType) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_DEADBANDTYPE 90
```

6.5.92 DataChangeTrigger

```
typedef enum {
    UA_DATACHANGETRIGGER_STATUS = 0,
    UA_DATACHANGETRIGGER_STATUSVALUE = 1,
    UA_DATACHANGETRIGGER_STATUSVALUETIMESTAMP = 2,
    __UA_DATACHANGETRIGGER_FORCE32BIT = 0x7fffffff
} UA_DataChangeTrigger;
UA_STATIC_ASSERT(sizeof(UA_DataChangeTrigger) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_DATACHANGETRIGGER 91
```

6.5.93 BuildInfo

```
typedef struct {
    UA_String productUri;
    UA_String manufacturerName;
    UA_String productName;
    UA_String softwareVersion;
    UA_String buildNumber;
    UA_DateTime buildDate;
} UA_BuildInfo;

#define UA_TYPES_BUILDINFO 92
```

6.5.94 FilterOperand

```
typedef void * UA_FilterOperand;

#define UA_TYPES_FILTEROPERAND 93
```

6.5.95 MonitoringParameters

```
typedef struct {
    UA_UInt32 clientHandle;
    UA_Double samplingInterval;
    UA_ExtensionObject filter;
    UA_UInt32 queueSize;
    UA_Boolean discardOldest;
} UA_MonitoringParameters;

#define UA_TYPES_MONITORINGPARAMETERS 94
```

6.5.96 DoubleComplexNumberType

```
typedef struct {
    UA_Double real;
    UA_Double imaginary;
} UA_DoubleComplexNumberType;

#define UA_TYPES_DOUBLECOMPLEXNUMBERTYPE 95
```

6.5.97 DeleteNodesItem

A request to delete a node to the server address space.

```
typedef struct {
    UA_NodeId nodeId;
    UA_Boolean deleteTargetReferences;
} UA_DeleteNodesItem;

#define UA_TYPES_DELETENODESITEM 96
```

6.5.98 ReadValueId

```
typedef struct {
    UA_NodeId nodeId;
    UA_UInt32 attributeId;
    UA_String indexRange;
    UA_QualifiedName dataEncoding;
} UA_ReadValueId;

#define UA_TYPES_READVALUEID 97
```

6.5.99 CallRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t methodsToCallSize;
    UA_CallMethodRequest *methodsToCall;
} UA_CallRequest;

#define UA_TYPES_CALLREQUEST 98
```

6.5.100 RelativePath

A relative path constructed from reference types and browse names.

```
typedef struct {
    size_t elementsSize;
    UA_RelativePathElement *elements;
} UA_RelativePath;

#define UA_TYPES_RELATIVEPATH 99
```

6.5.101 DeleteNodesRequest

Delete one or more nodes from the server address space.

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t nodesToDeleteSize;
    UA_DeleteNodesItem *nodesToDelete;
} UA_DeleteNodesRequest;

#define UA_TYPES_DELETENODESREQUEST 100
```

6.5.102 MonitoredItemModifyRequest

```
typedef struct {
    UA_UInt32 monitoredItemId;
    UA_MonitoringParameters requestedParameters;
} UA_MonitoredItemModifyRequest;

#define UA_TYPES_MONITOREDITEMMODIFYREQUEST 101
```

6.5.103 UserTokenType

The possible user token types.

```
typedef enum {
    UA_USERTOKENTYPE_ANONYMOUS = 0,
    UA_USERTOKENTYPE_USERNAME = 1,
    UA_USERTOKENTYPE_CERTIFICATE = 2,
    UA_USERTOKENTYPE_ISSUEDTOKEN = 3,
    __UA_USERTOKENTYPE_FORCE32BIT = 0x7fffffff
} UA_UserTokenType;
UA_STATIC_ASSERT(sizeof(UA_UserTokenType) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_USERTOKENTYPE 102
```

6.5.104 AggregateConfiguration

```
typedef struct {
    UA_Boolean useServerCapabilitiesDefaults;
    UA_Boolean treatUncertainAsBad;
    UA_Byte percentDataBad;
    UA_Byte percentDataGood;
    UA_Boolean useSlopedExtrapolation;
} UA_AggregateConfiguration;

#define UA_TYPES_AGGREGATECONFIGURATION 103
```

6.5.105 LocaleId

An identifier for a user locale.

```
typedef UA_String UA_LocaleId;

#define UA_TYPES_LOCALEID 104
```

6.5.106 UnregisterNodesResponse

Unregisters one or more previously registered nodes.

```
typedef struct {
    UA_ResponseHeader responseHeader;
} UA_UnregisterNodesResponse;

#define UA_TYPES_UNREGISTERNODESRESPONSE 105
```

6.5.107 ContentFilterResult

```
typedef struct {
    size_t elementResultsSize;
    UA_ContentFilterElementResult *elementResults;
    size_t elementDiagnosticInfosSize;
    UA_DiagnosticInfo *elementDiagnosticInfos;
} UA_ContentFilterResult;

#define UA_TYPES_CONTENTFILTERRESULT 106
```

6.5.108 UserTokenPolicy

Describes a user token that can be used with a server.

```
typedef struct {
    UA_String policyId;
    UA_UserTokenType tokenType;
    UA_String issuedTokenType;
    UA_String issuerEndpointUrl;
    UA_String securityPolicyUri;
} UA_UserTokenPolicy;

#define UA_TYPES_USERTOKENPOLICY 107
```

6.5.109 DeleteMonitoredItemsRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_UInt32 subscriptionId;
    size_t monitoredItemIdsSize;
    UA_UInt32 *monitoredItemIds;
} UA_DeleteMonitoredItemsRequest;

#define UA_TYPES_DELETEMONITOREDITEMSREQUEST 108
```

6.5.110 SetMonitoringModeRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_UInt32 subscriptionId;
    UA_MonitoringMode monitoringMode;
    size_t monitoredItemIdsSize;
    UA_UInt32 *monitoredItemIds;
} UA_SetMonitoringModeRequest;

#define UA_TYPES_SETMONITORINGMODEREQUEST 109
```

6.5.111 Duration

A period of time measured in milliseconds.

```
typedef UA_Double UA_Duration;

#define UA_TYPES_DURATION 110
```

6.5.112 ReferenceTypeAttributes

The attributes for a reference type node.

```
typedef struct {
    UA_UInt32 specifiedAttributes;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
    UA_UInt32 writeMask;
    UA_UInt32 userWriteMask;
    UA_Boolean isAbstract;
    UA_Boolean symmetric;
    UA_LocalizedText inverseName;
} UA_ReferenceTypeAttributes;

#define UA_TYPES_REFERENCETYPEATTRIBUTES 111
```

6.5.113 GetEndpointsRequest

Gets the endpoints used by the server.

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_String endpointUrl;
    size_t localeIdsSize;
    UA_String *localeIds;
    size_t profileUrisSize;
    UA_String *profileUris;
} UA_GetEndpointsRequest;

#define UA_TYPES_GETENDPOINTSREQUEST 112
```

6.5.114 CloseSecureChannelResponse

Closes a secure channel.

```
typedef struct {
    UA_ResponseHeader responseHeader;
} UA_CloseSecureChannelResponse;

#define UA_TYPES_CLOSESECURECHANNELRESPONSE 113
```

6.5.115 ViewDescription

The view to browse.

```
typedef struct {
    UA_NodeId viewId;
    UA_DateTime timestamp;
    UA_UInt32 viewVersion;
```

```
} UA_ViewDescription;

#define UA_TYPES_VIEWDESCRIPTION 114
```

6.5.116 SetPublishingModeResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_StatusCode *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_SetPublishingModeResponse;

#define UA_TYPES_SETPUBLISHINGMODERESPONSE 115
```

6.5.117 StatusChangeNotification

```
typedef struct {
    UA_StatusCode status;
    UA_DiagnosticInfo diagnosticInfo;
} UA_StatusChangeNotification;

#define UA_TYPES_STATUSCHANGENOTIFICATION 116
```

6.5.118 StructureField

```
typedef struct {
    UA_String name;
    UA_LocalizedText description;
    UA_NodeId dataType;
    UA_Int32 valueRank;
    size_t arrayDimensionsSize;
    UA_UInt32 *arrayDimensions;
    UA_UInt32 maxStringLength;
    UA_Boolean isOptional;
} UA_StructureField;

#define UA_TYPES_STRUCTUREFIELD 117
```

6.5.119 NodeAttributesMask

The bits used to specify default attributes for a new node.

```
typedef enum {
    UA_NODEATTRIBUTESMASK_NONE = 0,
    UA_NODEATTRIBUTESMASK_ACCESSLEVEL = 1,
    UA_NODEATTRIBUTESMASK_ARRAYDIMENSIONS = 2,
    UA_NODEATTRIBUTESMASK_BROWSENAME = 4,
    UA_NODEATTRIBUTESMASK_CONTAINSNOLOOPS = 8,
    UA_NODEATTRIBUTESMASK_DATATYPE = 16,
    UA_NODEATTRIBUTESMASK_DESCRIPTION = 32,
    UA_NODEATTRIBUTESMASK_DISPLAYNAME = 64,
    UA_NODEATTRIBUTESMASK_EVENTNOTIFIER = 128,
    UA_NODEATTRIBUTESMASK_EXECUTABLE = 256,
    UA_NODEATTRIBUTESMASK_HISTORIZING = 512,
```

```
    UA_NODEATTRIBUTESMASK_INVERSENAME = 1024,
    UA_NODEATTRIBUTESMASK_ISABSTRACT = 2048,
    UA_NODEATTRIBUTESMASK_MINIMUMSAMPLINGINTERVAL = 4096,
    UA_NODEATTRIBUTESMASK_NODECLASS = 8192,
    UA_NODEATTRIBUTESMASK_NODEID = 16384,
    UA_NODEATTRIBUTESMASK_SYMMETRIC = 32768,
    UA_NODEATTRIBUTESMASK_USERACCESSLEVEL = 65536,
    UA_NODEATTRIBUTESMASK_USEREXECUTABLE = 131072,
    UA_NODEATTRIBUTESMASK_USERWRITEMASK = 262144,
    UA_NODEATTRIBUTESMASK_VALUERANK = 524288,
    UA_NODEATTRIBUTESMASK_WRITEMASK = 1048576,
    UA_NODEATTRIBUTESMASK_VALUE = 2097152,
    UA_NODEATTRIBUTESMASK_DATATYPEDEFINITION = 4194304,
    UA_NODEATTRIBUTESMASK_ROLEPERMISSIONS = 8388608,
    UA_NODEATTRIBUTESMASK_ACCESSRESTRICTIONS = 16777216,
    UA_NODEATTRIBUTESMASK_ALL = 33554431,
    UA_NODEATTRIBUTESMASK_BASENODE = 26501220,
    UA_NODEATTRIBUTESMASK_OBJECT = 26501348,
    UA_NODEATTRIBUTESMASK_OBJECTTYPE = 26503268,
    UA_NODEATTRIBUTESMASK_VARIABLE = 26571383,
    UA_NODEATTRIBUTESMASK_VARIABLETYPE = 28600438,
    UA_NODEATTRIBUTESMASK_METHOD = 26632548,
    UA_NODEATTRIBUTESMASK_REFERENCETYPE = 26537060,
    UA_NODEATTRIBUTESMASK_VIEW = 26501356,
    __UA_NODEATTRIBUTESMASK_FORCE32BIT = 0x7fffffff
} UA_NodeAttributesMask;
UA_STATIC_ASSERT(sizeof(UA_NodeAttributesMask) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_NODEATTRIBUTESMASK 118
```

6.5.120 EventFilterResult

```
typedef struct {
    size_t selectClauseResultsSize;
    UA_StatusCode *selectClauseResults;
    size_t selectClauseDiagnosticInfosSize;
    UA_DiagnosticInfo *selectClauseDiagnosticInfos;
    UA_ContentFilterResult whereClauseResult;
} UA_EventFilterResult;

#define UA_TYPES_EVENTFILTERRESULT 119
```

6.5.121 MonitoredItemCreateRequest

```
typedef struct {
    UA_ReadValueId itemToMonitor;
    UA_MonitoringMode monitoringMode;
    UA_MonitoringParameters requestedParameters;
} UA_MonitoredItemCreateRequest;

#define UA_TYPES_MONITOREDITEMCREATEREQUEST 120
```

6.5.122 ComplexNumberType

```
typedef struct {
    UA_Float real;
    UA_Float imaginary;
} UA_ComplexNumberType;
```

```
#define UA_TYPES_COMPLEXNUMBERTYPE 121
```

6.5.123 Range

```
typedef struct {
    UA_Double low;
    UA_Double high;
} UA_Range;

#define UA_TYPES_RANGE 122
```

6.5.124 DataChangeNotification

```
typedef struct {
    size_t monitoredItemsSize;
    UA_MonitoredItemNotification *monitoredItems;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_DataChangeNotification;

#define UA_TYPES_DATACHANGENOTIFICATION 123
```

6.5.125 Argument

An argument for a method.

```
typedef struct {
    UA_String name;
    UA_NodeId dataType;
    UA_Int32 valueRank;
    size_t arrayDimensionsSize;
    UA_UInt32 *arrayDimensions;
    UA_LocalizedText description;
} UA_Argument;

#define UA_TYPES_ARGUMENT 124
```

6.5.126 TransferSubscriptionsRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t subscriptionIdsSize;
    UA_UInt32 *subscriptionIds;
    UA_Boolean sendInitialValues;
} UA_TransferSubscriptionsRequest;

#define UA_TYPES_TRANSFERSUBSCRIPTIONSREQUEST 125
```

6.5.127 ChannelSecurityToken

The token that identifies a set of keys for an active secure channel.

```
typedef struct {
    UA_UInt32 channelId;
    UA_UInt32 tokenId;
    UA_DateTime createdAt;
    UA_UInt32 revisedLifetime;
} UA_ChannelSecurityToken;

#define UA_TYPES_CHANNELSECURITYTOKEN 126
```

6.5.128 ServerState

```
typedef enum {
    UA_SERVERSTATE_RUNNING = 0,
    UA_SERVERSTATE_FAILED = 1,
    UA_SERVERSTATE_NOCONFIGURATION = 2,
    UA_SERVERSTATE_SUSPENDED = 3,
    UA_SERVERSTATE_SHUTDOWN = 4,
    UA_SERVERSTATE_TEST = 5,
    UA_SERVERSTATE_COMMUNICATIONFAULT = 6,
    UA_SERVERSTATE_UNKNOWN = 7,
    __UA_SERVERSTATE_FORCE32BIT = 0x7fffffff
} UA_ServerState;
UA_STATIC_ASSERT(sizeof(UA_ServerState) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_SERVERSTATE 127
```

6.5.129 EventNotificationList

```
typedef struct {
    size_t eventsSize;
    UA_EventFieldList *events;
} UA_EventNotificationList;

#define UA_TYPES_EVENTNOTIFICATIONLIST 128
```

6.5.130 AnonymousIdentityToken

A token representing an anonymous user.

```
typedef struct {
    UA_String policyId;
} UA_AnonymousIdentityToken;

#define UA_TYPES_ANONYMOUSIDENTITYTOKEN 129
```

6.5.131 FilterOperator

```
typedef enum {
    UA_FILTEROPERATOR_EQUALS = 0,
    UA_FILTEROPERATOR_ISNULL = 1,
    UA_FILTEROPERATOR_GREATERTHAN = 2,
    UA_FILTEROPERATOR_LESSTHAN = 3,
    UA_FILTEROPERATOR_GREATERTHANOREQUAL = 4,
    UA_FILTEROPERATOR_LESSTHANOREQUAL = 5,
    UA_FILTEROPERATOR_LIKE = 6,
    UA_FILTEROPERATOR_NOT = 7,
```

```
    UA_FILTEROPERATOR_BETWEEN = 8,
    UA_FILTEROPERATOR_INLIST = 9,
    UA_FILTEROPERATOR_AND = 10,
    UA_FILTEROPERATOR_OR = 11,
    UA_FILTEROPERATOR_CAST = 12,
    UA_FILTEROPERATOR_INVIEW = 13,
    UA_FILTEROPERATOR_OFTYPE = 14,
    UA_FILTEROPERATOR_RELATEDTO = 15,
    UA_FILTEROPERATOR_BITWISEAND = 16,
    UA_FILTEROPERATOR_BITWISEOR = 17,
    __UA_FILTEROPERATOR_FORCE32BIT = 0x7fffffff
} UA_FilterOperator;
UA_STATIC_ASSERT(sizeof(UA_FilterOperator) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_FILTEROPERATOR 130
```

6.5.132 AggregateFilter

```
typedef struct {
    UA_DateTime startTime;
    UA_NodeId aggregateType;
    UA_Double processingInterval;
    UA_AggregateConfiguration aggregateConfiguration;
} UA_AggregateFilter;

#define UA_TYPES_AGGREGATEFILTER 131
```

6.5.133 RepublishResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    UA_NotificationMessage notificationMessage;
} UA_RepublishResponse;

#define UA_TYPES_REPUBLISHRESPONSE 132
```

6.5.134 DeleteSubscriptionsResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_StatusCode *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_DeleteSubscriptionsResponse;

#define UA_TYPES_DELETESUBSCRIPTIONSRESPONSE 133
```

6.5.135 RegisterNodesRequest

Registers one or more nodes for repeated use within a session.

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t nodesToRegisterSize;
    UA_NodeId *nodesToRegister;
```

```
} UA_RegisterNodesRequest;

#define UA_TYPES_REGISTERNODESREQUEST 134
```

6.5.136 StructureDefinition

```
typedef struct {
    UA_NodeId defaultEncodingId;
    UA_NodeId baseDataType;
    UA_StructureType structureType;
    size_t fieldsSize;
    UA_StructureField *fields;
} UA_StructureDefinition;

#define UA_TYPES_STRUCTUREDEFINITION 135
```

6.5.137 MethodAttributes

The attributes for a method node.

```
typedef struct {
    UA_UInt32 specifiedAttributes;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
    UA_UInt32 writeMask;
    UA_UInt32 userWriteMask;
    UA_Boolean executable;
    UA_Boolean userExecutable;
} UA_MethodAttributes;

#define UA_TYPES_METHODATTRIBUTES 136
```

6.5.138 UserNameIdentityToken

A token representing a user identified by a user name and password.

```
typedef struct {
    UA_String policyId;
    UA_String userName;
    UA_ByteString password;
    UA_String encryptionAlgorithm;
} UA_UserNameIdentityToken;

#define UA_TYPES_USERNAMEIDENTITYTOKEN 137
```

6.5.139 UnregisterNodesRequest

Unregisters one or more previously registered nodes.

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t nodesToUnregisterSize;
    UA_NodeId *nodesToUnregister;
} UA_UnregisterNodesRequest;

#define UA_TYPES_UNREGISTERNODESREQUEST 138
```

6.5.140 OpenSecureChannelResponse

Creates a secure channel with a server.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    UA_UInt32 serverProtocolVersion;
    UA_ChannelSecurityToken securityToken;
    UA_ByteString serverNonce;
} UA_OpenSecureChannelResponse;

#define UA_TYPES_OPENSECURECHANNELRESPONSE 139
```

6.5.141 SetTriggeringResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t addResultsSize;
    UA_StatusCode *addResults;
    size_t addDiagnosticInfosSize;
    UA_DiagnosticInfo *addDiagnosticInfos;
    size_t removeResultsSize;
    UA_StatusCode *removeResults;
    size_t removeDiagnosticInfosSize;
    UA_DiagnosticInfo *removeDiagnosticInfos;
} UA_SetTriggeringResponse;

#define UA_TYPES_SETTRIGGERINGRESPONSE 140
```

6.5.142 SimpleAttributeOperand

```
typedef struct {
    UA_NodeId typeDefinitionId;
    size_t browsePathSize;
    UA_QualifiedName *browsePath;
    UA_UInt32 attributeId;
    UA_String indexRange;
} UA_SimpleAttributeOperand;

#define UA_TYPES_SIMPLEATTRIBUTEOPERAND 141
```

6.5.143 RepublishRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_UInt32 subscriptionId;
    UA_UInt32 retransmitSequenceNumber;
} UA_RepublishRequest;

#define UA_TYPES_REPUBLISHREQUEST 142
```

6.5.144 RegisterNodesResponse

Registers one or more nodes for repeated use within a session.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t registeredNodeIdsSize;
    UA_NodeId *registeredNodeIds;
} UA_RegisterNodesResponse;

#define UA_TYPES_REGISTERNODESRESPONSE 143
```

6.5.145 ModifyMonitoredItemsResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_MonitoredItemModifyResult *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_ModifyMonitoredItemsResponse;

#define UA_TYPES_MODIFYMONITOREDITEMSRESPONSE 144
```

6.5.146 DeleteSubscriptionsRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t subscriptionIdsSize;
    UA_UInt32 *subscriptionIds;
} UA_DeleteSubscriptionsRequest;

#define UA_TYPES_DELETESUBSCRIPTIONSREQUEST 145
```

6.5.147 RedundancySupport

```
typedef enum {
    UA_REDUNDANCYSUPPORT_NONE = 0,
    UA_REDUNDANCYSUPPORT_COLD = 1,
    UA_REDUNDANCYSUPPORT_WARM = 2,
    UA_REDUNDANCYSUPPORT_HOT = 3,
    UA_REDUNDANCYSUPPORT_TRANSPARENT = 4,
    UA_REDUNDANCYSUPPORT_HOTANDMIRRORED = 5,
    __UA_REDUNDANCYSUPPORT_FORCE32BIT = 0x7fffffff
} UA_RedundancySupport;
UA_STATIC_ASSERT(sizeof(UA_RedundancySupport) == sizeof(UA_Int32), enum_must_be_32bit);

#define UA_TYPES_REDUNDANCYSUPPORT 146
```

6.5.148 BrowsePath

A request to translate a path into a node id.

```
typedef struct {
    UA_NodeId startingNode;
    UA_RelativePath relativePath;
} UA_BrowsePath;

#define UA_TYPES_BROWSEPATH 147
```

6.5.149 ObjectAttributes

The attributes for an object node.

```
typedef struct {
    UA_UInt32 specifiedAttributes;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
    UA_UInt32 writeMask;
    UA_UInt32 userWriteMask;
    UA_Byte eventNotifier;
} UA_ObjectAttributes;

#define UA_TYPES_OBJECTATTRIBUTES 148
```

6.5.150 PublishRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t subscriptionAcknowledgementsSize;
    UA_SubscriptionAcknowledgement *subscriptionAcknowledgements;
} UA_PublishRequest;

#define UA_TYPES_PUBLISHREQUEST 149
```

6.5.151 FindServersRequest

Finds the servers known to the discovery server.

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_String endpointUrl;
    size_t localeIdsSize;
    UA_String *localeIds;
    size_t serverUrisSize;
    UA_String *serverUris;
} UA_FindServersRequest;

#define UA_TYPES_FINDSERVERSREQUEST 150
```

6.5.152 ReferenceDescription

The description of a reference.

```
typedef struct {
    UA_NodeId referenceTypeId;
    UA_Boolean isForward;
    UA_ExpandedNodeId nodeId;
    UA_QualifiedName browseName;
    UA_LocalizedText displayName;
    UA_NodeClass nodeClass;
    UA_ExpandedNodeId typeDefinition;
} UA_ReferenceDescription;

#define UA_TYPES_REFERENCEDESCRIPTION 151
```

6.5.153 CreateSubscriptionRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_Double requestedPublishingInterval;
    UA_UInt32 requestedLifetimeCount;
    UA_UInt32 requestedMaxKeepAliveCount;
    UA_UInt32 maxNotificationsPerPublish;
    UA_Boolean publishingEnabled;
    UA_Byte priority;
} UA_CreateSubscriptionRequest;

#define UA_TYPES_CREATESUBSCRIPTIONREQUEST 152
```

6.5.154 CallResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_CallMethodResult *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_CallResponse;

#define UA_TYPES_CALLRESPONSE 153
```

6.5.155 DeleteNodesResponse

Delete one or more nodes from the server address space.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_StatusCode *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_DeleteNodesResponse;

#define UA_TYPES_DELETENODESRESPONSE 154
```

6.5.156 ModifyMonitoredItemsRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_UInt32 subscriptionId;
    UA_TimestampsToReturn timestampsToReturn;
    size_t itemsToModifySize;
    UA_MonitoredItemModifyRequest *itemsToModify;
} UA_ModifyMonitoredItemsRequest;

#define UA_TYPES_MODIFYMONITOREDITEMSREQUEST 155
```

6.5.157 ServiceFault

The response returned by all services when there is a service level error.

```
typedef struct {
    UA_ResponseHeader responseHeader;
} UA_ServiceFault;

#define UA_TYPES_SERVICEFAULT 156
```

6.5.158 PublishResponse

```
typedef struct {
    UA_ResponseHeader responseHeader;
    UA_UInt32 subscriptionId;
    size_t availableSequenceNumbersSize;
    UA_UInt32 *availableSequenceNumbers;
    UA_Boolean moreNotifications;
    UA_NotificationMessage notificationMessage;
    size_t resultsSize;
    UA_StatusCode *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_PublishResponse;

#define UA_TYPES_PUBLISHRESPONSE 157
```

6.5.159 CreateMonitoredItemsRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_UInt32 subscriptionId;
    UA_TimestampsToReturn timestampsToReturn;
    size_t itemsToCreateSize;
    UA_MonitoredItemCreateRequest *itemsToCreate;
} UA_CreateMonitoredItemsRequest;

#define UA_TYPES_CREATEMONITOREDITEMSREQUEST 158
```

6.5.160 OpenSecureChannelRequest

Creates a secure channel with a server.

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_UInt32 clientProtocolVersion;
    UA_SecurityTokenRequestType requestType;
    UA_MessageSecurityMode securityMode;
    UA_ByteString clientNonce;
    UA_UInt32 requestedLifetime;
} UA_OpenSecureChannelRequest;

#define UA_TYPES_OPENSECURECHANNELREQUEST 159
```

6.5.161 CloseSessionRequest

Closes a session with the server.

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_Boolean deleteSubscriptions;
```

```
} UA_CloseSessionRequest;

#define UA_TYPES_CLOSESESSIONREQUEST 160
```

6.5.162 SetTriggeringRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_UInt32 subscriptionId;
    UA_UInt32 triggeringItemId;
    size_t linksToAddSize;
    UA_UInt32 *linksToAdd;
    size_t linksToRemoveSize;
    UA_UInt32 *linksToRemove;
} UA_SetTriggeringRequest;

#define UA_TYPES_SETTRIGGERINGREQUEST 161
```

6.5.163 BrowseResult

The result of a browse operation.

```
typedef struct {
    UA_StatusCode statusCode;
    UA_ByteString continuationPoint;
    size_t referencesSize;
    UA_ReferenceDescription *references;
} UA_BrowseResult;

#define UA_TYPES_BROWSERESULT 162
```

6.5.164 AddReferencesRequest

Adds one or more references to the server address space.

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t referencesToAddSize;
    UA_AddReferencesItem *referencesToAdd;
} UA_AddReferencesRequest;

#define UA_TYPES_ADDREFERENCESREQUEST 163
```

6.5.165 AddNodesItem

A request to add a node to the server address space.

```
typedef struct {
    UA_ExpandedNodeId parentNodeId;
    UA_NodeId referenceTypeId;
    UA_ExpandedNodeId requestedNewNodeId;
    UA_QualifiedName browseName;
    UA_NodeClass nodeClass;
    UA_ExtensionObject nodeAttributes;
    UA_ExpandedNodeId typeDefinition;
} UA_AddNodesItem;
```

```
#define UA_TYPES_ADDNODESITEM 164
```

6.5.166 ServerStatusDataType

```
typedef struct {
    UA_DateTime startTime;
    UA_DateTime currentTime;
    UA_ServerState state;
    UA_BuildInfo buildInfo;
    UA_UInt32 secondsTillShutdown;
    UA_LocalizedText shutdownReason;
} UA_ServerStatusDataType;

#define UA_TYPES_SERVERSTATUSDATATYPE 165
```

6.5.167 BrowseNextResponse

Continues one or more browse operations.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_BrowseResult *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_BrowseNextResponse;

#define UA_TYPES_BROWSENEXTRESPONSE 166
```

6.5.168 AxisInformation

```
typedef struct {
    UA_EUInformation engineeringUnits;
    UA_Range eURange;
    UA_LocalizedText title;
    UA_AxisScaleEnumeration axisScaleType;
    size_t axisStepsSize;
    UA_Double *axisSteps;
} UA_AxisInformation;

#define UA_TYPES_AXISINFORMATION 167
```

6.5.169 ApplicationDescription

Describes an application and how to find it.

```
typedef struct {
    UA_String applicationUri;
    UA_String productUri;
    UA_LocalizedText applicationName;
    UA_ApplicationType applicationType;
    UA_String gatewayServerUri;
    UA_String discoveryProfileUri;
    size_t discoveryUrlsSize;
    UA_String *discoveryUrls;
} UA_ApplicationDescription;
```

```
#define UA_TYPES_APPLICATIONDESCRIPTION 168
```

6.5.170 ReadRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_Double maxAge;
    UA_TimestampsToReturn timestampsToReturn;
    size_t nodesToReadSize;
    UA_ReadValueId *nodesToRead;
} UA_ReadRequest;

#define UA_TYPES_READREQUEST 169
```

6.5.171 ActivateSessionRequest

Activates a session with the server.

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_SignatureData clientSignature;
    size_t clientSoftwareCertificatesSize;
    UA_SignedSoftwareCertificate *clientSoftwareCertificates;
    size_t localeIdsSize;
    UA_String *localeIds;
    UA_ExtensionObject userIdentityToken;
    UA_SignatureData userTokenSignature;
} UA_ActivateSessionRequest;

#define UA_TYPES_ACTIVATESESSIONREQUEST 170
```

6.5.172 BrowsePathResult

The result of a translate opearation.

```
typedef struct {
    UA_StatusCode statusCode;
    size_t targetsSize;
    UA_BrowsePathTarget *targets;
} UA_BrowsePathResult;

#define UA_TYPES_BROWSEPATHRESULT 171
```

6.5.173 AddNodesRequest

Adds one or more nodes to the server address space.

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t nodesToAddSize;
    UA_AddNodesItem *nodesToAdd;
} UA_AddNodesRequest;

#define UA_TYPES_ADDNODESREQUEST 172
```

6.5.174 BrowseRequest

Browse the references for one or more nodes from the server address space.

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_ViewDescription view;
    UA_UInt32 requestedMaxReferencesPerNode;
    size_t nodesToBrowseSize;
    UA_BrowseDescription *nodesToBrowse;
} UA_BrowseRequest;

#define UA_TYPES_BROWSEREQUEST 173
```

6.5.175 WriteRequest

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t nodesToWriteSize;
    UA_WriteValue *nodesToWrite;
} UA_WriteRequest;

#define UA_TYPES_WRITEREQUEST 174
```

6.5.176 AddNodesResponse

Adds one or more nodes to the server address space.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_AddNodesResult *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_AddNodesResponse;

#define UA_TYPES_ADDNODESRESPONSE 175
```

6.5.177 AttributeOperand

```
typedef struct {
    UA_NodeId nodeId;
    UA_String alias;
    UA_RelativePath browsePath;
    UA_UInt32 attributeId;
    UA_String indexRange;
} UA_AttributeOperand;

#define UA_TYPES_ATTRIBUTEOPERAND 176
```

6.5.178 DataChangeFilter

```
typedef struct {
    UA_DataChangeTrigger trigger;
    UA_UInt32 deadbandType;
    UA_Double deadbandValue;
} UA_DataChangeFilter;
```

```
#define UA_TYPES_DATACHANGEFILTER 177
```

6.5.179 EndpointDescription

The description of a endpoint that can be used to access a server.

```
typedef struct {
    UA_String endpointUrl;
    UA_ApplicationDescription server;
    UA_ByteString serverCertificate;
    UA_MessageSecurityMode securityMode;
    UA_String securityPolicyUri;
    size_t userIdentityTokensSize;
    UA_UserTokenPolicy *userIdentityTokens;
    UA_String transportProfileUri;
    UA_Byte securityLevel;
} UA_EndpointDescription;

#define UA_TYPES_ENDPOINTDESCRIPTION 178
```

6.5.180 DeleteReferencesRequest

Delete one or more references from the server address space.

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t referencesToDeleteSize;
    UA_DeleteReferencesItem *referencesToDelete;
} UA_DeleteReferencesRequest;

#define UA_TYPES_DELETEREFERENCESREQUEST 179
```

6.5.181 TranslateBrowsePathsToNodeIdsRequest

Translates one or more paths in the server address space.

```
typedef struct {
    UA_RequestHeader requestHeader;
    size_t browsePathsSize;
    UA_BrowsePath *browsePaths;
} UA_TranslateBrowsePathsToNodeIdsRequest;

#define UA_TYPES_TRANSLATEBROWSEPATHSTONODEIDSREQUEST 180
```

6.5.182 FindServersResponse

Finds the servers known to the discovery server.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t serversSize;
    UA_ApplicationDescription *servers;
} UA_FindServersResponse;

#define UA_TYPES_FINDSERVERSRESPONSE 181
```

6.5.183 CreateSessionRequest

Creates a new session with the server.

```
typedef struct {
    UA_RequestHeader requestHeader;
    UA_ApplicationDescription clientDescription;
    UA_String serverUri;
    UA_String endpointUrl;
    UA_String sessionName;
    UA_ByteString clientNonce;
    UA_ByteString clientCertificate;
    UA_Double requestedSessionTimeout;
    UA_UInt32 maxResponseMessageSize;
} UA_CreateSessionRequest;

#define UA_TYPES_CREATESESSIONREQUEST 182
```

6.5.184 ContentFilterElement

```
typedef struct {
    UA_FilterOperator filterOperator;
    size_t filterOperandsSize;
    UA_ExtensionObject *filterOperands;
} UA_ContentFilterElement;

#define UA_TYPES_CONTENTFILTERELEMENT 183
```

6.5.185 TranslateBrowsePathsToNodeIdsResponse

Translates one or more paths in the server address space.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_BrowsePathResult *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_TranslateBrowsePathsToNodeIdsResponse;

#define UA_TYPES_TRANSLATEBROWSEPATHSTONODEIDSRESPONSE 184
```

6.5.186 BrowseResponse

Browse the references for one or more nodes from the server address space.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t resultsSize;
    UA_BrowseResult *results;
    size_t diagnosticInfosSize;
    UA_DiagnosticInfo *diagnosticInfos;
} UA_BrowseResponse;

#define UA_TYPES_BROWSERESPONSE 185
```

6.5.187 CreateSessionResponse

Creates a new session with the server.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    UA_NodeId sessionId;
    UA_NodeId authenticationToken;
    UA_Double revisedSessionTimeout;
    UA_ByteString serverNonce;
    UA_ByteString serverCertificate;
    size_t serverEndpointsSize;
    UA_EndpointDescription *serverEndpoints;
    size_t serverSoftwareCertificatesSize;
    UA_SignedSoftwareCertificate *serverSoftwareCertificates;
    UA_SignatureData serverSignature;
    UA_UInt32 maxRequestMessageSize;
} UA_CreateSessionResponse;

#define UA_TYPES_CREATESESSIONRESPONSE 186
```

6.5.188 ContentFilter

```
typedef struct {
    size_t elementsSize;
    UA_ContentFilterElement *elements;
} UA_ContentFilter;

#define UA_TYPES_CONTENTFILTER 187
```

6.5.189 GetEndpointsResponse

Gets the endpoints used by the server.

```
typedef struct {
    UA_ResponseHeader responseHeader;
    size_t endpointsSize;
    UA_EndpointDescription *endpoints;
} UA_GetEndpointsResponse;

#define UA_TYPES_GETENDPOINTSRESPONSE 188
```

6.5.190 EventFilter

```
typedef struct {
    size_t selectClausesSize;
    UA_SimpleAttributeOperand *selectClauses;
    UA_ContentFilter whereClause;
} UA_EventFilter;

#define UA_TYPES_EVENTFILTER 189
```

CHAPTER 7

Services

In OPC UA, all communication is based on service calls, each consisting of a request and a response message. These messages are defined as data structures with a binary encoding and listed in *Generated Data Type Definitions*. Since all Services are pre-defined in the standard, they cannot be modified by the user. But you can use the *Call* service to invoke user-defined methods on the server.

The following service signatures are internal and *not visible to users*. Still, we present them here for an overview of the capabilities of OPC UA. Please refer to the *Client* and *Server* API where the services are exposed to end users. Please see part 4 of the OPC UA standard for the authoritative definition of the service and their behaviour.

Most services take as input the server, the current session and pointers to the request and response structures. Possible error codes are returned as part of the response.

```
typedef void (*UA_Service)(UA_Server*, UA_Session*,
                           const void *request, void *response);

typedef void (*UA_ChannelService)(UA_Server*, UA_SecureChannel*,
                                  const void *request, void *response);
```

7.1 Discovery Service Set

This Service Set defines Services used to discover the Endpoints implemented by a Server and to read the security configuration for those Endpoints.

7.1.1 FindServers Service

Returns the Servers known to a Server or Discovery Server. The Client may reduce the number of results returned by specifying filter criteria

```
void Service_FindServers(UA_Server *server, UA_Session *session,
                         const UA_FindServersRequest *request,
                         UA_FindServersResponse *response);
```

7.1.2 GetEndpoints Service

Returns the Endpoints supported by a Server and all of the configuration information required to establish a SecureChannel and a Session.

```
void Service_GetEndpoints(UA_Server *server, UA_Session *session,
                          const UA_GetEndpointsRequest *request,
                          UA_GetEndpointsResponse *response);

#ifdef UA_ENABLE_DISCOVERY
```

```
# ifdef UA_ENABLE_DISCOVERY_MULTICAST
```

7.1.3 FindServersOnNetwork Service

Returns the Servers known to a Discovery Server. Unlike FindServer, this Service is only implemented by Discovery Servers. It additionally returns servers which may have been detected through Multicast.

```
void Service_FindServersOnNetwork(UA_Server *server, UA_Session *session,
                                  const UA_FindServersOnNetworkRequest *request,
                                  UA_FindServersOnNetworkResponse *response);

# endif /* UA_ENABLE_DISCOVERY_MULTICAST */
```

7.1.4 RegisterServer

Registers a remote server in the local discovery service.

```
void Service_RegisterServer(UA_Server *server, UA_Session *session,
                            const UA_RegisterServerRequest *request,
                            UA_RegisterServerResponse *response);
```

7.1.5 RegisterServer2

This Service allows a Server to register its DiscoveryUrls and capabilities with a Discovery Server. It extends the registration information from RegisterServer with information necessary for FindServersOnNetwork.

```
void Service_RegisterServer2(UA_Server *server, UA_Session *session,
                            const UA_RegisterServer2Request *request,
                            UA_RegisterServer2Response *response);

#endif /* UA_ENABLE_DISCOVERY */
```

7.2 SecureChannel Service Set

This Service Set defines Services used to open a communication channel that ensures the confidentiality and Integrity of all Messages exchanged with the Server.

7.2.1 OpenSecureChannel Service

Open or renew a SecureChannel that can be used to ensure Confidentiality and Integrity for Message exchange during a Session.

```
void Service_OpenSecureChannel(UA_Server *server, UA_SecureChannel* channel,
                               const UA_OpenSecureChannelRequest *request,
                               UA_OpenSecureChannelResponse *response);
```

7.2.2 CloseSecureChannel Service

Used to terminate a SecureChannel.

```
void Service_CloseSecureChannel(UA_Server *server, UA_SecureChannel *channel);
```

7.3 Session Service Set

This Service Set defines Services for an application layer connection establishment in the context of a Session.

7.3.1 CreateSession Service

Used by an OPC UA Client to create a Session and the Server returns two values which uniquely identify the Session. The first value is the sessionId which is used to identify the Session in the audit logs and in the Server's address space. The second is the authenticationToken which is used to associate an incoming request with a Session.

```
void Service_CreateSession(UA_Server *server, UA_SecureChannel *channel,
                           const UA_CreateSessionRequest *request,
                           UA_CreateSessionResponse *response);
```

7.3.2 ActivateSession

Used by the Client to submit its SoftwareCertificates to the Server for validation and to specify the identity of the user associated with the Session. This Service request shall be issued by the Client before it issues any other Service request after CreateSession. Failure to do so shall cause the Server to close the Session.

```
void Service_ActivateSession(UA_Server *server, UA_SecureChannel *channel,
                             const UA_ActivateSessionRequest *request,
                             UA_ActivateSessionResponse *response);
```

7.3.3 CloseSession

Used to terminate a Session.

```
void Service_CloseSession(UA_Server *server, UA_SecureChannel *channel,
                          const UA_CloseSessionRequest *request,
                          UA_CloseSessionResponse *response);
```

7.3.4 Cancel Service

Used to cancel outstanding Service requests. Successfully cancelled service requests shall respond with Bad_RequestCancelledByClient.

```
/* Not Implemented */
```

7.4 NodeManagement Service Set

This Service Set defines Services to add and delete AddressSpace Nodes and References between them. All added Nodes continue to exist in the AddressSpace even if the Client that created them disconnects from the Server.

7.4.1 AddNodes Service

Used to add one or more Nodes into the AddressSpace hierarchy.

```
void Service_AddNodes(UA_Server *server, UA_Session *session,
                      const UA_AddNodesRequest *request,
                      UA_AddNodesResponse *response);
```

7.4.2 AddReferences Service

Used to add one or more References to one or more Nodes.

```
void Service_AddReferences(UA_Server *server, UA_Session *session,
                           const UA_AddReferencesRequest *request,
                           UA_AddReferencesResponse *response);
```

7.4.3 DeleteNodes Service

Used to delete one or more Nodes from the AddressSpace.

```
void Service_DeleteNodes(UA_Server *server, UA_Session *session,
                         const UA_DeleteNodesRequest *request,
                         UA_DeleteNodesResponse *response);
```

7.4.4 DeleteReferences

Used to delete one or more References of a Node.

```
void Service_DeleteReferences(UA_Server *server, UA_Session *session,
                              const UA_DeleteReferencesRequest *request,
                              UA_DeleteReferencesResponse *response);
```

7.5 View Service Set

Clients use the browse Services of the View Service Set to navigate through the AddressSpace or through a View which is a subset of the AddressSpace.

7.5.1 Browse Service

Used to discover the References of a specified Node. The browse can be further limited by the use of a View. This Browse Service also supports a primitive filtering capability.

```
void Service_Browse(UA_Server *server, UA_Session *session,
                    const UA_BrowseRequest *request,
                    UA_BrowseResponse *response);
```

7.5.2 BrowseNext Service

Used to request the next set of Browse or BrowseNext response information that is too large to be sent in a single response. "Too large" in this context means that the Server is not able to return a larger response or that the number of results to return exceeds the maximum number of results to return that was specified by the Client in the original Browse request.

```
void Service_BrowseNext(UA_Server *server, UA_Session *session,
                        const UA_BrowseNextRequest *request,
                        UA_BrowseNextResponse *response);
```

7.5.3 TranslateBrowsePathsToNodeIds Service

Used to translate textual node paths to their respective ids.

```
void Service_TranslateBrowsePathsToNodeIds(UA_Server *server, UA_Session *session,
             const UA_TranslateBrowsePathsToNodeIdsRequest *request,
             UA_TranslateBrowsePathsToNodeIdsResponse *response);
```

7.5.4 RegisterNodes Service

Used by Clients to register the Nodes that they know they will access repeatedly (e.g. Write, Call). It allows Servers to set up anything needed so that the access operations will be more efficient.

```
void Service_RegisterNodes(UA_Server *server, UA_Session *session,
                           const UA_RegisterNodesRequest *request,
                           UA_RegisterNodesResponse *response);
```

7.5.5 UnregisterNodes Service

This Service is used to unregister NodeIds that have been obtained via the RegisterNodes service.

```
void Service_UnregisterNodes(UA_Server *server, UA_Session *session,
                             const UA_UnregisterNodesRequest *request,
                             UA_UnregisterNodesResponse *response);
```

7.6 Query Service Set

This Service Set is used to issue a Query to a Server. OPC UA Query is generic in that it provides an underlying storage mechanism independent Query capability that can be used to access a wide variety of OPC UA data stores and information management systems. OPC UA Query permits a Client to access data maintained by a Server without any knowledge of the logical schema used for internal storage of the data. Knowledge of the AddressSpace is sufficient.

7.6.1 QueryFirst Service

This Service is used to issue a Query request to the Server.

```
/* Not Implemented */
```

7.6.2 QueryNext Service

This Service is used to request the next set of QueryFirst or QueryNext response information that is too large to be sent in a single response.

```
/* Not Impelemented */
```

7.7 Attribute Service Set

This Service Set provides Services to access Attributes that are part of Nodes.

7.7.1 Read Service

Used to read attributes of nodes. For constructed attribute values whose elements are indexed, such as an array, this Service allows Clients to read the entire set of indexed values as a composite, to read individual elements or to read ranges of elements of the composite.

```
void Service_Read(UA_Server *server, UA_Session *session,
                  const UA_ReadRequest *request,
                  UA_ReadResponse *response);
```

7.7.2 Write Service

Used to write attributes of nodes. For constructed attribute values whose elements are indexed, such as an array, this Service allows Clients to write the entire set of indexed values as a composite, to write individual elements or to write ranges of elements of the composite.

```
void Service_Write(UA_Server *server, UA_Session *session,
                   const UA_WriteRequest *request,
                   UA_WriteResponse *response);
```

7.7.3 HistoryRead Service

Used to read historical values or Events of one or more Nodes. Servers may make historical values available to Clients using this Service, although the historical values themselves are not visible in the AddressSpace.

```
#ifdef UA_ENABLE_HISTORIZING
void Service_HistoryRead(UA_Server *server, UA_Session *session,
                         const UA_HistoryReadRequest *request,
                         UA_HistoryReadResponse *response);
```

7.7.4 HistoryUpdate Service

Used to update historical values or Events of one or more Nodes. Several request parameters indicate how the Server is to update the historical value or Event. Valid actions are Insert, Replace or Delete.

```
void
Service_HistoryUpdate(UA_Server *server, UA_Session *session,
                      const UA_HistoryUpdateRequest *request,
                      UA_HistoryUpdateResponse *response);
#endif
```

7.8 Method Service Set

The Method Service Set defines the means to invoke methods. A method shall be a component of an Object. See the section on *MethodNodes* for more information.

7.8.1 Call Service

Used to call (invoke) a methods. Each method call is invoked within the context of an existing Session. If the Session is terminated, the results of the method's execution cannot be returned to the Client and are discarded.

```
#ifdef UA_ENABLE_METHODCALLS
void Service_Call(UA_Server *server, UA_Session *session,
                  const UA_CallRequest *request,
                  UA_CallResponse *response);

# if UA_MULTITHREADING >= 100
void Service_CallAsync(UA_Server *server, UA_Session *session, UA_UInt32 requestId,
                       const UA_CallRequest *request, UA_CallResponse *response,
                       UA_Boolean *finished);
#endif
```

```
#endif

#ifdef UA_ENABLE_SUBSCRIPTIONS
```

7.9 MonitoredItem Service Set

Clients define MonitoredItems to subscribe to data and Events. Each MonitoredItem identifies the item to be monitored and the Subscription to use to send Notifications. The item to be monitored may be any Node Attribute.

7.9.1 CreateMonitoredItems Service

Used to create and add one or more MonitoredItems to a Subscription. A MonitoredItem is deleted automatically by the Server when the Subscription is deleted. Deleting a MonitoredItem causes its entire set of triggered item links to be deleted, but has no effect on the MonitoredItems referenced by the triggered items.

```
void Service_CreateMonitoredItems(UA_Server *server, UA_Session *session,
                                  const UA_CreateMonitoredItemsRequest *request,
                                  UA_CreateMonitoredItemsResponse *response);
```

7.9.2 DeleteMonitoredItems Service

Used to remove one or more MonitoredItems of a Subscription. When a MonitoredItem is deleted, its triggered item links are also deleted.

```
void Service_DeleteMonitoredItems(UA_Server *server, UA_Session *session,
                                  const UA_DeleteMonitoredItemsRequest *request,
                                  UA_DeleteMonitoredItemsResponse *response);
```

7.9.3 ModifyMonitoredItems Service

Used to modify MonitoredItems of a Subscription. Changes to the MonitoredItem settings shall be applied immediately by the Server. They take effect as soon as practical but not later than twice the new revisedSamplingInterval.

Illegal request values for parameters that can be revised do not generate errors. Instead the server will choose default values and indicate them in the corresponding revised parameter.

```
void Service_ModifyMonitoredItems(UA_Server *server, UA_Session *session,
                                  const UA_ModifyMonitoredItemsRequest *request,
                                  UA_ModifyMonitoredItemsResponse *response);
```

7.9.4 SetMonitoringMode Service

Used to set the monitoring mode for one or more MonitoredItems of a Subscription.

```
void Service_SetMonitoringMode(UA_Server *server, UA_Session *session,
                               const UA_SetMonitoringModeRequest *request,
                               UA_SetMonitoringModeResponse *response);
```

7.9.5 SetTriggering Service

Used to create and delete triggering links for a triggering item.

```
void Service_SetTriggering(UA_Server *server, UA_Session *session,
                           const UA_SetTriggeringRequest *request,
                           UA_SetTriggeringResponse *response);
```

7.10 Subscription Service Set

Subscriptions are used to report Notifications to the Client.

7.10.1 CreateSubscription Service

Used to create a Subscription. Subscriptions monitor a set of MonitoredItems for Notifications and return them to the Client in response to Publish requests.

```
void Service_CreateSubscription(UA_Server *server, UA_Session *session,
                                const UA_CreateSubscriptionRequest *request,
                                UA_CreateSubscriptionResponse *response);
```

7.10.2 ModifySubscription Service

Used to modify a Subscription.

```
void Service_ModifySubscription(UA_Server *server, UA_Session *session,
                                const UA_ModifySubscriptionRequest *request,
                                UA_ModifySubscriptionResponse *response);
```

7.10.3 SetPublishingMode Service

Used to enable sending of Notifications on one or more Subscriptions.

```
void Service_SetPublishingMode(UA_Server *server, UA_Session *session,
                               const UA_SetPublishingModeRequest *request,
                               UA_SetPublishingModeResponse *response);
```

7.10.4 Publish Service

Used for two purposes. First, it is used to acknowledge the receipt of NotificationMessages for one or more Subscriptions. Second, it is used to request the Server to return a NotificationMessage or a keep-alive Message.

Note that the service signature is an exception and does not contain a pointer to a PublishResponse. That is because the service queues up publish requests internally and sends responses asynchronously based on timeouts.

```
void Service_Publish(UA_Server *server, UA_Session *session,
                     const UA_PublishRequest *request, UA_UInt32 requestId);
```

7.10.5 Republish Service

Requests the Subscription to republish a NotificationMessage from its retransmission queue.

```
void Service_Republish(UA_Server *server, UA_Session *session,
                       const UA_RepublishRequest *request,
                       UA_RepublishResponse *response);
```

7.10.6 DeleteSubscriptions Service

Invoked to delete one or more Subscriptions that belong to the Client's Session.

```
void Service_DeleteSubscriptions(UA_Server *server, UA_Session *session,
                                 const UA_DeleteSubscriptionsRequest *request,
                                 UA_DeleteSubscriptionsResponse *response);
```

7.10.7 TransferSubscription Service

Used to transfer a Subscription and its MonitoredItems from one Session to another. For example, a Client may need to reopen a Session and then transfer its Subscriptions to that Session. It may also be used by one Client to take over a Subscription from another Client by transferring the Subscription to its Session.

```
void Service_TransferSubscriptions(UA_Server *server, UA_Session *session,
                                   const UA_TransferSubscriptionsRequest *request,
                                   UA_TransferSubscriptionsResponse *response);

#endif /* UA_ENABLE_SUBSCRIPTIONS */
```

CHAPTER 8

Information Modelling

Information modelling in OPC UA combines concepts from object-orientation and semantic modelling. At the core, an OPC UA information model is a graph made up of

- Nodes: There are eight possible Node types (variable, object, method, ...)
- References: Typed and directed relations between two nodes

Every node is identified by a unique (within the server) *NodeId*. Reference are triples of the form `(source-nodeid, referencetype-nodeid, target-nodeid)`. An example reference between nodes is a `hasTypeDefinition` reference between a Variable and its VariableType. Some ReferenceTypes are *hierarchic* and must not form *directed loops*. See the section on *ReferenceTypes* for more details on possible references and their semantics.

Warning!! The structures defined in this section are only relevant for the developers of custom Nodestores. The interaction with the information model is possible only via the OPC UA *Services*. So the following sections are purely informational so that users may have a clear mental model of the underlying representation.

8.1 Node Lifecycle: Constructors, Destructors and Node Contexts

To finalize the instantiation of a node, a (user-defined) constructor callback is executed. There can be both a global constructor for all nodes and node-type constructor specific to the TypeDefinition of the new node (attached to an ObjectTypeNode or VariableTypeNode).

In the hierarchy of ObjectTypes and VariableTypes, only the constructor of the (lowest) type defined for the new node is executed. Note that every Object and Variable can have only one `isTypeOf` reference. But type-nodes can technically have several `hasSubType` references to implement multiple inheritance. Issues of (multiple) inheritance in the constructor need to be solved by the user.

When a node is destroyed, the node-type destructor is called before the global destructor. So the overall node lifecycle is as follows:

1. Global Constructor (set in the server config)
2. Node-Type Constructor (for VariableType or ObjectTypes)
3. (Usage-period of the Node)
4. Node-Type Destructor
5. Global Destructor

The constructor and destructor callbacks can be set to `NULL` and are not used in that case. If the node-type constructor fails, the global destructor will be called before removing the node. The destructors are assumed to never fail.

Every node carries a user-context and a constructor-context pointer. The user-context is used to attach custom data to a node. But the (user-defined) constructors and destructors may replace the user-context pointer if they wish

to do so. The initial value for the constructor-context is `NULL`. When the `AddNodes` service is used over the network, the user-context pointer of the new node is also initially set to `NULL`.

8.1.1 Global Node Lifecycle

Global constructor and destructor callbacks used for every node type. To be set in the server config.

```
typedef struct {
    /* Can be NULL. May replace the nodeContext */
    UA_StatusCode (*constructor)(UA_Server *server,
                                 const UA_NodeId *sessionId, void *sessionContext,
                                 const UA_NodeId *nodeId, void **nodeContext);

    /* Can be NULL. The context cannot be replaced since the node is destroyed
     * immediately afterwards anyway. */
    void (*destructor)(UA_Server *server,
                       const UA_NodeId *sessionId, void *sessionContext,
                       const UA_NodeId *nodeId, void *nodeContext);

    /* Can be NULL. Called during recursive node instantiation. While mandatory
     * child nodes are automatically created if not already present, optional child
     * nodes are not. This callback can be used to define whether an optional child
     * node should be created.
     *
     * @param server The server executing the callback
     * @param sessionId The identifier of the session
     * @param sessionContext Additional data attached to the session in the
     *        access control layer
     * @param sourceNodeId Source node from the type definition. If the new node
     *        shall be created, it will be a copy of this node.
     * @param targetParentNodeId Parent of the potential new child node
     * @param referenceTypeId Identifies the reference type which that the parent
     *        node has to the new node.
     * @return Return UA_TRUE if the child node shall be instantiated,
     *         UA_FALSE otherwise. */
    UA_Boolean (*createOptionalChild)(UA_Server *server,
                                      const UA_NodeId *sessionId,
                                      void *sessionContext,
                                      const UA_NodeId *sourceNodeId,
                                      const UA_NodeId *targetParentNodeId,
                                      const UA_NodeId *referenceTypeId);

    /* Can be NULL. Called when a node is to be copied during recursive
     * node instantiation. Allows definition of the NodeId for the new node.
     * If the callback is set to NULL or the resulting NodeId is UA_NODEID_NUMERIC(X,0)
     * an unused nodeid in namespace X will be used. E.g. passing UA_NODEID_NULL will
     * result in a NodeId in namespace 0.
     *
     * @param server The server executing the callback
     * @param sessionId The identifier of the session
     * @param sessionContext Additional data attached to the session in the
     *        access control layer
     * @param sourceNodeId Source node of the copy operation
     * @param targetParentNodeId Parent node of the new node
     * @param referenceTypeId Identifies the reference type which that the parent
     *        node has to the new node. */
    UA_StatusCode (*generateChildNodeId)(UA_Server *server,
                                         const UA_NodeId *sessionId, void *sessionContext,
                                         const UA_NodeId *sourceNodeId,
                                         const UA_NodeId *targetParentNodeId,
                                         const UA_NodeId *referenceTypeId,
                                         UA_NodeId *targetNodeId);
```

```
} UA_GlobalNodeLifecycle;
```

8.1.2 Node Type Lifecycle

Constructor and destructors for specific object and variable types.

```
typedef struct {
    /* Can be NULL. May replace the nodeContext */
    UA_StatusCode (*constructor)(UA_Server *server,
                                 const UA_NodeId *sessionId, void *sessionContext,
                                 const UA_NodeId *typeNodeId, void *typeNodeContext,
                                 const UA_NodeId *nodeId, void **nodeContext);

    /* Can be NULL. May replace the nodeContext. */
    void (*destructor)(UA_Server *server,
                       const UA_NodeId *sessionId, void *sessionContext,
                       const UA_NodeId *typeNodeId, void *typeNodeContext,
                       const UA_NodeId *nodeId, void **nodeContext);
} UA_NodeTypeLifecycle;
```

8.2 ReferenceType Bitfield Representation

ReferenceTypes have an alternative represention as an index into a bitfield for fast comparison. The index is generated when the corresponding ReferenceTypeNode is added. By bounding the number of ReferenceTypes that can exist in the server, the bitfield can represent a set of an combination of ReferenceTypes.

Every ReferenceTypeNode contains a bitfield with the set of all its subtypes. This speeds up the the Browse services substantially.

The following ReferenceTypes have a fixed index. The NS0 bootstrapping creates these ReferenceTypes in-order.

```
#define UA_REFERENCETYPEINDEX_REFERENCES 0
#define UA_REFERENCETYPEINDEX_HASSUBTYPE 1
#define UA_REFERENCETYPEINDEX_AGGREGATES 2
#define UA_REFERENCETYPEINDEX_HIERARCHICALREFERENCES 3
#define UA_REFERENCETYPEINDEX_NONHIERARCHICALREFERENCES 4
#define UA_REFERENCETYPEINDEX_HASCHILD 5
#define UA_REFERENCETYPEINDEX_ORGANIZES 6
#define UA_REFERENCETYPEINDEX_HASEVENTSOURCE 7
#define UA_REFERENCETYPEINDEX_HASMODELLINGRULE 8
#define UA_REFERENCETYPEINDEX_HASENCODING 9
#define UA_REFERENCETYPEINDEX_HASDESCRIPTION 10
#define UA_REFERENCETYPEINDEX_HASTYPEDEFINITION 11
#define UA_REFERENCETYPEINDEX_GENERATESEVENT 12
#define UA_REFERENCETYPEINDEX_HASPROPERTY 13
#define UA_REFERENCETYPEINDEX_HASCOMPONENT 14
#define UA_REFERENCETYPEINDEX_HASNOTIFIER 15
#define UA_REFERENCETYPEINDEX_HASORDEREDCOMPONENT 16
#define UA_REFERENCETYPEINDEX_HASINTERFACE 17

/* The maximum number of ReferrenceTypes. Must be a multiple of 32. */
#define UA_REFERENCETYPESET_MAX 128
typedef struct { UA_UInt32 bits[UA_REFERENCETYPESET_MAX / 32]; } UA_ReferenceTypeSet;

static UA_INLINE void
UA_ReferenceTypeSet_init(UA_ReferenceTypeSet *set) {
    memset(set, 0, sizeof(UA_ReferenceTypeSet));
}

static UA_INLINE void
```

```
UA_ReferenceTypeSet_any(UA_ReferenceTypeSet *set) {
    memset(set, -1, sizeof(UA_ReferenceTypeSet));
}

static UA_INLINE UA_ReferenceTypeSet
UA_REFTYPESET(UA_Byte index) {
    UA_Byte i = index / 32, j = index % 32;
    UA_ReferenceTypeSet set;
    UA_ReferenceTypeSet_init(&set);
    set.bits[i] |= ((UA_UInt32)1) << j;
    return set;
}

static UA_INLINE UA_ReferenceTypeSet
UA_ReferenceTypeSet_union(const UA_ReferenceTypeSet setA,
                          const UA_ReferenceTypeSet setB) {
    UA_ReferenceTypeSet set;
    for(size_t i = 0; i < UA_REFERENCETYPESET_MAX / 32; i++)
        set.bits[i] = setA.bits[i] | setB.bits[i];
    return set;
}

static UA_INLINE UA_Boolean
UA_ReferenceTypeSet_contains(const UA_ReferenceTypeSet *set, UA_Byte index) {
    UA_Byte i = index / 32, j = index % 32;
    return !!(set->bits[i] & (((UA_UInt32)1) << j));
}
```

8.3 Base Node Attributes

Nodes contain attributes according to their node type. The base node attributes are common to all node types. In the OPC UA *Services*, attributes are referred to via the *NodeId* of the containing node and an integer *Attribute Id*.

Internally, open62541 uses `UA_Node` in places where the exact node type is not known or not important. The `nodeClass` attribute is used to ensure the correctness of casting from `UA_Node` to a specific node type.

```
/* Ordered tree structure for fast member check */
typedef struct UA_ReferenceTarget {
    /* Zip-Tree for fast lookup */
    ZIP_ENTRY(UA_ReferenceTarget) idTreeFields; /* Must be the first member */
    ZIP_ENTRY(UA_ReferenceTarget) nameTreeFields;
    UA_UInt32 targetIdHash;   /* Hash of the target's NodeId */
    UA_UInt32 targetNameHash; /* Hash of the target's BrowseName */

    /* Emulate the queue.h structure so we don't have to include it in the
     * public API */
    struct {
        struct UA_ReferenceTarget *tqe_next;
        struct UA_ReferenceTarget **tqe_prev;
    } queuePointers;

    UA_ExpandedNodeId targetId;
} UA_ReferenceTarget;

ZIP_HEAD(UA_ReferenceTargetIdTree, UA_ReferenceTarget);
typedef struct UA_ReferenceTargetIdTree UA_ReferenceTargetIdTree;
ZIP_PROTOTYPE(UA_ReferenceTargetIdTree, UA_ReferenceTarget, UA_ReferenceTarget)

ZIP_HEAD(UA_ReferenceTargetNameTree, UA_ReferenceTarget);
typedef struct UA_ReferenceTargetNameTree UA_ReferenceTargetNameTree;
ZIP_PROTOTYPE(UA_ReferenceTargetNameTree, UA_ReferenceTarget, UA_UInt32)
```

```
/* List of reference targets with the same reference type and direction */
typedef struct {
    UA_Byte referenceTypeIndex;
    UA_Boolean isInverse;

    /* Emulate the queue.h structure so we don't have to include it in the
     * public API */
    struct {
        struct UA_ReferenceTarget *tqh_first;
        struct UA_ReferenceTarget **tqh_last;
    } queueHead;
    UA_ReferenceTargetIdTree refTargetsIdTree;
    UA_ReferenceTargetNameTree refTargetsNameTree;
} UA_NodeReferenceKind;

/* Every Node starts with these attributes */
typedef struct {
    UA_NodeId nodeId;
    UA_NodeClass nodeClass;
    UA_QualifiedName browseName;
    UA_LocalizedText displayName;
    UA_LocalizedText description;
    UA_UInt32 writeMask;
    size_t referencesSize;
    UA_NodeReferenceKind *references;

    /* Members specific to open62541 */
    void *context;
    UA_Boolean constructed; /* Constructors were called */
} UA_NodeHead;
```

8.4 VariableNode

Variables store values in a *DataValue* together with metadata for introspection. Most notably, the attributes data type, value rank and array dimensions constrain the possible values the variable can take on.

Variables come in two flavours: properties and datavariables. Properties are related to a parent with a `hasProperty` reference and may not have child nodes themselves. Datavariables may contain properties (`hasProperty`) and also datavariables (`hasComponents`).

All variables are instances of some *VariableTypeNode* in return constraining the possible data type, value rank and array dimensions attributes.

The (scalar) data type of the variable is constrained to be of a specific type or one of its children in the type hierarchy. The data type is given as a NodeId pointing to a *DataTypeNode* in the type hierarchy. See the Section *DataTypeNode* for more details.

If the data type attribute points to `UInt32`, then the value attribute must be of that exact type since `UInt32` does not have children in the type hierarchy. If the data type attribute points `Number`, then the type of the value attribute may still be `UInt32`, but also `Float` or `Byte`.

Consistency between the data type attribute in the variable and its *VariableTypeNode* is ensured.

This attribute indicates whether the value attribute of the variable is an array and how many dimensions the array has. It may have the following values:

- `n >= 1`: the value is an array with the specified number of dimensions
- `n = 0`: the value is an array with one or more dimensions
- `n = -1`: the value is a scalar
- `n = -2`: the value can be a scalar or an array with any number of dimensions

- `n = -3`: the value can be a scalar or a one dimensional array

Consistency between the value rank attribute in the variable and its *VariableTypeNode* is ensured.

If the value rank permits the value to be a (multi-dimensional) array, the exact length in each dimensions can be further constrained with this attribute.

- For positive lengths, the variable value is guaranteed to be of the same length in this dimension.
- The dimension length zero is a wildcard and the actual value may have any length in this dimension.

Consistency between the array dimensions attribute in the variable and its *VariableTypeNode* is ensured.

```
/* Indicates whether a variable contains data inline or whether it points to an
 * external data source */
typedef enum {
    UA_VALUESOURCE_DATA,
    UA_VALUESOURCE_DATASOURCE
} UA_ValueSource;

typedef struct {
    /* Called before the value attribute is read. It is possible to write into the
     * value attribute during onRead (using the write service). The node is
     * re-opened afterwards so that changes are considered in the following read
     * operation.
     *
     * @param handle Points to user-provided data for the callback.
     * @param nodeid The identifier of the node.
     * @param data Points to the current node value.
     * @param range Points to the numeric range the client wants to read from
     *        (or NULL). */
    void (*onRead)(UA_Server *server, const UA_NodeId *sessionId,
                   void *sessionContext, const UA_NodeId *nodeid,
                   void *nodeContext, const UA_NumericRange *range,
                   const UA_DataValue *value);

    /* Called after writing the value attribute. The node is re-opened after
     * writing so that the new value is visible in the callback.
     *
     * @param server The server executing the callback
     * @sessionId The identifier of the session
     * @sessionContext Additional data attached to the session
     *                 in the access control layer
     * @param nodeid The identifier of the node.
     * @param nodeUserContext Additional data attached to the node by
     *        the user.
     * @param nodeConstructorContext Additional data attached to the node
     *        by the type constructor(s).
     * @param range Points to the numeric range the client wants to write to (or
     *        NULL). */
    void (*onWrite)(UA_Server *server, const UA_NodeId *sessionId,
                    void *sessionContext, const UA_NodeId *nodeId,
                    void *nodeContext, const UA_NumericRange *range,
                    const UA_DataValue *data);
} UA_ValueCallback;

typedef struct {
    /* Copies the data from the source into the provided value.
     *
     * !! ZERO-COPY OPERATIONS POSSIBLE !!
     * It is not required to return a copy of the actual content data. You can
     * return a pointer to memory owned by the user. Memory can be reused
     * between read callbacks of a DataSource, as the result is already encoded
     * on the network buffer between each read operation.
     *
```

```
     * To use zero-copy reads, set the value of the `value->value` Variant
     * without copying, e.g. with `UA_Variant_setScalar`. Then, also set
     * `value->value.storageType` to `UA_VARIANT_DATA_NODELETE` to prevent the
     * memory being cleaned up. Don't forget to also set `value->hasValue` to
     * true to indicate the presence of a value.
     *
     * @param server The server executing the callback
     * @param sessionId The identifier of the session
     * @param sessionContext Additional data attached to the session in the
     *        access control layer
     * @param nodeId The identifier of the node being read from
     * @param nodeContext Additional data attached to the node by the user
     * @param includeSourceTimeStamp If true, then the datasource is expected to
     *        set the source timestamp in the returned value
     * @param range If not null, then the datasource shall return only a
     *        selection of the (nonscalar) data. Set
     *        UA_STATUSCODE_BADINDEXRANGEINVALID in the value if this does not
     *        apply
     * @param value The (non-null) DataValue that is returned to the client. The
     *        data source sets the read data, the result status and optionally a
     *        sourcetimestamp.
     * @return Returns a status code for logging. Error codes intended for the
     *         original caller are set in the value. If an error is returned,
     *         then no releasing of the value is done
     */
    UA_StatusCode (*read)(UA_Server *server, const UA_NodeId *sessionId,
                          void *sessionContext, const UA_NodeId *nodeId,
                          void *nodeContext, UA_Boolean includeSourceTimeStamp,
                          const UA_NumericRange *range, UA_DataValue *value);

    /* Write into a data source. This method pointer can be NULL if the
     * operation is unsupported.
     *
     * @param server The server executing the callback
     * @param sessionId The identifier of the session
     * @param sessionContext Additional data attached to the session in the
     *        access control layer
     * @param nodeId The identifier of the node being written to
     * @param nodeContext Additional data attached to the node by the user
     * @param range If not NULL, then the datasource shall return only a
     *        selection of the (nonscalar) data. Set
     *        UA_STATUSCODE_BADINDEXRANGEINVALID in the value if this does not
     *        apply
     * @param value The (non-NULL) DataValue that has been written by the client.
     *        The data source contains the written data, the result status and
     *        optionally a sourcetimestamp
     * @return Returns a status code for logging. Error codes intended for the
     *         original caller are set in the value. If an error is returned,
     *         then no releasing of the value is done
     */
    UA_StatusCode (*write)(UA_Server *server, const UA_NodeId *sessionId,
                           void *sessionContext, const UA_NodeId *nodeId,
                           void *nodeContext, const UA_NumericRange *range,
                           const UA_DataValue *value);
} UA_DataSource;
```

Value Callbacks can be attached to variable and variable type nodes. If not `NULL`, they are called before reading and after writing respectively.

```
typedef struct {
    /* Called before the value attribute is read. The external value source can be
     * be updated and/or locked during this notification call. After this function returns
     * to the core, the external value source is readed immediately.
```

```
     */
    UA_StatusCode (*notificationRead)(UA_Server *server, const UA_NodeId *sessionId,
                                      void *sessionContext, const UA_NodeId *nodeid,
                                      void *nodeContext, const UA_NumericRange *range);

    /* Called after writing the value attribute. The node is re-opened after
     * writing so that the new value is visible in the callback.
     *
     * @param server The server executing the callback
     * @sessionId The identifier of the session
     * @sessionContext Additional data attached to the session
     *                 in the access control layer
     * @param nodeid The identifier of the node.
     * @param nodeUserContext Additional data attached to the node by
     *        the user.
     * @param nodeConstructorContext Additional data attached to the node
     *        by the type constructor(s).
     * @param range Points to the numeric range the client wants to write to (or
     *        NULL). */
    UA_StatusCode (*userWrite)(UA_Server *server, const UA_NodeId *sessionId,
                               void *sessionContext, const UA_NodeId *nodeId,
                               void *nodeContext, const UA_NumericRange *range,
                               const UA_DataValue *data);
} UA_ExternalValueCallback;

typedef enum {
    UA_VALUEBACKENDTYPE_NONE,
    UA_VALUEBACKENDTYPE_INTERNAL,
    UA_VALUEBACKENDTYPE_DATA_SOURCE_CALLBACK,
    UA_VALUEBACKENDTYPE_EXTERNAL
} UA_ValueBackendType;

typedef struct {
    UA_ValueBackendType backendType;
    union {
        struct {
            UA_DataValue value;
            UA_ValueCallback callback;
        } internal;
        UA_DataSource dataSource;
        struct {
            UA_DataValue **value;
            UA_ExternalValueCallback callback;
        } external;
    } backend;
} UA_ValueBackend;

#define UA_NODE_VARIABLEATTRIBUTES                                      \
    /* Constraints on possible values */                                \
    UA_NodeId dataType;                                                 \
    UA_Int32 valueRank;                                                 \
    size_t arrayDimensionsSize;                                         \
    UA_UInt32 *arrayDimensions;                                         \
                                                                        \
    UA_ValueBackend valueBackend;                                       \
                                                                        \
    /* The current value */                                             \
    UA_ValueSource valueSource;                                         \
    union {                                                             \
        struct {                                                        \
            UA_DataValue value;                                         \
            UA_ValueCallback callback;                                  \
        } data;                                                         \
```

```
        UA_DataSource dataSource;                                       \
    } value;

typedef struct {
    UA_NodeHead head;
    UA_NODE_VARIABLEATTRIBUTES
    UA_Byte accessLevel;
    UA_Double minimumSamplingInterval;
    UA_Boolean historizing;
} UA_VariableNode;
```

8.5 VariableTypeNode

VariableTypes are used to provide type definitions for variables. VariableTypes constrain the data type, value rank and array dimensions attributes of variable instances. Furthermore, instantiating from a specific variable type may provide semantic information. For example, an instance from `MotorTemperatureVariableType` is more meaningful than a float variable instantiated from `BaseDataVariable`.

```
typedef struct {
    UA_NodeHead head;
    UA_NODE_VARIABLEATTRIBUTES
    UA_Boolean isAbstract;

    /* Members specific to open62541 */
    UA_NodeTypeLifecycle lifecycle;
} UA_VariableTypeNode;
```

8.6 MethodNode

Methods define callable functions and are invoked using the *Call* service. MethodNodes may have special properties (variable childen with a `hasProperty` reference) with the *QualifiedName* `(0, "InputArguments")` and `(0, "OutputArguments")`. The input and output arguments are both described via an array of `UA_Argument`. While the Call service uses a generic array of *Variant* for input and output, the actual argument values are checked to match the signature of the MethodNode.

Note that the same MethodNode may be referenced from several objects (and object types). For this, the NodeId of the method *and of the object providing context* is part of a Call request message.

```
typedef UA_StatusCode
(*UA_MethodCallback)(UA_Server *server, const UA_NodeId *sessionId,
                     void *sessionContext, const UA_NodeId *methodId,
                     void *methodContext, const UA_NodeId *objectId,
                     void *objectContext, size_t inputSize,
                     const UA_Variant *input, size_t outputSize,
                     UA_Variant *output);

typedef struct {
    UA_NodeHead head;
    UA_Boolean executable;

    /* Members specific to open62541 */
    UA_MethodCallback method;
#if UA_MULTITHREADING >= 100
    UA_Boolean async; /* Indicates an async method call */
#endif
} UA_MethodNode;
```

8.7 ObjectNode

Objects are used to represent systems, system components, real-world objects and software objects. Objects are instances of an *object type* and may contain variables, methods and further objects.

```
typedef struct {
    UA_NodeHead head;
#ifdef UA_ENABLE_SUBSCRIPTIONS_EVENTS
    struct UA_MonitoredItem *monitoredItemQueue;
#endif
    UA_Byte eventNotifier;
} UA_ObjectNode;
```

8.8 ObjectTypeNode

ObjectTypes provide definitions for Objects. Abstract objects cannot be instantiated. See *Node Lifecycle: Constructors, Destructors and Node Contexts* for the use of constructor and destructor callbacks.

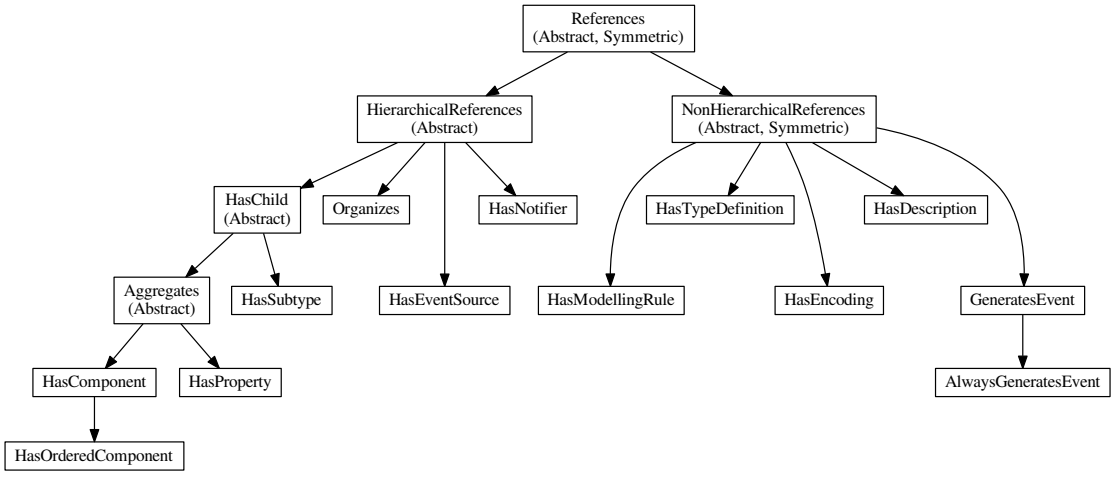
```
typedef struct {
    UA_NodeHead head;
    UA_Boolean isAbstract;

    /* Members specific to open62541 */
    UA_NodeTypeLifecycle lifecycle;
} UA_ObjectTypeNode;
```

8.9 ReferenceTypeNode

Each reference between two nodes is typed with a ReferenceType that gives meaning to the relation. The OPC UA standard defines a set of ReferenceTypes as a mandatory part of OPC UA information models.

- Abstract ReferenceTypes cannot be used in actual references and are only used to structure the ReferenceTypes hierarchy
- Symmetric references have the same meaning from the perspective of the source and target node

The figure below shows the hierarchy of the standard ReferenceTypes (arrows indicate a `hasSubType` relation). Refer to Part 3 of the OPC UA specification for the full semantics of each ReferenceType.



The ReferenceType hierarchy can be extended with user-defined ReferenceTypes. Many Companion Specifications for OPC UA define new ReferenceTypes to be used in their domain of interest.

For the following example of custom ReferenceTypes, we attempt to model the structure of a technical system. For this, we introduce two custom ReferenceTypes. First, the hierarchical `contains` ReferenceType indicates that a system (represented by an OPC UA object) contains a component (or subsystem). This gives rise to a tree-structure of containment relations. For example, the motor (object) is contained in the car and the crankshaft is contained in the motor. Second, the symmetric `connectedTo` ReferenceType indicates that two components are connected. For example, the motor's crankshaft is connected to the gear box. Connections are independent of the containment hierarchy and can induce a general graph-structure. Further subtypes of `connectedTo` could be used to differentiate between physical, electrical and information related connections. A client can then learn the layout of a (physical) system represented in an OPC UA information model based on a common understanding of just two custom reference types.

```
typedef struct {
    UA_NodeHead head;
    UA_Boolean isAbstract;
    UA_Boolean symmetric;
    UA_LocalizedText inverseName;

    /* Members specific to open62541 */
    UA_Byte referenceTypeIndex;
    UA_ReferenceTypeSet subTypes; /* contains the type itself as well */
} UA_ReferenceTypeNode;
```

8.10 DataTypeNode

DataTypes represent simple and structured data types. DataTypes may contain arrays. But they always describe the structure of a single instance. In open62541, DataTypeNodes in the information model hierarchy are matched to `UA_DataType` type descriptions for *Generic Type Handling* via their NodeId.

Abstract DataTypes (e.g. `Number`) cannot be the type of actual values. They are used to constrain values to possible child DataTypes (e.g. `UInt32`).

```
typedef struct {
    UA_NodeHead head;
    UA_Boolean isAbstract;
} UA_DataTypeNode;
```

8.11 ViewNode

Each View defines a subset of the Nodes in the AddressSpace. Views can be used when browsing an information model to focus on a subset of nodes and references only. ViewNodes can be created and be interacted with. But their use in the *Browse* service is currently unsupported in open62541.

```
typedef struct {
    UA_NodeHead head;
    UA_Byte eventNotifier;
    UA_Boolean containsNoLoops;
} UA_ViewNode;
```

8.12 Node Union

A union that represents any kind of node. The node head can always be used. Check the NodeClass before accessing specific content.

```
typedef union {
    UA_NodeHead head;
    UA_VariableNode variableNode;
    UA_VariableTypeNode variableTypeNode;
    UA_MethodNode methodNode;
    UA_ObjectNode objectNode;
    UA_ObjectTypeNode objectTypeNode;
    UA_ReferenceTypeNode referenceTypeNode;
    UA_DataTypeNode dataTypeNode;
    UA_ViewNode viewNode;
} UA_Node;
```

8.13 Nodestore Plugin API

The following definitions are used for implementing custom node storage backends. **Most users will want to use the default nodestore and don't need to work with the nodestore API**.

Outside of custom nodestore implementations, users should not manually edit nodes. Please use the OPC UA services for that. Otherwise, all consistency checks are omitted. This can crash the application eventually.

```
typedef void (*UA_NodestoreVisitor)(void *visitorCtx, const UA_Node *node);

typedef struct {
    /* Nodestore context and lifecycle */
    void *context;
    void (*clear)(void *nsCtx);

    /* The following definitions are used to create empty nodes of the different
     * node types. The memory is managed by the nodestore. Therefore, the node
     * has to be removed via a special deleteNode function. (If the new node is
     * not added to the nodestore.) */
    UA_Node * (*newNode)(void *nsCtx, UA_NodeClass nodeClass);

    void (*deleteNode)(void *nsCtx, UA_Node *node);

    /* ''Get'' returns a pointer to an immutable node. ''Release'' indicates
     * that the pointer is no longer accessed afterwards. */
    const UA_Node * (*getNode)(void *nsCtx, const UA_NodeId *nodeId);

    void (*releaseNode)(void *nsCtx, const UA_Node *node);

    /* Returns an editable copy of a node (needs to be deleted with the
     * deleteNode function or inserted / replaced into the nodestore). */
    UA_StatusCode (*getNodeCopy)(void *nsCtx, const UA_NodeId *nodeId,
                                 UA_Node **outNode);

    /* Inserts a new node into the nodestore. If the NodeId is zero, then a
     * fresh numeric NodeId is assigned. If insertion fails, the node is
     * deleted. */
    UA_StatusCode (*insertNode)(void *nsCtx, UA_Node *node,
                                UA_NodeId *addedNodeId);

    /* To replace a node, get an editable copy of the node, edit and replace
     * with this function. If the node was already replaced since the copy was
     * made, UA_STATUSCODE_BADINTERNALERROR is returned. If the NodeId is not
     * found, UA_STATUSCODE_BADNODEIDUNKNOWN is returned. In both error cases,
     * the editable node is deleted. */
    UA_StatusCode (*replaceNode)(void *nsCtx, UA_Node *node);

    /* Removes a node from the nodestore. */
    UA_StatusCode (*removeNode)(void *nsCtx, const UA_NodeId *nodeId);
```

```
    /* Maps the ReferenceTypeIndex used for the references to the NodeId of the
     * ReferenceType. The returned pointer is stable until the Nodestore is
     * deleted. */
    const UA_NodeId * (*getReferenceTypeId)(void *nsCtx, UA_Byte refTypeIndex);

    /* Execute a callback for every node in the nodestore. */
    void (*iterate)(void *nsCtx, UA_NodestoreVisitor visitor,
                    void *visitorCtx);
} UA_Nodestore;

/* Attributes must be of a matching type (VariableAttributes, ObjectAttributes,
 * and so on). The attributes are copied. Note that the attributes structs do
 * not contain NodeId, NodeClass and BrowseName. The NodeClass of the node needs
 * to be correctly set before calling this method. UA_Node_clear is called on
 * the node when an error occurs internally. */
UA_StatusCode
UA_Node_setAttributes(UA_Node *node, const void *attributes,
                      const UA_DataType *attributeType);

/* Reset the destination node and copy the content of the source */
UA_StatusCode
UA_Node_copy(const UA_Node *src, UA_Node *dst);

/* Allocate new node and copy the values from src */
UA_Node *
UA_Node_copy_alloc(const UA_Node *src);

/* Add a single reference to the node */
UA_StatusCode
UA_Node_addReference(UA_Node *node, UA_Byte refTypeIndex, UA_Boolean isForward,
                     const UA_ExpandedNodeId *targetNodeId,
                     UA_UInt32 targetBrowseNameHash);

/* Delete a single reference from the node */
UA_StatusCode
UA_Node_deleteReference(UA_Node *node, UA_Byte refTypeIndex, UA_Boolean isForward,
                        const UA_ExpandedNodeId *targetNodeId);

/* Deletes references from the node which are not matching any type in the given
 * array. Could be used to e.g. delete all the references, except
 * 'HASMODELINGRULE' */
void
UA_Node_deleteReferencesSubset(UA_Node *node, const UA_ReferenceTypeSet *keepSet);

/* Delete all references of the node */
void
UA_Node_deleteReferences(UA_Node *node);

/* Remove all malloc'ed members of the node and reset */
void
UA_Node_clear(UA_Node *node);
```

CHAPTER 9

Server

9.1 Server Configuration

The configuration structure is passed to the server during initialization. The server expects that the configuration is not modified during runtime. Currently, only one server can use a configuration at a time. During shutdown, the server will clean up the parts of the configuration that are modified at runtime through the provided API.

Examples for configurations are provided in the `/plugins` folder. The usual usage is as follows:

1. Create a server configuration with default settings as a starting point
2. Modifiy the configuration, e.g. by adding a server certificate
3. Instantiate a server with it
4. After shutdown of the server, clean up the configuration (free memory)

The *Tutorials* provide a good starting point for this.

```
typedef struct {
    UA_UInt32 min;
    UA_UInt32 max;
} UA_UInt32Range;

typedef struct {
    UA_Duration min;
    UA_Duration max;
} UA_DurationRange;

typedef void (*UA_Server_AsyncOperationNotifyCallback)(UA_Server *server);

struct UA_ServerConfig {
    UA_Logger logger;

    /* Server Description:
     * The description must be internally consistent.
     * - The ApplicationUri set in the ApplicationDescription must match the
     *   URI set in the server certificate */
    UA_BuildInfo buildInfo;
    UA_ApplicationDescription applicationDescription;
    UA_ByteString serverCertificate;

    UA_Double shutdownDelay; /* Delay in ms from the shutdown signal (ctrl-c)
                                until the actual shutdown. Clients need to be
                                able to get a notification ahead of time. */

    /* Rule Handling */
    UA_RuleHandling verifyRequestTimestamp; /* Verify that the server sends a
                                             * timestamp in the request header */
```

```
    /* Custom DataTypes. Attention! Custom datatypes are not cleaned up together
     * with the configuration. So it is possible to allocate them on ROM. */
    const UA_DataTypeArray *customDataTypes;
```

Note: See the section on *Generic Type Handling*. Examples for working with custom data types are provided in `/examples/custom_datatype/`.

```
    /* Networking */
    size_t networkLayersSize;
    UA_ServerNetworkLayer *networkLayers;
    UA_String customHostname;

#ifdef UA_ENABLE_PUBSUB
    /*PubSub network layer */
    size_t pubsubTransportLayersSize;
    UA_PubSubTransportLayer *pubsubTransportLayers;
#endif

    /* Available security policies */
    size_t securityPoliciesSize;
    UA_SecurityPolicy* securityPolicies;

    /* Available endpoints */
    size_t endpointsSize;
    UA_EndpointDescription *endpoints;

    /* Only allow the following discovery services to be executed on a
     * SecureChannel with SecurityPolicyNone: GetEndpointsRequest,
     * FindServersRequest and FindServersOnNetworkRequest.
     *
     * Only enable this option if there is no endpoint with SecurityPolicy#None
     * in the endpoints list. The SecurityPolicy#None must be present in the
     * securityPolicies list. */
    UA_Boolean securityPolicyNoneDiscoveryOnly;

    /* Node Lifecycle callbacks */
    UA_GlobalNodeLifecycle nodeLifecycle;
```

Note: See the section for *node lifecycle handling*.

```
/* Access Control */
UA_AccessControl accessControl;
```

Note: See the section for *access-control handling*.

```
    /* Async Operations */
#if UA_MULTITHREADING >= 100
    UA_Double asyncOperationTimeout; /* in ms, 0 => unlimited */
    size_t maxAsyncOperationQueueSize; /* 0 => unlimited */
    /* Notify workers when an async operation was enqueued */
    UA_Server_AsyncOperationNotifyCallback asyncOperationNotifyCallback;
#endif

#if UA_MULTITHREADING >= 200
    UA_UInt16 nThreads; /* Experimental feature */
#endif
```

Note: See the section for *async operations*.

```
    /* Nodestore */
    UA_Nodestore nodestore;

    /* Certificate Verification */
    UA_CertificateVerification certificateVerification;

    /* Relax constraints for the InformationModel */
    UA_Boolean relaxEmptyValueConstraint; /* Nominally, only variables with data
                                           * type BaseDataType can have an empty
                                           * value. */

    /* Limits for SecureChannels */
    UA_UInt16 maxSecureChannels;
    UA_UInt32 maxSecurityTokenLifetime; /* in ms */

    /* Limits for Sessions */
    UA_UInt16 maxSessions;
    UA_Double maxSessionTimeout; /* in ms */

    /* Operation limits */
    UA_UInt32 maxNodesPerRead;
    UA_UInt32 maxNodesPerWrite;
    UA_UInt32 maxNodesPerMethodCall;
    UA_UInt32 maxNodesPerBrowse;
    UA_UInt32 maxNodesPerRegisterNodes;
    UA_UInt32 maxNodesPerTranslateBrowsePathsToNodeIds;
    UA_UInt32 maxNodesPerNodeManagement;
    UA_UInt32 maxMonitoredItemsPerCall;

    /* Limits for Requests */
    UA_UInt32 maxReferencesPerNode;

    /* Discovery */
#ifdef UA_ENABLE_DISCOVERY
    /* Timeout in seconds when to automatically remove a registered server from
     * the list, if it doesn't re-register within the given time frame. A value
     * of 0 disables automatic removal. Default is 60 Minutes (60*60). Must be
     * bigger than 10 seconds, because cleanup is only triggered approximately
     * every 10 seconds. The server will still be removed depending on the
     * state of the semaphore file. */
    UA_UInt32 discoveryCleanupTimeout;

# ifdef UA_ENABLE_DISCOVERY_MULTICAST
    UA_Boolean mdnsEnabled;
    UA_MdnsDiscoveryConfiguration mdnsConfig;
    UA_String mdnsInterfaceIP;
#  if !defined(UA_HAS_GETIFADDR)
    size_t mdnsIpAddressListSize;
    UA_UInt32 *mdnsIpAddressList;
#  endif
# endif
#endif

    /* Subscriptions */
#ifdef UA_ENABLE_SUBSCRIPTIONS
    /* Limits for Subscriptions */
    UA_UInt32 maxSubscriptions;
    UA_UInt32 maxSubscriptionsPerSession;
    UA_DurationRange publishingIntervalLimits; /* in ms (must not be less than 5) */
    UA_UInt32Range lifeTimeCountLimits;
    UA_UInt32Range keepAliveCountLimits;
    UA_UInt32 maxNotificationsPerPublish;
    UA_Boolean enableRetransmissionQueue;
```

```
    UA_UInt32 maxRetransmissionQueueSize; /* 0 -> unlimited size */
# ifdef UA_ENABLE_SUBSCRIPTIONS_EVENTS
    UA_UInt32 maxEventsPerNode; /* 0 -> unlimited size */
# endif

    /* Limits for MonitoredItems */
    UA_UInt32 maxMonitoredItems;
    UA_UInt32 maxMonitoredItemsPerSubscription;
    UA_DurationRange samplingIntervalLimits; /* in ms (must not be less than 5) */
    UA_UInt32Range queueSizeLimits; /* Negotiated with the client */

    /* Limits for PublishRequests */
    UA_UInt32 maxPublishReqPerSession;

    /* Register MonitoredItem in Userland
     *
     * @param server Allows the access to the server object
     * @param sessionId The session id, represented as an node id
     * @param sessionContext An optional pointer to user-defined data for the specific data sourc
     * @param nodeid Id of the node in question
     * @param nodeidContext An optional pointer to user-defined data, associated
     *        with the node in the nodestore. Note that, if the node has already been removed,
     *        this value contains a NULL pointer.
     * @param attributeId Identifies which attribute (value, data type etc.) is monitored
     * @param removed Determines if the MonitoredItem was removed or created. */
    void (*monitoredItemRegisterCallback)(UA_Server *server,
                                          const UA_NodeId *sessionId, void *sessionContext,
                                          const UA_NodeId *nodeId, void *nodeContext,
                                          UA_UInt32 attibuteId, UA_Boolean removed);
#endif

    /* Historical Access */
#ifdef UA_ENABLE_HISTORIZING
    UA_HistoryDatabase historyDatabase;

    UA_Boolean accessHistoryDataCapability;
    UA_UInt32  maxReturnDataValues; /* 0 -> unlimited size */

    UA_Boolean accessHistoryEventsCapability;
    UA_UInt32  maxReturnEventValues; /* 0 -> unlimited size */

    UA_Boolean insertDataCapability;
    UA_Boolean insertEventCapability;
    UA_Boolean insertAnnotationsCapability;

    UA_Boolean replaceDataCapability;
    UA_Boolean replaceEventCapability;

    UA_Boolean updateDataCapability;
    UA_Boolean updateEventCapability;

    UA_Boolean deleteRawCapability;
    UA_Boolean deleteEventCapability;
    UA_Boolean deleteAtTimeDataCapability;
#endif
};

void
UA_ServerConfig_clean(UA_ServerConfig *config);

/* Set a custom hostname in server configuration */
UA_DEPRECATED static UA_INLINE void
UA_ServerConfig_setCustomHostname(UA_ServerConfig *config,
```

```
                                    const UA_String customHostname) {
    UA_String_clear(&config->customHostname);
    UA_String_copy(&customHostname, &config->customHostname);
}
```

9.2 Server Lifecycle

```
/* The method UA_Server_new is defined in server_config_default.h. So default
 * plugins outside of the core library (for logging, etc) are already available
 * during the initialization.
 *
 * UA_Server * UA_Server_new(void);
 */

/* Creates a new server. Moves the config into the server with a shallow copy.
 * The config content is cleared together with the server. */
UA_Server *
UA_Server_newWithConfig(UA_ServerConfig *config);

void UA_Server_delete(UA_Server *server);

UA_ServerConfig *
UA_Server_getConfig(UA_Server *server);

/* Runs the main loop of the server. In each iteration, this calls into the
 * networklayers to see if messages have arrived.
 *
 * @param server The server object.
 * @param running The loop is run as long as *running is true.
 *        Otherwise, the server shuts down.
 * @return Returns the statuscode of the UA_Server_run_shutdown method */
UA_StatusCode
UA_Server_run(UA_Server *server, const volatile UA_Boolean *running);

/* The prologue part of UA_Server_run (no need to use if you call
 * UA_Server_run) */
UA_StatusCode
UA_Server_run_startup(UA_Server *server);

/* Executes a single iteration of the server's main loop.
 *
 * @param server The server object.
 * @param waitInternal Should we wait for messages in the networklayer?
 *        Otherwise, the timouts for the networklayers are set to zero.
 *        The default max wait time is 50millisec.
 * @return Returns how long we can wait until the next scheduled
 *         callback (in ms) */
UA_UInt16
UA_Server_run_iterate(UA_Server *server, UA_Boolean waitInternal);

/* The epilogue part of UA_Server_run (no need to use if you call
 * UA_Server_run) */
UA_StatusCode
UA_Server_run_shutdown(UA_Server *server);
```

9.3 Timed Callbacks

```
typedef void (*UA_ServerCallback)(UA_Server *server, void *data);

/* Add a callback for execution at a specified time. If the indicated time lies
 * in the past, then the callback is executed at the next iteration of the
 * server's main loop.
 *
 * @param server The server object.
 * @param callback The callback that shall be added.
 * @param data Data that is forwarded to the callback.
 * @param date The timestamp for the execution time.
 * @param callbackId Set to the identifier of the repeated callback . This can
 *        be used to cancel the callback later on. If the pointer is null, the
 *        identifier is not set.
 * @return Upon success, UA_STATUSCODE_GOOD is returned. An error code
 *         otherwise. */
UA_StatusCode UA_THREADSAFE
UA_Server_addTimedCallback(UA_Server *server, UA_ServerCallback callback,
                           void *data, UA_DateTime date, UA_UInt64 *callbackId);

/* Add a callback for cyclic repetition to the server.
 *
 * @param server The server object.
 * @param callback The callback that shall be added.
 * @param data Data that is forwarded to the callback.
 * @param interval_ms The callback shall be repeatedly executed with the given
 *        interval (in ms). The interval must be positive. The first execution
 *        occurs at now() + interval at the latest.
 * @param callbackId Set to the identifier of the repeated callback . This can
 *        be used to cancel the callback later on. If the pointer is null, the
 *        identifier is not set.
 * @return Upon success, UA_STATUSCODE_GOOD is returned. An error code
 *         otherwise. */
UA_StatusCode UA_THREADSAFE
UA_Server_addRepeatedCallback(UA_Server *server, UA_ServerCallback callback,
                              void *data, UA_Double interval_ms, UA_UInt64 *callbackId);

UA_StatusCode UA_THREADSAFE
UA_Server_changeRepeatedCallbackInterval(UA_Server *server, UA_UInt64 callbackId,
                                         UA_Double interval_ms);

/* Remove a repeated callback. Does nothing if the callback is not found.
 *
 * @param server The server object.
 * @param callbackId The id of the callback */
void UA_THREADSAFE
UA_Server_removeCallback(UA_Server *server, UA_UInt64 callbackId);

#define UA_Server_removeRepeatedCallback(server, callbackId) \
    UA_Server_removeCallback(server, callbackId);
```

9.4 Reading and Writing Node Attributes

The functions for reading and writing node attributes call the regular read and write service in the background that are also used over the network.

The following attributes cannot be read, since the local "admin" user always has full rights.

- UserWriteMask

- UserAccessLevel
- UserExecutable

```
/* Read an attribute of a node. The specialized functions below provide a more
 * concise syntax.
 *
 * @param server The server object.
 * @param item ReadValueIds contain the NodeId of the target node, the id of the
 *             attribute to read and (optionally) an index range to read parts
 *             of an array only. See the section on NumericRange for the format
 *             used for array ranges.
 * @param timestamps Which timestamps to return for the attribute.
 * @return Returns a DataValue that contains either an error code, or a variant
 *         with the attribute value and the timestamps. */
UA_DataValue UA_THREADSAFE
UA_Server_read(UA_Server *server, const UA_ReadValueId *item,
               UA_TimestampsToReturn timestamps);

/* Don't use this function. There are typed versions for every supported
 * attribute. */
UA_StatusCode UA_THREADSAFE
__UA_Server_read(UA_Server *server, const UA_NodeId *nodeId,
                 UA_AttributeId attributeId, void *v);

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readNodeId(UA_Server *server, const UA_NodeId nodeId,
                     UA_NodeId *outNodeId) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_NODEID, outNodeId);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readNodeClass(UA_Server *server, const UA_NodeId nodeId,
                        UA_NodeClass *outNodeClass) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_NODECLASS,
                            outNodeClass);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readBrowseName(UA_Server *server, const UA_NodeId nodeId,
                         UA_QualifiedName *outBrowseName) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_BROWSENAME,
                            outBrowseName);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readDisplayName(UA_Server *server, const UA_NodeId nodeId,
                          UA_LocalizedText *outDisplayName) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_DISPLAYNAME,
                            outDisplayName);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readDescription(UA_Server *server, const UA_NodeId nodeId,
                          UA_LocalizedText *outDescription) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_DESCRIPTION,
                            outDescription);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readWriteMask(UA_Server *server, const UA_NodeId nodeId,
                        UA_UInt32 *outWriteMask) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_WRITEMASK,
                            outWriteMask);
```

```
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readIsAbstract(UA_Server *server, const UA_NodeId nodeId,
                         UA_Boolean *outIsAbstract) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_ISABSTRACT,
                            outIsAbstract);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readSymmetric(UA_Server *server, const UA_NodeId nodeId,
                        UA_Boolean *outSymmetric) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_SYMMETRIC,
                            outSymmetric);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readInverseName(UA_Server *server, const UA_NodeId nodeId,
                          UA_LocalizedText *outInverseName) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_INVERSENAME,
                            outInverseName);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readContainsNoLoops(UA_Server *server, const UA_NodeId nodeId,
                              UA_Boolean *outContainsNoLoops) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_CONTAINSNOLOOPS,
                            outContainsNoLoops);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readEventNotifier(UA_Server *server, const UA_NodeId nodeId,
                            UA_Byte *outEventNotifier) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_EVENTNOTIFIER,
                            outEventNotifier);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readValue(UA_Server *server, const UA_NodeId nodeId,
                    UA_Variant *outValue) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_VALUE, outValue);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readDataType(UA_Server *server, const UA_NodeId nodeId,
                       UA_NodeId *outDataType) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_DATATYPE,
                            outDataType);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readValueRank(UA_Server *server, const UA_NodeId nodeId,
                        UA_Int32 *outValueRank) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_VALUERANK,
                            outValueRank);
}

/* Returns a variant with an int32 array */
static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readArrayDimensions(UA_Server *server, const UA_NodeId nodeId,
                              UA_Variant *outArrayDimensions) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_ARRAYDIMENSIONS,
                            outArrayDimensions);
```

```
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readAccessLevel(UA_Server *server, const UA_NodeId nodeId,
                          UA_Byte *outAccessLevel) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_ACCESSLEVEL,
                            outAccessLevel);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readMinimumSamplingInterval(UA_Server *server, const UA_NodeId nodeId,
                                      UA_Double *outMinimumSamplingInterval) {
    return __UA_Server_read(server, &nodeId,
                            UA_ATTRIBUTEID_MINIMUMSAMPLINGINTERVAL,
                            outMinimumSamplingInterval);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readHistorizing(UA_Server *server, const UA_NodeId nodeId,
                          UA_Boolean *outHistorizing) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_HISTORIZING,
                            outHistorizing);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_readExecutable(UA_Server *server, const UA_NodeId nodeId,
                         UA_Boolean *outExecutable) {
    return __UA_Server_read(server, &nodeId, UA_ATTRIBUTEID_EXECUTABLE,
                            outExecutable);
}
```

The following node attributes cannot be changed once a node has been created:

- NodeClass
- NodeId
- Symmetric
- ContainsNoLoops

The following attributes cannot be written from the server, as they are specific to the different users and set by the access control callback:

- UserWriteMask
- UserAccessLevel
- UserExecutable

```
/* Overwrite an attribute of a node. The specialized functions below provide a
 * more concise syntax.
 *
 * @param server The server object.
 * @param value WriteValues contain the NodeId of the target node, the id of the
 *              attribute to overwritten, the actual value and (optionally) an
 *              index range to replace parts of an array only. of an array only.
 *              See the section on NumericRange for the format used for array
 *              ranges.
 * @return Returns a status code. */
UA_StatusCode UA_THREADSAFE
UA_Server_write(UA_Server *server, const UA_WriteValue *value);

/* Don't use this function. There are typed versions with no additional
 * overhead. */
UA_StatusCode UA_THREADSAFE
```

```
__UA_Server_write(UA_Server *server, const UA_NodeId *nodeId,
                  const UA_AttributeId attributeId,
                  const UA_DataType *attr_type, const void *attr);

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeBrowseName(UA_Server *server, const UA_NodeId nodeId,
                          const UA_QualifiedName browseName) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_BROWSENAME,
                             &UA_TYPES[UA_TYPES_QUALIFIEDNAME], &browseName);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeDisplayName(UA_Server *server, const UA_NodeId nodeId,
                           const UA_LocalizedText displayName) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_DISPLAYNAME,
                             &UA_TYPES[UA_TYPES_LOCALIZEDTEXT], &displayName);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeDescription(UA_Server *server, const UA_NodeId nodeId,
                           const UA_LocalizedText description) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_DESCRIPTION,
                             &UA_TYPES[UA_TYPES_LOCALIZEDTEXT], &description);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeWriteMask(UA_Server *server, const UA_NodeId nodeId,
                         const UA_UInt32 writeMask) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_WRITEMASK,
                             &UA_TYPES[UA_TYPES_UINT32], &writeMask);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeIsAbstract(UA_Server *server, const UA_NodeId nodeId,
                          const UA_Boolean isAbstract) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_ISABSTRACT,
                             &UA_TYPES[UA_TYPES_BOOLEAN], &isAbstract);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeInverseName(UA_Server *server, const UA_NodeId nodeId,
                           const UA_LocalizedText inverseName) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_INVERSENAME,
                             &UA_TYPES[UA_TYPES_LOCALIZEDTEXT], &inverseName);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeEventNotifier(UA_Server *server, const UA_NodeId nodeId,
                             const UA_Byte eventNotifier) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_EVENTNOTIFIER,
                             &UA_TYPES[UA_TYPES_BYTE], &eventNotifier);
}
```

Writes an UA_Variant to a variable/variableType node. StatusCode is set to UA_STATUSCODE_GOOD, sourceTimestamp and serverTimestamp are set to UA_DateTime_now()

```
static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeValue(UA_Server *server, const UA_NodeId nodeId,
                     const UA_Variant value) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_VALUE,
                             &UA_TYPES[UA_TYPES_VARIANT], &value);
}
```

Writes an UA_DataValue to a variable/variableType node. In contrast to UA_Server_writeValue, this functions can also write sourceTimestamp, serverTimestamp and statusCode.

```
static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeDataValue(UA_Server *server, const UA_NodeId nodeId,
                         const UA_DataValue value) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_VALUE,
                             &UA_TYPES[UA_TYPES_DATAVALUE], &value);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeDataType(UA_Server *server, const UA_NodeId nodeId,
                        const UA_NodeId dataType) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_DATATYPE,
                             &UA_TYPES[UA_TYPES_NODEID], &dataType);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeValueRank(UA_Server *server, const UA_NodeId nodeId,
                         const UA_Int32 valueRank) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_VALUERANK,
                             &UA_TYPES[UA_TYPES_INT32], &valueRank);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeArrayDimensions(UA_Server *server, const UA_NodeId nodeId,
                               const UA_Variant arrayDimensions) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_ARRAYDIMENSIONS,
                             &UA_TYPES[UA_TYPES_VARIANT], &arrayDimensions);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeAccessLevel(UA_Server *server, const UA_NodeId nodeId,
                           const UA_Byte accessLevel) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_ACCESSLEVEL,
                             &UA_TYPES[UA_TYPES_BYTE], &accessLevel);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeMinimumSamplingInterval(UA_Server *server, const UA_NodeId nodeId,
                                       const UA_Double miniumSamplingInterval) {
    return __UA_Server_write(server, &nodeId,
                             UA_ATTRIBUTEID_MINIMUMSAMPLINGINTERVAL,
                             &UA_TYPES[UA_TYPES_DOUBLE],
                             &miniumSamplingInterval);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeHistorizing(UA_Server *server, const UA_NodeId nodeId,
                           const UA_Boolean historizing) {
    return __UA_Server_write(server, &nodeId,
                             UA_ATTRIBUTEID_HISTORIZING,
                             &UA_TYPES[UA_TYPES_BOOLEAN],
                             &historizing);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_writeExecutable(UA_Server *server, const UA_NodeId nodeId,
                          const UA_Boolean executable) {
    return __UA_Server_write(server, &nodeId, UA_ATTRIBUTEID_EXECUTABLE,
                             &UA_TYPES[UA_TYPES_BOOLEAN], &executable); }
```

9.5 Browsing

```
/* Browse the references of a particular node. See the definition of
 * BrowseDescription structure for details. */
UA_BrowseResult UA_THREADSAFE
UA_Server_browse(UA_Server *server, UA_UInt32 maxReferences,
                 const UA_BrowseDescription *bd);

UA_BrowseResult UA_THREADSAFE
UA_Server_browseNext(UA_Server *server, UA_Boolean releaseContinuationPoint,
                     const UA_ByteString *continuationPoint);

/* Non-standard version of the Browse service that recurses into child nodes.
 *
 * Possible loops (that can occur for non-hierarchical references) are handled
 * internally. Every node is added at most once to the results array.
 *
 * Nodes are only added if they match the NodeClassMask in the
 * BrowseDescription. However, child nodes are still recursed into if the
 * NodeClass does not match. So it is possible, for example, to get all
 * VariableNodes below a certain ObjectNode, with additional objects in the
 * hierarchy below. */
UA_StatusCode UA_THREADSAFE
UA_Server_browseRecursive(UA_Server *server, const UA_BrowseDescription *bd,
                          size_t *resultsSize, UA_ExpandedNodeId **results);

UA_BrowsePathResult UA_THREADSAFE
UA_Server_translateBrowsePathToNodeIds(UA_Server *server,
                                       const UA_BrowsePath *browsePath);

/* A simplified TranslateBrowsePathsToNodeIds based on the
 * SimpleAttributeOperand type (Part 4, 7.4.4.5).
 *
 * This specifies a relative path using a list of BrowseNames instead of the
 * RelativePath structure. The list of BrowseNames is equivalent to a
 * RelativePath that specifies forward references which are subtypes of the
 * HierarchicalReferences ReferenceType. All Nodes followed by the browsePath
 * shall be of the NodeClass Object or Variable. */
UA_BrowsePathResult UA_THREADSAFE
UA_Server_browseSimplifiedBrowsePath(UA_Server *server, const UA_NodeId origin,
                                     size_t browsePathSize,
                                     const UA_QualifiedName *browsePath);

#ifndef HAVE_NODEITER_CALLBACK
#define HAVE_NODEITER_CALLBACK
/* Iterate over all nodes referenced by parentNodeId by calling the callback
 * function for each child node (in ifdef because GCC/CLANG handle include order
 * differently) */
typedef UA_StatusCode
(*UA_NodeIteratorCallback)(UA_NodeId childId, UA_Boolean isInverse,
                           UA_NodeId referenceTypeId, void *handle);
#endif

UA_StatusCode UA_THREADSAFE
UA_Server_forEachChildNodeCall(UA_Server *server, UA_NodeId parentNodeId,
                               UA_NodeIteratorCallback callback, void *handle);

#ifdef UA_ENABLE_DISCOVERY
```

9.6 Discovery

```
/* Register the given server instance at the discovery server.
 * This should be called periodically.
 * The semaphoreFilePath is optional. If the given file is deleted,
 * the server will automatically be unregistered. This could be
 * for example a pid file which is deleted if the server crashes.
 *
 * When the server shuts down you need to call unregister.
 *
 * @param server
 * @param client the client which is used to call the RegisterServer. It must
 *        already be connected to the correct endpoint
 * @param semaphoreFilePath optional parameter pointing to semaphore file. */
UA_StatusCode UA_THREADSAFE
UA_Server_register_discovery(UA_Server *server, struct UA_Client *client,
                             const char* semaphoreFilePath);

/* Unregister the given server instance from the discovery server.
 * This should only be called when the server is shutting down.
 * @param server
 * @param client the client which is used to call the RegisterServer. It must
 *        already be connected to the correct endpoint */
UA_StatusCode UA_THREADSAFE
UA_Server_unregister_discovery(UA_Server *server, struct UA_Client *client);

 /* Adds a periodic callback to register the server with the LDS (local
  * discovery server) periodically. The interval between each register call is
  * given as second parameter. It should be 10 minutes by default (=
  * 10*60*1000).
  *
  * The delayFirstRegisterMs parameter indicates the delay for the first
  * register call. If it is 0, the first register call will be after intervalMs
  * milliseconds, otherwise the server's first register will be after
  * delayFirstRegisterMs.
  *
  * When you manually unregister the server, you also need to cancel the
  * periodic callback, otherwise it will be automatically be registered again.
  *
  * If you call this method multiple times for the same discoveryServerUrl, the
  * older periodic callback will be removed.
  *
  * @param server
  * @param client the client which is used to call the RegisterServer. It must
  *         not yet be connected and will be connected for every register call
  *         to the given discoveryServerUrl.
  * @param discoveryServerUrl where this server should register itself. The
  *        string will be copied internally. Therefore you can free it after
  *        calling this method.
  * @param intervalMs
  * @param delayFirstRegisterMs
  * @param periodicCallbackId */
UA_StatusCode UA_THREADSAFE
UA_Server_addPeriodicServerRegisterCallback(UA_Server *server, struct UA_Client *client,
                                            const char* discoveryServerUrl,
                                            UA_Double intervalMs,
                                            UA_Double delayFirstRegisterMs,
                                            UA_UInt64 *periodicCallbackId);

/* Callback for RegisterServer. Data is passed from the register call */
typedef void (*UA_Server_registerServerCallback)(const UA_RegisteredServer *registeredServer,
                                                 void* data);
```

```
/* Set the callback which is called if another server registeres or unregisters
 * with this instance. This callback is called every time the server gets a register
 * call. This especially means that for every periodic server register the callback will
 * be called.
 *
 * @param server
 * @param cb the callback
 * @param data data passed to the callback
 * @return UA_STATUSCODE_SUCCESS on success */
void UA_THREADSAFE
UA_Server_setRegisterServerCallback(UA_Server *server, UA_Server_registerServerCallback cb,
                                    void* data);

#ifdef UA_ENABLE_DISCOVERY_MULTICAST

/* Callback for server detected through mDNS. Data is passed from the register
 * call
 *
 * @param isServerAnnounce indicates if the server has just been detected. If
 *        set to false, this means the server is shutting down.
 * @param isTxtReceived indicates if we already received the corresponding TXT
 *        record with the path and caps data */
typedef void (*UA_Server_serverOnNetworkCallback)(const UA_ServerOnNetwork *serverOnNetwork,
                                                  UA_Boolean isServerAnnounce,
                                                  UA_Boolean isTxtReceived, void* data);

/* Set the callback which is called if another server is found through mDNS or
 * deleted. It will be called for any mDNS message from the remote server, thus
 * it may be called multiple times for the same instance. Also the SRV and TXT
 * records may arrive later, therefore for the first call the server
 * capabilities may not be set yet. If called multiple times, previous data will
 * be overwritten.
 *
 * @param server
 * @param cb the callback
 * @param data data passed to the callback
 * @return UA_STATUSCODE_SUCCESS on success */
void UA_THREADSAFE
UA_Server_setServerOnNetworkCallback(UA_Server *server,
                                     UA_Server_serverOnNetworkCallback cb,
                                     void* data);

#endif /* UA_ENABLE_DISCOVERY_MULTICAST */

#endif /* UA_ENABLE_DISCOVERY */
```

9.7 Information Model Callbacks

There are three places where a callback from an information model to user-defined code can happen.

- Custom node constructors and destructors
- Linking VariableNodes with an external data source
- MethodNode callbacks

```
void
UA_Server_setAdminSessionContext(UA_Server *server,
                                 void *context);

UA_StatusCode UA_THREADSAFE
```

```
UA_Server_setNodeTypeLifecycle(UA_Server *server, UA_NodeId nodeId,
                               UA_NodeTypeLifecycle lifecycle);

UA_StatusCode UA_THREADSAFE
UA_Server_getNodeContext(UA_Server *server, UA_NodeId nodeId,
                         void **nodeContext);

/* Careful! The user has to ensure that the destructor callbacks still work. */
UA_StatusCode UA_THREADSAFE
UA_Server_setNodeContext(UA_Server *server, UA_NodeId nodeId,
                         void *nodeContext);
```

9.7.1 Data Source Callback

The server has a unique way of dealing with the content of variables. Instead of storing a variant attached to the variable node, the node can point to a function with a local data provider. Whenever the value attribute is read, the function will be called and asked to provide a UA_DataValue return value that contains the value content and additional timestamps.

It is expected that the read callback is implemented. The write callback can be set to a null-pointer.

```
UA_StatusCode UA_THREADSAFE
UA_Server_setVariableNode_dataSource(UA_Server *server, const UA_NodeId nodeId,
                                     const UA_DataSource dataSource);

UA_StatusCode UA_THREADSAFE
UA_Server_setVariableNode_valueCallback(UA_Server *server,
                                        const UA_NodeId nodeId,
                                        const UA_ValueCallback callback);

UA_StatusCode UA_THREADSAFE
UA_Server_setVariableNode_valueBackend(UA_Server *server,
                                       const UA_NodeId nodeId,
                                       const UA_ValueBackend valueBackend);
```

9.7.2 Local MonitoredItems

MonitoredItems are used with the Subscription mechanism of OPC UA to transported notifications for data changes and events. MonitoredItems can also be registered locally. Notifications are then forwarded to a user-defined callback instead of a remote client.

```
#ifdef UA_ENABLE_SUBSCRIPTIONS

typedef void (*UA_Server_DataChangeNotificationCallback)
    (UA_Server *server, UA_UInt32 monitoredItemId, void *monitoredItemContext,
     const UA_NodeId *nodeId, void *nodeContext, UA_UInt32 attributeId,
     const UA_DataValue *value);

typedef void (*UA_Server_EventNotificationCallback)
    (UA_Server *server, UA_UInt32 monId, void *monContext,
     size_t nEventFields, const UA_Variant *eventFields);

/* Create a local MonitoredItem with a sampling interval that detects data
 * changes.
 *
 * @param server The server executing the MonitoredItem
 * @timestampsToReturn Shall timestamps be added to the value for the callback?
 * @item The parameters of the new MonitoredItem. Note that the attribute of the
 *       ReadValueId (the node that is monitored) can not be
 *       ''UA_ATTRIBUTEID_EVENTNOTIFIER''. A different callback type needs to be
```

```
     *       registered for event notifications.
     * @monitoredItemContext A pointer that is forwarded with the callback
     * @callback The callback that is executed on detected data changes
     *
     * @return Returns a description of the created MonitoredItem. The structure
     * also contains a StatusCode (in case of an error) and the identifier of the
     * new MonitoredItem. */
UA_MonitoredItemCreateResult UA_THREADSAFE
UA_Server_createDataChangeMonitoredItem(UA_Server *server,
          UA_TimestampsToReturn timestampsToReturn,
          const UA_MonitoredItemCreateRequest item,
          void *monitoredItemContext,
          UA_Server_DataChangeNotificationCallback callback);

/* UA_MonitoredItemCreateResult */
/* UA_Server_createEventMonitoredItem(UA_Server *server, */
/*           UA_TimestampsToReturn timestampsToReturn, */
/*           const UA_MonitoredItemCreateRequest item, void *context, */
/*           UA_Server_EventNotificationCallback callback); */

UA_StatusCode UA_THREADSAFE
UA_Server_deleteMonitoredItem(UA_Server *server, UA_UInt32 monitoredItemId);

#endif
```

9.7.3 Method Callbacks

Method callbacks are set to *NULL* (not executable) when a method node is added over the network. In theory, it is possible to add a callback via `UA_Server_setMethodNode_callback` within the global constructor when adding methods over the network is really wanted. See the Section *Interacting with Objects* for calling methods on an object.

```
#ifdef UA_ENABLE_METHODCALLS
UA_StatusCode UA_THREADSAFE
UA_Server_setMethodNode_callback(UA_Server *server,
                                 const UA_NodeId methodNodeId,
                                 UA_MethodCallback methodCallback);
#endif
```

9.8 Interacting with Objects

Objects in the information model are represented as ObjectNodes. Some convenience functions are provided to simplify the interaction with objects.

```
/* Write an object property. The property is represented as a VariableNode with
 * a ''HasProperty'' reference from the ObjectNode. The VariableNode is
 * identified by its BrowseName. Writing the property sets the value attribute
 * of the VariableNode.
 *
 * @param server The server object
 * @param objectId The identifier of the object (node)
 * @param propertyName The name of the property
 * @param value The value to be set for the event attribute
 * @return The StatusCode for setting the event attribute */
UA_StatusCode UA_THREADSAFE
UA_Server_writeObjectProperty(UA_Server *server, const UA_NodeId objectId,
                              const UA_QualifiedName propertyName,
                              const UA_Variant value);
```

```
/* Directly point to the scalar value instead of a variant */
UA_StatusCode UA_THREADSAFE
UA_Server_writeObjectProperty_scalar(UA_Server *server, const UA_NodeId objectId,
                                     const UA_QualifiedName propertyName,
                                     const void *value, const UA_DataType *type);

/* Read an object property.
 *
 * @param server The server object
 * @param objectId The identifier of the object (node)
 * @param propertyName The name of the property
 * @param value Contains the property value after reading. Must not be NULL.
 * @return The StatusCode for setting the event attribute */
UA_StatusCode UA_THREADSAFE
UA_Server_readObjectProperty(UA_Server *server, const UA_NodeId objectId,
                             const UA_QualifiedName propertyName,
                             UA_Variant *value);

#ifdef UA_ENABLE_METHODCALLS
UA_CallMethodResult UA_THREADSAFE
UA_Server_call(UA_Server *server, const UA_CallMethodRequest *request);
#endif
```

9.9 Node Addition and Deletion

When creating dynamic node instances at runtime, chances are that you will not care about the specific NodeId of the new node, as long as you can reference it later. When passing numeric NodeIds with a numeric identifier 0, the stack evaluates this as "select a random unassigned numeric NodeId in that namespace". To find out which NodeId was actually assigned to the new node, you may pass a pointer *outNewNodeId*, which will (after a successful node insertion) contain the nodeId of the new node. You may also pass a `NULL` pointer if this result is not needed.

See the Section *Node Lifecycle: Constructors, Destructors and Node Contexts* on constructors and on attaching user-defined data to nodes.

The methods for node addition and deletion take mostly const arguments that are not modified. When creating a node, a deep copy of the node identifier, node attributes, etc. is created. Therefore, it is possible to call for example `UA_Server_addVariablenode` with a value attribute (a *Variant*) pointing to a memory location on the stack. If you need changes to a variable value to manifest at a specific memory location, please use a *Data Source Callback* or a *value-callback*.

```
/* Protect against redundant definitions for server/client */
#ifndef UA_DEFAULT_ATTRIBUTES_DEFINED
#define UA_DEFAULT_ATTRIBUTES_DEFINED
/* The default for variables is "BaseDataType" for the datatype, -2 for the
 * valuerank and a read-accesslevel. */
extern const UA_VariableAttributes UA_VariableAttributes_default;
extern const UA_VariableTypeAttributes UA_VariableTypeAttributes_default;
/* Methods are executable by default */
extern const UA_MethodAttributes UA_MethodAttributes_default;
/* The remaining attribute definitions are currently all zeroed out */
extern const UA_ObjectAttributes UA_ObjectAttributes_default;
extern const UA_ObjectTypeAttributes UA_ObjectTypeAttributes_default;
extern const UA_ReferenceTypeAttributes UA_ReferenceTypeAttributes_default;
extern const UA_DataTypeAttributes UA_DataTypeAttributes_default;
extern const UA_ViewAttributes UA_ViewAttributes_default;
#endif

/* Don't use this function. There are typed versions as inline functions. */
UA_StatusCode UA_THREADSAFE
__UA_Server_addNode(UA_Server *server, const UA_NodeClass nodeClass,
                    const UA_NodeId *requestedNewNodeId,
```

```
                    const UA_NodeId *parentNodeId,
                    const UA_NodeId *referenceTypeId,
                    const UA_QualifiedName browseName,
                    const UA_NodeId *typeDefinition,
                    const UA_NodeAttributes *attr,
                    const UA_DataType *attributeType,
                    void *nodeContext, UA_NodeId *outNewNodeId);

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_addVariableNode(UA_Server *server, const UA_NodeId requestedNewNodeId,
                          const UA_NodeId parentNodeId,
                          const UA_NodeId referenceTypeId,
                          const UA_QualifiedName browseName,
                          const UA_NodeId typeDefinition,
                          const UA_VariableAttributes attr,
                          void *nodeContext, UA_NodeId *outNewNodeId) {
    return __UA_Server_addNode(server, UA_NODECLASS_VARIABLE, &requestedNewNodeId,
                               &parentNodeId, &referenceTypeId, browseName,
                               &typeDefinition, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_VARIABLEATTRIBUTES],
                               nodeContext, outNewNodeId);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_addVariableTypeNode(UA_Server *server,
                              const UA_NodeId requestedNewNodeId,
                              const UA_NodeId parentNodeId,
                              const UA_NodeId referenceTypeId,
                              const UA_QualifiedName browseName,
                              const UA_NodeId typeDefinition,
                              const UA_VariableTypeAttributes attr,
                              void *nodeContext, UA_NodeId *outNewNodeId) {
    return __UA_Server_addNode(server, UA_NODECLASS_VARIABLETYPE,
                               &requestedNewNodeId, &parentNodeId, &referenceTypeId,
                               browseName, &typeDefinition,
                               (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_VARIABLETYPEATTRIBUTES],
                               nodeContext, outNewNodeId);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_addObjectNode(UA_Server *server, const UA_NodeId requestedNewNodeId,
                        const UA_NodeId parentNodeId,
                        const UA_NodeId referenceTypeId,
                        const UA_QualifiedName browseName,
                        const UA_NodeId typeDefinition,
                        const UA_ObjectAttributes attr,
                        void *nodeContext, UA_NodeId *outNewNodeId) {
    return __UA_Server_addNode(server, UA_NODECLASS_OBJECT, &requestedNewNodeId,
                               &parentNodeId, &referenceTypeId, browseName,
                               &typeDefinition, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_OBJECTATTRIBUTES],
                               nodeContext, outNewNodeId);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_addObjectTypeNode(UA_Server *server, const UA_NodeId requestedNewNodeId,
                            const UA_NodeId parentNodeId,
                            const UA_NodeId referenceTypeId,
                            const UA_QualifiedName browseName,
                            const UA_ObjectTypeAttributes attr,
                            void *nodeContext, UA_NodeId *outNewNodeId) {
    return __UA_Server_addNode(server, UA_NODECLASS_OBJECTTYPE, &requestedNewNodeId,
```

```
                                &parentNodeId, &referenceTypeId, browseName,
                                &UA_NODEID_NULL, (const UA_NodeAttributes*)&attr,
                                &UA_TYPES[UA_TYPES_OBJECTTYPEATTRIBUTES],
                                nodeContext, outNewNodeId);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_addViewNode(UA_Server *server, const UA_NodeId requestedNewNodeId,
                      const UA_NodeId parentNodeId,
                      const UA_NodeId referenceTypeId,
                      const UA_QualifiedName browseName,
                      const UA_ViewAttributes attr,
                      void *nodeContext, UA_NodeId *outNewNodeId) {
    return __UA_Server_addNode(server, UA_NODECLASS_VIEW, &requestedNewNodeId,
                               &parentNodeId, &referenceTypeId, browseName,
                               &UA_NODEID_NULL, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_VIEWATTRIBUTES],
                               nodeContext, outNewNodeId);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_addReferenceTypeNode(UA_Server *server,
                               const UA_NodeId requestedNewNodeId,
                               const UA_NodeId parentNodeId,
                               const UA_NodeId referenceTypeId,
                               const UA_QualifiedName browseName,
                               const UA_ReferenceTypeAttributes attr,
                               void *nodeContext, UA_NodeId *outNewNodeId) {
    return __UA_Server_addNode(server, UA_NODECLASS_REFERENCETYPE,
                               &requestedNewNodeId, &parentNodeId, &referenceTypeId,
                               browseName, &UA_NODEID_NULL,
                               (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_REFERENCETYPEATTRIBUTES],
                               nodeContext, outNewNodeId);
}

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_addDataTypeNode(UA_Server *server,
                          const UA_NodeId requestedNewNodeId,
                          const UA_NodeId parentNodeId,
                          const UA_NodeId referenceTypeId,
                          const UA_QualifiedName browseName,
                          const UA_DataTypeAttributes attr,
                          void *nodeContext, UA_NodeId *outNewNodeId) {
    return __UA_Server_addNode(server, UA_NODECLASS_DATATYPE, &requestedNewNodeId,
                               &parentNodeId, &referenceTypeId, browseName,
                               &UA_NODEID_NULL, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_DATATYPEATTRIBUTES],
                               nodeContext, outNewNodeId);
}

UA_StatusCode UA_THREADSAFE
UA_Server_addDataSourceVariableNode(UA_Server *server,
                                    const UA_NodeId requestedNewNodeId,
                                    const UA_NodeId parentNodeId,
                                    const UA_NodeId referenceTypeId,
                                    const UA_QualifiedName browseName,
                                    const UA_NodeId typeDefinition,
                                    const UA_VariableAttributes attr,
                                    const UA_DataSource dataSource,
                                    void *nodeContext, UA_NodeId *outNewNodeId);

#ifdef UA_ENABLE_METHODCALLS
```

```
UA_StatusCode UA_THREADSAFE
UA_Server_addMethodNodeEx(UA_Server *server, const UA_NodeId requestedNewNodeId,
                          const UA_NodeId parentNodeId,
                          const UA_NodeId referenceTypeId,
                          const UA_QualifiedName browseName,
                          const UA_MethodAttributes attr, UA_MethodCallback method,
                          size_t inputArgumentsSize, const UA_Argument *inputArguments,
                          const UA_NodeId inputArgumentsRequestedNewNodeId,
                          UA_NodeId *inputArgumentsOutNewNodeId,
                          size_t outputArgumentsSize, const UA_Argument *outputArguments,
                          const UA_NodeId outputArgumentsRequestedNewNodeId,
                          UA_NodeId *outputArgumentsOutNewNodeId,
                          void *nodeContext, UA_NodeId *outNewNodeId);

static UA_INLINE UA_THREADSAFE UA_StatusCode
UA_Server_addMethodNode(UA_Server *server, const UA_NodeId requestedNewNodeId,
                        const UA_NodeId parentNodeId, const UA_NodeId referenceTypeId,
                        const UA_QualifiedName browseName, const UA_MethodAttributes attr,
                        UA_MethodCallback method,
                        size_t inputArgumentsSize, const UA_Argument *inputArguments,
                        size_t outputArgumentsSize, const UA_Argument *outputArguments,
                        void *nodeContext, UA_NodeId *outNewNodeId) {
    return UA_Server_addMethodNodeEx(server, requestedNewNodeId,  parentNodeId,
                                     referenceTypeId, browseName, attr, method,
                                     inputArgumentsSize, inputArguments, UA_NODEID_NULL, NULL,
                                     outputArgumentsSize, outputArguments, UA_NODEID_NULL, NULL,
                                     nodeContext, outNewNodeId);
}

#endif
```

The method pair UA_Server_addNode_begin and _finish splits the AddNodes service in two parts. This is useful if the node shall be modified before finish the instantiation. For example to add children with specific NodeIds. Otherwise, mandatory children (e.g. of an ObjectType) are added with pseudo-random unique NodeIds. Existing children are detected during the _finish part via their matching BrowseName.

The _begin method:

- prepares the node and adds it to the nodestore
- copies some unassigned attributes from the TypeDefinition node internally
- adds the references to the parent (and the TypeDefinition if applicable)
- performs type-checking of variables.

You can add an object node without a parent if you set the parentNodeId and referenceTypeId to UA_NODE_ID_NULL. Then you need to add the parent reference and hasTypeDef reference yourself before calling the _finish method. Not that this is only allowed for object nodes.

The _finish method:

- copies mandatory children
- calls the node constructor(s) at the end
- may remove the node if it encounters an error.

The special UA_Server_addMethodNode_finish method needs to be used for method nodes, since there you need to explicitly specifiy the input and output arguments which are added in the finish step (if not yet already there) **/

`VariableAttributes` for variables, `ObjectAttributes` for objects, and so on. Missing attributes are taken from the TypeDefinition node if applicable.

```
UA_StatusCode UA_THREADSAFE
UA_Server_addNode_begin(UA_Server *server, const UA_NodeClass nodeClass,
                        const UA_NodeId requestedNewNodeId,
                        const UA_NodeId parentNodeId,
                        const UA_NodeId referenceTypeId,
                        const UA_QualifiedName browseName,
                        const UA_NodeId typeDefinition,
                        const void *attr, const UA_DataType *attributeType,
                        void *nodeContext, UA_NodeId *outNewNodeId);

UA_StatusCode UA_THREADSAFE
UA_Server_addNode_finish(UA_Server *server, const UA_NodeId nodeId);

#ifdef UA_ENABLE_METHODCALLS

UA_StatusCode UA_THREADSAFE
UA_Server_addMethodNode_finish(UA_Server *server, const UA_NodeId nodeId,
                         UA_MethodCallback method,
                         size_t inputArgumentsSize, const UA_Argument* inputArguments,
                         size_t outputArgumentsSize, const UA_Argument* outputArguments);

#endif

/* Deletes a node and optionally all references leading to the node. */
UA_StatusCode UA_THREADSAFE
UA_Server_deleteNode(UA_Server *server, const UA_NodeId nodeId,
                     UA_Boolean deleteReferences);
```

9.10 Reference Management

```
UA_StatusCode UA_THREADSAFE
UA_Server_addReference(UA_Server *server, const UA_NodeId sourceId,
                       const UA_NodeId refTypeId,
                       const UA_ExpandedNodeId targetId, UA_Boolean isForward);

UA_StatusCode UA_THREADSAFE
UA_Server_deleteReference(UA_Server *server, const UA_NodeId sourceNodeId,
                          const UA_NodeId referenceTypeId, UA_Boolean isForward,
                          const UA_ExpandedNodeId targetNodeId,
                          UA_Boolean deleteBidirectional);
```

9.11 Events

The method `UA_Server_createEvent` creates an event and represents it as node. The node receives a unique *EventId* which is automatically added to the node. The method returns a *NodeId* to the object node which represents the event through `outNodeId`. The *NodeId* can be used to set the attributes of the event. The generated *NodeId* is always numeric. `outNodeId` cannot be `NULL`.

Note: In order to see an event in UAExpert, the field *Time* must be given a value!

The method `UA_Server_triggerEvent` "triggers" an event by adding it to all monitored items of the specified origin node and those of all its parents. Any filters specified by the monitored items are automatically applied. Using this method deletes the node generated by `UA_Server_createEvent`. The *EventId* for the new event is generated automatically and is returned through `outEventId`. `NULL` can be passed if the *EventId* is not needed. `deleteEventNode` specifies whether the node representation of the event should be deleted after invoking the method. This can be useful if events with the similar attributes are triggered frequently. `UA_TRUE` would cause the node to be deleted.

```
#ifdef UA_ENABLE_SUBSCRIPTIONS_EVENTS

/* The EventQueueOverflowEventType is defined as abstract, therefore we can not
 * create an instance of that type directly, but need to create a subtype. The
 * following is an arbitrary number which shall refer to our internal overflow
 * type. This is already posted on the OPC Foundation bug tracker under the
 * following link for clarification:
 * https://opcfoundation-onlineapplications.org/mantis/view.php?id=4206 */
# define UA_NS0ID_SIMPLEOVERFLOWEVENTTYPE 4035

/* Creates a node representation of an event
 *
 * @param server The server object
 * @param eventType The type of the event for which a node should be created
 * @param outNodeId The NodeId of the newly created node for the event
 * @return The StatusCode of the UA_Server_createEvent method */
UA_StatusCode UA_THREADSAFE
UA_Server_createEvent(UA_Server *server, const UA_NodeId eventType,
                      UA_NodeId *outNodeId);

/* Triggers a node representation of an event by applying EventFilters and
 * adding the event to the appropriate queues.
 *
 * @param server The server object
 * @param eventNodeId The NodeId of the node representation of the event which should be triggere
 * @param outEvent the EventId of the new event
 * @param deleteEventNode Specifies whether the node representation of the event should be delete
 * @return The StatusCode of the UA_Server_triggerEvent method */
UA_StatusCode UA_THREADSAFE
UA_Server_triggerEvent(UA_Server *server, const UA_NodeId eventNodeId, const UA_NodeId originId,
                       UA_ByteString *outEventId, const UA_Boolean deleteEventNode);

#endif /* UA_ENABLE_SUBSCRIPTIONS_EVENTS */

#ifdef UA_ENABLE_SUBSCRIPTIONS_ALARMS_CONDITIONS
typedef enum UA_TwoStateVariableCallbackType {
  UA_ENTERING_ENABLEDSTATE,
  UA_ENTERING_ACKEDSTATE,
  UA_ENTERING_CONFIRMEDSTATE,
  UA_ENTERING_ACTIVESTATE
} UA_TwoStateVariableCallbackType;

/* Callback prototype to set user specific callbacks */
typedef UA_StatusCode
(*UA_TwoStateVariableChangeCallback)(UA_Server *server, const UA_NodeId *condition);

/* Create condition instance. The function checks first whether the passed
 * conditionType is a subType of ConditionType. Then checks whether the
 * condition source has HasEventSource reference to its parent. If not, a
 * HasEventSource reference will be created between condition source and server
 * object. To expose the condition in address space, a hierarchical
 * ReferenceType should be passed to create the reference to condition source.
 * Otherwise, UA_NODEID_NULL should be passed to make the condition not exposed.
 *
 * @param server The server object
 * @param conditionId The NodeId of the requested Condition Object. When passing
 *                    UA_NODEID_NUMERIC(X,0) an unused nodeid in namespace X
 *                    will be used. E.g. passing UA_NODEID_NULL will result in a
 *                    NodeId in namespace 0.
 * @param conditionType The NodeId of the node representation of the ConditionType
 * @param conditionName The name of the condition to be created
 * @param conditionSource The NodeId of the Condition Source (Parent of the Condition)
 * @param hierarchialReferenceType The NodeId of Hierarchical ReferenceType
```

```
 *                                between Condition and its source
 * @param outConditionId The NodeId of the created Condition
 * @return The StatusCode of the UA_Server_createCondition method */
UA_StatusCode
UA_Server_createCondition(UA_Server *server,
                          const UA_NodeId conditionId, const UA_NodeId conditionType,
                          UA_QualifiedName conditionName, const UA_NodeId conditionSource,
                          const UA_NodeId hierarchialReferenceType, UA_NodeId *outConditionId);

/* Set the value of condition field.
 *
 * @param server The server object
 * @param condition The NodeId of the node representation of the Condition Instance
 * @param value Variant Value to be written to the Field
 * @param fieldName Name of the Field in which the value should be written
 * @return The StatusCode of the UA_Server_setConditionField method*/
UA_StatusCode
UA_Server_setConditionField(UA_Server *server,
                            const UA_NodeId condition,
                            const UA_Variant* value,
                            const UA_QualifiedName fieldName);

/* Set the value of property of condition field.
 *
 * @param server The server object
 * @param condition The NodeId of the node representation of the Condition Instance
 * @param value Variant Value to be written to the Field
 * @param variableFieldName Name of the Field which has a property
 * @param variablePropertyName Name of the Field Property in which the value should be written
 * @return The StatusCode of the UA_Server_setConditionVariableFieldProperty*/
UA_StatusCode
UA_Server_setConditionVariableFieldProperty(UA_Server *server,
                                            const UA_NodeId condition,
                                            const UA_Variant* value,
                                            const UA_QualifiedName variableFieldName,
                                            const UA_QualifiedName variablePropertyName);

/* Triggers an event only for an enabled condition. The condition list is
 * updated then with the last generated EventId.
 *
 * @param server The server object
 * @param condition The NodeId of the node representation of the Condition Instance
 * @param conditionSource The NodeId of the node representation of the Condition Source
 * @param outEventId last generated EventId
 * @return The StatusCode of the UA_Server_triggerConditionEvent method*/
UA_StatusCode
UA_Server_triggerConditionEvent(UA_Server *server, const UA_NodeId condition,
                                const UA_NodeId conditionSource,
                                UA_ByteString *outEventId);

/* Add an optional condition field using its name. (TODO Adding optional methods
 * is not implemented yet)
 *
 * @param server The server object
 * @param condition The NodeId of the node representation of the Condition Instance
 * @param conditionType The NodeId of the node representation of the Condition Type
 * from which the optional field comes
 * @param fieldName Name of the optional field
 * @param outOptionalVariable The NodeId of the created field (Variable Node)
 * @return The StatusCode of the UA_Server_addConditionOptionalField method*/
UA_StatusCode
UA_Server_addConditionOptionalField(UA_Server *server, const UA_NodeId condition,
                                    const UA_NodeId conditionType,
```

```
                                    const UA_QualifiedName fieldName,
                                    UA_NodeId *outOptionalVariable);

/* Function used to set a user specific callback to TwoStateVariable Fields of a
 * condition. The callbacks will be called before triggering the events when
 * transition to true State of EnabledState/Id, AckedState/Id, ConfirmedState/Id
 * and ActiveState/Id occurs.
 *
 * @param server The server object
 * @param condition The NodeId of the node representation of the Condition Instance
 * @param conditionSource The NodeId of the node representation of the Condition Source
 * @param removeBranch (Not Implemented yet)
 * @param callback User specific callback function
 * @param callbackType Callback function type, indicates where it should be called
 * @return The StatusCode of the UA_Server_setConditionTwoStateVariableCallback method*/
UA_StatusCode
UA_Server_setConditionTwoStateVariableCallback(UA_Server *server, const UA_NodeId condition,
                                               const UA_NodeId conditionSource,
                                               UA_Boolean removeBranch,
                                               UA_TwoStateVariableChangeCallback callback,
                                               UA_TwoStateVariableCallbackType callbackType);

/* Delete a condition from the address space and the internal lists.
 *
 * @param server The server object
 * @param condition The NodeId of the node representation of the Condition Instance
 * @param conditionSource The NodeId of the node representation of the Condition Source
 * @return UA_STATUSCODE_GOOD on success
 */
UA_StatusCode
UA_Server_deleteCondition(UA_Server *server, const UA_NodeId condition,
                          const UA_NodeId conditionSource);

#endif /* UA_ENABLE_SUBSCRIPTIONS_ALARMS_CONDITIONS */

UA_StatusCode
UA_Server_updateCertificate(UA_Server *server,
                            const UA_ByteString *oldCertificate,
                            const UA_ByteString *newCertificate,
                            const UA_ByteString *newPrivateKey,
                            UA_Boolean closeSessions,
                            UA_Boolean closeSecureChannels);
```

9.12 Utility Functions

```
/* Add a new namespace to the server. Returns the index of the new namespace */
UA_UInt16 UA_THREADSAFE UA_Server_addNamespace(UA_Server *server, const char* name);

/* Get namespace by name from the server. */
UA_StatusCode UA_THREADSAFE
UA_Server_getNamespaceByName(UA_Server *server, const UA_String namespaceUri,
                             size_t* foundIndex);

#ifdef UA_ENABLE_HISTORIZING
UA_Boolean UA_THREADSAFE
UA_Server_AccessControl_allowHistoryUpdateUpdateData(UA_Server *server,
                                                     const UA_NodeId *sessionId,
                                                     void *sessionContext,
                                                     const UA_NodeId *nodeId,
                                                     UA_PerformUpdateType performInsertReplace,
```

```
                                                    const UA_DataValue *value);

UA_Boolean UA_THREADSAFE
UA_Server_AccessControl_allowHistoryUpdateDeleteRawModified(UA_Server *server,
                                                            const UA_NodeId *sessionId,
                                                            void *sessionContext,
                                                            const UA_NodeId *nodeId,
                                                            UA_DateTime startTimestamp,
                                                            UA_DateTime endTimestamp,
                                                            bool isDeleteModified);
#endif /* UA_ENABLE_HISTORIZING */
```

9.13 Async Operations

Some operations (such as reading out a sensor that needs to warm up) can take quite some time. In order not to block the server during such an operation, it can be "outsourced" to a worker thread.

Take the example of a CallRequest. It is split into the individual method call operations. If the method is marked as async, then the operation is put into a queue where it is be retrieved by a worker. The worker returns the result when ready. See the examples in `/examples/tutorial_server_method_async.c` for the usage.

Note that the operation can time out (see the asyncOperationTimeout setting in the server config) also when it has been retrieved by the worker.

```
#if UA_MULTITHREADING >= 100

/* Set the async flag in a method node */
UA_StatusCode
UA_Server_setMethodNodeAsync(UA_Server *server, const UA_NodeId id,
                             UA_Boolean isAsync);

typedef enum {
    UA_ASYNCOPERATIONTYPE_INVALID, /* 0, the default */
    UA_ASYNCOPERATIONTYPE_CALL
    /* UA_ASYNCOPERATIONTYPE_READ, */
    /* UA_ASYNCOPERATIONTYPE_WRITE, */
} UA_AsyncOperationType;

typedef union {
    UA_CallMethodRequest callMethodRequest;
    /* UA_ReadValueId readValueId; */
    /* UA_WriteValue writeValue; */
} UA_AsyncOperationRequest;

typedef union {
    UA_CallMethodResult callMethodResult;
    /* UA_DataValue readResult; */
    /* UA_StatusCode writeResult; */
} UA_AsyncOperationResponse;

/* Get the next async operation without blocking
 *
 * @param server The server object
 * @param type The type of the async operation
 * @param request Receives pointer to the operation
 * @param context Receives the pointer to the operation context
 * @param timeout The timestamp when the operation times out and can
 *        no longer be returned to the client. The response has to
 *        be set in UA_Server_setAsyncOperationResult in any case.
 * @return false if queue is empty, true else */
UA_Boolean
```

```
UA_Server_getAsyncOperationNonBlocking(UA_Server *server, UA_AsyncOperationType *type,
                                       const UA_AsyncOperationRequest **request,
                                       void **context, UA_DateTime *timeout);

/* UA_Boolean */
/* UA_Server_getAsyncOperationBlocking(UA_Server *server, UA_AsyncOperationType *type, */
/*                                     const UA_AsyncOperationRequest **request, */
/*                                     void **context, UA_DateTime *timeout); */

/* Submit an async operation result
 *
 * @param server The server object
 * @param response Pointer to the operation result
 * @param context Pointer to the operation context */
void
UA_Server_setAsyncOperationResult(UA_Server *server,
                                  const UA_AsyncOperationResponse *response,
                                  void *context);

/* Get the next async operation. Attention! This method is deprecated and has
 * been replaced by UA_Server_getAsyncOperationNonBlocking! */
UA_DEPRECATED UA_Boolean
UA_Server_getAsyncOperation(UA_Server *server, UA_AsyncOperationType *type,
                            const UA_AsyncOperationRequest **request,
                            void **context);

#endif /* !UA_MULTITHREADING >= 100 */
```

9.14 Statistics

Statistic counters keeping track of the current state of the stack. Counters are structured per OPC UA communication layer.

```
typedef struct {
   UA_NetworkStatistics ns;
   UA_SecureChannelStatistics scs;
   UA_SessionStatistics ss;
} UA_ServerStatistics;

UA_ServerStatistics
UA_Server_getStatistics(UA_Server *server);
```

CHAPTER 10

Client

The client implementation allows remote access to all OPC UA services. For convenience, some functionality has been wrapped in *high-level abstractions*.

However: At this time, the client does not yet contain its own thread or event-driven main-loop, meaning that the client will not perform any actions automatically in the background. This is especially relevant for connection/session management and subscriptions. The user will have to periodically call *UA_Client_run_iterate* to ensure that asynchronous events are handled, including keeping a secure connection established. See more about *asynchronicity* and *subscriptions*.

10.1 Client Configuration

The client configuration is used for setting connection parameters and additional settings used by the client. The configuration should not be modified after it is passed to a client. Currently, only one client can use a configuration at a time.

Examples for configurations are provided in the `/plugins` folder. The usual usage is as follows:

1. Create a client configuration with default settings as a starting point
2. Modifiy the configuration, e.g. modifying the timeout
3. Instantiate a client with it
4. After shutdown of the client, clean up the configuration (free memory)

The *Tutorials* provide a good starting point for this.

```
typedef struct {
    /* Basic client configuration */
    void *clientContext; /* User-defined data attached to the client */
    UA_Logger logger;   /* Logger used by the client */
    UA_UInt32 timeout;  /* Response timeout in ms */

    /* The description must be internally consistent.
     * - The ApplicationUri set in the ApplicationDescription must match the
     *   URI set in the server certificate */
    UA_ApplicationDescription clientDescription;

    /* Basic connection configuration */
    UA_ExtensionObject userIdentityToken; /* Configured User-Identity Token */
    UA_MessageSecurityMode securityMode;  /* None, Sign, SignAndEncrypt. The
                                           * default is invalid. This indicates
                                           * the client to select any matching
                                           * endpoint. */
    UA_String securityPolicyUri; /* SecurityPolicy for the SecureChannel. An
                                  * empty string indicates the client to select
                                  * any matching SecurityPolicy. */
```

```
    /* Advanced connection configuration
     *
     * If either endpoint or userTokenPolicy has been set (at least one non-zero
     * byte in either structure), then the selected Endpoint and UserTokenPolicy
     * overwrite the settings in the basic connection configuration. The
     * userTokenPolicy array in the EndpointDescription is ignored. The selected
     * userTokenPolicy is set in the dedicated configuration field.
     *
     * If the advanced configuration is not set, the client will write to it the
     * selected Endpoint and UserTokenPolicy during GetEndpoints.
     *
     * The information in the advanced configuration is used during reconnect
     * when the SecureChannel was broken. */
    UA_EndpointDescription endpoint;
    UA_UserTokenPolicy userTokenPolicy;

    /* Advanced client configuration */

    UA_UInt32 secureChannelLifeTime; /* Lifetime in ms (then the channel needs
                                        to be renewed) */
    UA_UInt32 requestedSessionTimeout; /* Session timeout in ms */
    UA_ConnectionConfig localConnectionConfig;
    UA_UInt32 connectivityCheckInterval;     /* Connectivity check interval in ms.
                                              * 0 = background task disabled */
    const UA_DataTypeArray *customDataTypes; /* Custom DataTypes. Attention!
                                              * Custom datatypes are not cleaned
                                              * up together with the
                                              * configuration. So it is possible
                                              * to allocate them on ROM. */

    /* Available SecurityPolicies */
    size_t securityPoliciesSize;
    UA_SecurityPolicy *securityPolicies;

    /* Certificate Verification Plugin */
    UA_CertificateVerification certificateVerification;

    /* Callbacks for async connection handshakes */
    UA_ConnectClientConnection initConnectionFunc;
    UA_StatusCode (*pollConnectionFunc)(UA_Client *client, void *context,
                                        UA_UInt32 timeout);

    /* Callback for state changes. The client state is differentated into the
     * SecureChannel state and the Session state. The connectStatus is set if
     * the client connection (including reconnects) has failed and the client
     * has to "give up". If the connectStatus is not set, the client still has
     * hope to connect or recover. */
    void (*stateCallback)(UA_Client *client,
                          UA_SecureChannelState channelState,
                          UA_SessionState sessionState,
                          UA_StatusCode connectStatus);

    /* When connectivityCheckInterval is greater than 0, every
     * connectivityCheckInterval (in ms), a async read request is performed on
     * the server. inactivityCallback is called when the client receive no
     * response for this read request The connection can be closed, this in an
     * attempt to recreate a healthy connection. */
    void (*inactivityCallback)(UA_Client *client);

#ifdef UA_ENABLE_SUBSCRIPTIONS
    /* Number of PublishResponse queued up in the server */
    UA_UInt16 outStandingPublishRequests;
```

```
    /* If the client does not receive a PublishResponse after the defined delay
     * of ``(sub->publishingInterval * sub->maxKeepAliveCount) +
     * client->config.timeout)``, then subscriptionInactivityCallback is called
     * for the subscription.. */
    void (*subscriptionInactivityCallback)(UA_Client *client,
                                           UA_UInt32 subscriptionId,
                                           void *subContext);
#endif
} UA_ClientConfig;
```

10.2 Client Lifecycle

```
/* The method UA_Client_new is defined in client_config_default.h. So default
 * plugins outside of the core library (for logging, etc) are already available
 * during the initialization.
 *
 * UA_Client * UA_Client_new(void);
 */

/* Creates a new client. Moves the config into the client with a shallow copy.
 * The config content is cleared together with the client. */
UA_Client *
UA_Client_newWithConfig(const UA_ClientConfig *config);

/* Returns the current state. All arguments except ``client`` can be NULL. */
void
UA_Client_getState(UA_Client *client,
                   UA_SecureChannelState *channelState,
                   UA_SessionState *sessionState,
                   UA_StatusCode *connectStatus);

/* Get the client configuration */
UA_ClientConfig *
UA_Client_getConfig(UA_Client *client);

/* Get the client context */
static UA_INLINE void *
UA_Client_getContext(UA_Client *client) {
    return UA_Client_getConfig(client)->clientContext; /* Cannot fail */
}

/* (Disconnect and) delete the client */
void
UA_Client_delete(UA_Client *client);
```

10.3 Connect to a Server

Once a client is connected to an endpointUrl, it is not possible to switch to another server. A new client has to be created for that.

Once a connection is established, the client keeps the connection open and reconnects if necessary.

If the connection fails unrecoverably (state->connectStatus is set to an error), the client is no longer usable. Create a new client if required.

```
/* Connect to the server. First a SecureChannel is opened, then a Session. The
 * client configuration restricts the SecureChannel selection and contains the
 * UserIdentityToken for the Session.
```

```
 *
 * @param client to use
 * @param endpointURL to connect (for example "opc.tcp://localhost:4840")
 * @return Indicates whether the operation succeeded or returns an error code */
UA_StatusCode
UA_Client_connect(UA_Client *client, const char *endpointUrl);

/* Connect async (non-blocking) to the server. After initiating the connection,
 * call UA_Client_run_iterate repeatedly until the connection is fully
 * established. You can set a callback to client->config.stateCallback to be
 * notified when the connection status changes. Or use UA_Client_getState to get
 * the state manually. */
UA_StatusCode
UA_Client_connectAsync(UA_Client *client, const char *endpointUrl);

/* Connect to the server without creating a session
 *
 * @param client to use
 * @param endpointURL to connect (for example "opc.tcp://localhost:4840")
 * @return Indicates whether the operation succeeded or returns an error code */
UA_StatusCode
UA_Client_connectSecureChannel(UA_Client *client, const char *endpointUrl);

/* Connect async (non-blocking) only the SecureChannel */
UA_StatusCode
UA_Client_connectSecureChannelAsync(UA_Client *client, const char *endpointUrl);

/* Connect to the server and create+activate a Session with the given username
 * and password. This first set the UserIdentityToken in the client config and
 * then calls the regular connect method. */
static UA_INLINE UA_StatusCode
UA_Client_connectUsername(UA_Client *client, const char *endpointUrl,
                          const char *username, const char *password) {
    UA_UserNameIdentityToken* identityToken = UA_UserNameIdentityToken_new();
    if(!identityToken)
        return UA_STATUSCODE_BADOUTOFMEMORY;
    identityToken->userName = UA_STRING_ALLOC(username);
    identityToken->password = UA_STRING_ALLOC(password);
    UA_ClientConfig *cc = UA_Client_getConfig(client);
    UA_ExtensionObject_clear(&cc->userIdentityToken);
    cc->userIdentityToken.encoding = UA_EXTENSIONOBJECT_DECODED;
    cc->userIdentityToken.content.decoded.type = &UA_TYPES[UA_TYPES_USERNAMEIDENTITYTOKEN];
    cc->userIdentityToken.content.decoded.data = identityToken;
    return UA_Client_connect(client, endpointUrl);
}

/* Disconnect and close a connection to the selected server. Disconnection is
 * always performed async (without blocking). */
UA_StatusCode
UA_Client_disconnect(UA_Client *client);

/* Disconnect async. Run UA_Client_run_iterate until the callback notifies that
 * all connections are closed. */
UA_StatusCode
UA_Client_disconnectAsync(UA_Client *client);

/* Disconnect the SecureChannel but keep the Session intact (if it exists).
 * This is always an async (non-blocking) operation. */
UA_StatusCode
UA_Client_disconnectSecureChannel(UA_Client *client);
```

10.4 Discovery

```
/* Gets a list of endpoints of a server
 *
 * @param client to use. Must be connected to the same endpoint given in
 *        serverUrl or otherwise in disconnected state.
 * @param serverUrl url to connect (for example "opc.tcp://localhost:4840")
 * @param endpointDescriptionsSize size of the array of endpoint descriptions
 * @param endpointDescriptions array of endpoint descriptions that is allocated
 *        by the function (you need to free manually)
 * @return Indicates whether the operation succeeded or returns an error code */
UA_StatusCode
UA_Client_getEndpoints(UA_Client *client, const char *serverUrl,
                       size_t* endpointDescriptionsSize,
                       UA_EndpointDescription** endpointDescriptions);

/* Gets a list of all registered servers at the given server.
 *
 * You can pass an optional filter for serverUris. If the given server is not registered,
 * an empty array will be returned. If the server is registered, only that application
 * description will be returned.
 *
 * Additionally you can optionally indicate which locale you want for the server name
 * in the returned application description. The array indicates the order of preference.
 * A server may have localized names.
 *
 * @param client to use. Must be connected to the same endpoint given in
 *        serverUrl or otherwise in disconnected state.
 * @param serverUrl url to connect (for example "opc.tcp://localhost:4840")
 * @param serverUrisSize Optional filter for specific server uris
 * @param serverUris Optional filter for specific server uris
 * @param localeIdsSize Optional indication which locale you prefer
 * @param localeIds Optional indication which locale you prefer
 * @param registeredServersSize size of returned array, i.e., number of found/registered servers
 * @param registeredServers array containing found/registered servers
 * @return Indicates whether the operation succeeded or returns an error code */
UA_StatusCode
UA_Client_findServers(UA_Client *client, const char *serverUrl,
                      size_t serverUrisSize, UA_String *serverUris,
                      size_t localeIdsSize, UA_String *localeIds,
                      size_t *registeredServersSize,
                      UA_ApplicationDescription **registeredServers);

#ifdef UA_ENABLE_DISCOVERY
/* Get a list of all known server in the network. Only supported by LDS servers.
 *
 * @param client to use. Must be connected to the same endpoint given in
 * serverUrl or otherwise in disconnected state.
 * @param serverUrl url to connect (for example "opc.tcp://localhost:4840")
 * @param startingRecordId optional. Only return the records with an ID higher
 *        or equal the given. Can be used for pagination to only get a subset of
 *        the full list
 * @param maxRecordsToReturn optional. Only return this number of records

 * @param serverCapabilityFilterSize optional. Filter the returned list to only
 *        get servers with given capabilities, e.g. "LDS"
 * @param serverCapabilityFilter optional. Filter the returned list to only get
 *        servers with given capabilities, e.g. "LDS"
 * @param serverOnNetworkSize size of returned array, i.e., number of
 *        known/registered servers
 * @param serverOnNetwork array containing known/registered servers
 * @return Indicates whether the operation succeeded or returns an error code */
```

```
UA_StatusCode
UA_Client_findServersOnNetwork(UA_Client *client, const char *serverUrl,
                               UA_UInt32 startingRecordId, UA_UInt32 maxRecordsToReturn,
                               size_t serverCapabilityFilterSize, UA_String *serverCapabilityFilte
                               size_t *serverOnNetworkSize, UA_ServerOnNetwork **serverOnNetwork)
#endif
```

10.5 Services

The raw OPC UA services are exposed to the client. But most of them time, it is better to use the convenience functions from `ua_client_highlevel.h` that wrap the raw services.

```
/* Don't use this function. Use the type versions below instead. */
void
__UA_Client_Service(UA_Client *client, const void *request,
                    const UA_DataType *requestType, void *response,
                    const UA_DataType *responseType);

/*
 * Attribute Service Set
 * ^^^^^^^^^^^^^^^^^^^^ */
static UA_INLINE UA_ReadResponse
UA_Client_Service_read(UA_Client *client, const UA_ReadRequest request) {
    UA_ReadResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_READREQUEST],
                        &response, &UA_TYPES[UA_TYPES_READRESPONSE]);
    return response;
}

static UA_INLINE UA_WriteResponse
UA_Client_Service_write(UA_Client *client, const UA_WriteRequest request) {
    UA_WriteResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_WRITEREQUEST],
                        &response, &UA_TYPES[UA_TYPES_WRITERESPONSE]);
    return response;
}

/*
* Historical Access Service Set
* ^^^^^^^^^^^^^^^^^^^^^^^^^^^^ */
#ifdef UA_ENABLE_HISTORIZING
static UA_INLINE UA_HistoryReadResponse
UA_Client_Service_historyRead(UA_Client *client, const UA_HistoryReadRequest request) {
    UA_HistoryReadResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_HISTORYREADREQUEST],
        &response, &UA_TYPES[UA_TYPES_HISTORYREADRESPONSE]);
    return response;
}

static UA_INLINE UA_HistoryUpdateResponse
UA_Client_Service_historyUpdate(UA_Client *client, const UA_HistoryUpdateRequest request) {
    UA_HistoryUpdateResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_HISTORYUPDATEREQUEST],
        &response, &UA_TYPES[UA_TYPES_HISTORYUPDATERESPONSE]);
    return response;
}
#endif

/*
 * Method Service Set
 * ^^^^^^^^^^^^^^^^^^ */
```

```
#ifdef UA_ENABLE_METHODCALLS
static UA_INLINE UA_CallResponse
UA_Client_Service_call(UA_Client *client, const UA_CallRequest request) {
    UA_CallResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_CALLREQUEST],
                        &response, &UA_TYPES[UA_TYPES_CALLRESPONSE]);
    return response;
}
#endif

/*
 * NodeManagement Service Set
 * ^^^^^^^^^^^^^^^^^^^^^^^^^^ */
static UA_INLINE UA_AddNodesResponse
UA_Client_Service_addNodes(UA_Client *client, const UA_AddNodesRequest request) {
    UA_AddNodesResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_ADDNODESREQUEST],
                        &response, &UA_TYPES[UA_TYPES_ADDNODESRESPONSE]);
    return response;
}

static UA_INLINE UA_AddReferencesResponse
UA_Client_Service_addReferences(UA_Client *client,
                                const UA_AddReferencesRequest request) {
    UA_AddReferencesResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_ADDREFERENCESREQUEST],
                        &response, &UA_TYPES[UA_TYPES_ADDREFERENCESRESPONSE]);
    return response;
}

static UA_INLINE UA_DeleteNodesResponse
UA_Client_Service_deleteNodes(UA_Client *client,
                              const UA_DeleteNodesRequest request) {
    UA_DeleteNodesResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_DELETENODESREQUEST],
                        &response, &UA_TYPES[UA_TYPES_DELETENODESRESPONSE]);
    return response;
}

static UA_INLINE UA_DeleteReferencesResponse
UA_Client_Service_deleteReferences(UA_Client *client,
                                   const UA_DeleteReferencesRequest request) {
    UA_DeleteReferencesResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_DELETEREFERENCESREQUEST],
                        &response, &UA_TYPES[UA_TYPES_DELETEREFERENCESRESPONSE]);
    return response;
}

/*
 * View Service Set
 * ^^^^^^^^^^^^^^^^ */
static UA_INLINE UA_BrowseResponse
UA_Client_Service_browse(UA_Client *client, const UA_BrowseRequest request) {
    UA_BrowseResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_BROWSEREQUEST],
                        &response, &UA_TYPES[UA_TYPES_BROWSERESPONSE]);
    return response;
}

static UA_INLINE UA_BrowseNextResponse
UA_Client_Service_browseNext(UA_Client *client,
                             const UA_BrowseNextRequest request) {
    UA_BrowseNextResponse response;
```

```
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_BROWSENEXTREQUEST],
                        &response, &UA_TYPES[UA_TYPES_BROWSENEXTRESPONSE]);
    return response;
}

static UA_INLINE UA_TranslateBrowsePathsToNodeIdsResponse
UA_Client_Service_translateBrowsePathsToNodeIds(UA_Client *client,
                        const UA_TranslateBrowsePathsToNodeIdsRequest request) {
    UA_TranslateBrowsePathsToNodeIdsResponse response;
    __UA_Client_Service(client, &request,
                        &UA_TYPES[UA_TYPES_TRANSLATEBROWSEPATHSTONODEIDSREQUEST],
                        &response,
                        &UA_TYPES[UA_TYPES_TRANSLATEBROWSEPATHSTONODEIDSRESPONSE]);
    return response;
}

static UA_INLINE UA_RegisterNodesResponse
UA_Client_Service_registerNodes(UA_Client *client,
                                const UA_RegisterNodesRequest request) {
    UA_RegisterNodesResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_REGISTERNODESREQUEST],
                        &response, &UA_TYPES[UA_TYPES_REGISTERNODESRESPONSE]);
    return response;
}

static UA_INLINE UA_UnregisterNodesResponse
UA_Client_Service_unregisterNodes(UA_Client *client,
                                  const UA_UnregisterNodesRequest request) {
    UA_UnregisterNodesResponse response;
    __UA_Client_Service(client, &request,
                        &UA_TYPES[UA_TYPES_UNREGISTERNODESREQUEST],
                        &response, &UA_TYPES[UA_TYPES_UNREGISTERNODESRESPONSE]);
    return response;
}

/*
 * Query Service Set
 * ^^^^^^^^^^^^^^^^ */
#ifdef UA_ENABLE_QUERY

static UA_INLINE UA_QueryFirstResponse
UA_Client_Service_queryFirst(UA_Client *client,
                             const UA_QueryFirstRequest request) {
    UA_QueryFirstResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_QUERYFIRSTREQUEST],
                        &response, &UA_TYPES[UA_TYPES_QUERYFIRSTRESPONSE]);
    return response;
}

static UA_INLINE UA_QueryNextResponse
UA_Client_Service_queryNext(UA_Client *client,
                            const UA_QueryNextRequest request) {
    UA_QueryNextResponse response;
    __UA_Client_Service(client, &request, &UA_TYPES[UA_TYPES_QUERYFIRSTREQUEST],
                        &response, &UA_TYPES[UA_TYPES_QUERYFIRSTRESPONSE]);
    return response;
}

#endif
```

10.6 Asynchronous Services

All OPC UA services are asynchronous in nature. So several service calls can be made without waiting for the individual responses. Depending on the server's priorities responses may come in a different ordering than sent.

As noted in *the client overview* currently no means of handling asynchronous events automatically is provided. However, some synchronous function calls will trigger handling, but to ensure this happens a client should periodically call *UA_Client_run_iterate* explicitly.

Connection and session management are also performed in *UA_Client_run_iterate*, so to keep a connection healthy any client need to consider how and when it is appropriate to do the call. This is especially true for the periodic renewal of a SecureChannel's SecurityToken which is designed to have a limited lifetime and will invalidate the connection if not renewed.

```
/* Use the type versions of this method. See below. However, the general
 * mechanism of async service calls is explained here.
 *
 * We say that an async service call has been dispatched once this method
 * returns UA_STATUSCODE_GOOD. If there is an error after an async service has
 * been dispatched, the callback is called with an "empty" response where the
 * statusCode has been set accordingly. This is also done if the client is
 * shutting down and the list of dispatched async services is emptied.
 *
 * The statusCode received when the client is shutting down is
 * UA_STATUSCODE_BADSHUTDOWN.
 *
 * The statusCode received when the client don't receive response
 * after specified config->timeout (in ms) is
 * UA_STATUSCODE_BADTIMEOUT.
 *
 * Instead, you can use __UA_Client_AsyncServiceEx to specify
 * a custom timeout
 *
 * The userdata and requestId arguments can be NULL. */

typedef void (*UA_ClientAsyncServiceCallback)(UA_Client *client, void *userdata,
        UA_UInt32 requestId, void *response);

UA_StatusCode
__UA_Client_AsyncService(UA_Client *client, const void *request,
                         const UA_DataType *requestType,
                         UA_ClientAsyncServiceCallback callback,
                         const UA_DataType *responseType,
                         void *userdata, UA_UInt32 *requestId);

UA_StatusCode
UA_Client_sendAsyncRequest(UA_Client *client, const void *request,
        const UA_DataType *requestType, UA_ClientAsyncServiceCallback callback,
        const UA_DataType *responseType, void *userdata, UA_UInt32 *requestId);

/* Listen on the network and process arriving asynchronous responses in the
 * background. Internal housekeeping, renewal of SecureChannels and subscription
 * management is done as well. */
UA_StatusCode
UA_Client_run_iterate(UA_Client *client, UA_UInt32 timeout);

/* Force the manual renewal of the SecureChannel. This is useful to renew the
 * SecureChannel during a downtime when no time-critical operations are
 * performed. This method is asynchronous. The renewal is triggered (the OPN
 * message is sent) but not completed. The OPN response is handled with
 * ''UA_Client_run_iterate'' or a synchronous servica-call operation.
 *
 * @return The return value is UA_STATUSCODE_GOODCALLAGAIN if the SecureChannel
```

```
     *         has not elapsed at least 75% of its lifetime. Otherwise the
     *         ''connectStatus'' is returned. */
UA_StatusCode
UA_Client_renewSecureChannel(UA_Client *client);

/* Use the type versions of this method. See below. However, the general
 * mechanism of async service calls is explained here.
 *
 * We say that an async service call has been dispatched once this method
 * returns UA_STATUSCODE_GOOD. If there is an error after an async service has
 * been dispatched, the callback is called with an "empty" response where the
 * statusCode has been set accordingly. This is also done if the client is
 * shutting down and the list of dispatched async services is emptied.
 *
 * The statusCode received when the client is shutting down is
 * UA_STATUSCODE_BADSHUTDOWN.
 *
 * The statusCode received when the client don't receive response
 * after specified timeout (in ms) is
 * UA_STATUSCODE_BADTIMEOUT.
 *
 * The timeout can be disabled by setting timeout to 0
 *
 * The userdata and requestId arguments can be NULL. */
UA_StatusCode
__UA_Client_AsyncServiceEx(UA_Client *client, const void *request,
                           const UA_DataType *requestType,
                           UA_ClientAsyncServiceCallback callback,
                           const UA_DataType *responseType,
                           void *userdata, UA_UInt32 *requestId,
                           UA_UInt32 timeout);
```

10.7 Timed Callbacks

Repeated callbacks can be attached to a client and will be executed in the defined interval.

```
typedef void (*UA_ClientCallback)(UA_Client *client, void *data);

/* Add a callback for execution at a specified time. If the indicated time lies
 * in the past, then the callback is executed at the next iteration of the
 * server's main loop.
 *
 * @param client The client object.
 * @param callback The callback that shall be added.
 * @param data Data that is forwarded to the callback.
 * @param date The timestamp for the execution time.
 * @param callbackId Set to the identifier of the repeated callback . This can
 *        be used to cancel the callback later on. If the pointer is null, the
 *        identifier is not set.
 * @return Upon success, UA_STATUSCODE_GOOD is returned. An error code
 *         otherwise. */
UA_StatusCode
UA_Client_addTimedCallback(UA_Client *client, UA_ClientCallback callback,
                           void *data, UA_DateTime date, UA_UInt64 *callbackId);

/* Add a callback for cyclic repetition to the client.
 *
 * @param client The client object.
 * @param callback The callback that shall be added.
 * @param data Data that is forwarded to the callback.
 * @param interval_ms The callback shall be repeatedly executed with the given
```

```
     *        interval (in ms). The interval must be positive. The first execution
     *        occurs at now() + interval at the latest.
     * @param callbackId Set to the identifier of the repeated callback . This can
     *        be used to cancel the callback later on. If the pointer is null, the
     *        identifier is not set.
     * @return Upon success, UA_STATUSCODE_GOOD is returned. An error code
     *         otherwise. */
UA_StatusCode
UA_Client_addRepeatedCallback(UA_Client *client, UA_ClientCallback callback,
                              void *data, UA_Double interval_ms,
                              UA_UInt64 *callbackId);

UA_StatusCode
UA_Client_changeRepeatedCallbackInterval(UA_Client *client,
                                         UA_UInt64 callbackId,
                                         UA_Double interval_ms);

void
UA_Client_removeCallback(UA_Client *client, UA_UInt64 callbackId);
```

10.7.1 Highlevel Client Functionality

The following definitions are convenience functions making use of the standard OPC UA services in the background. This is a less flexible way of handling the stack, because at many places sensible defaults are presumed; at the same time using these functions is the easiest way of implementing an OPC UA application, as you will not have to consider all the details that go into the OPC UA services. If more flexibility is needed, you can always achieve the same functionality using the raw *OPC UA services*.

Read Attributes

The following functions can be used to retrieve a single node attribute. Use the regular service to read several attributes at once.

```
/* Don't call this function, use the typed versions */
UA_StatusCode
__UA_Client_readAttribute(UA_Client *client, const UA_NodeId *nodeId,
                          UA_AttributeId attributeId, void *out,
                          const UA_DataType *outDataType);

static UA_INLINE UA_StatusCode
UA_Client_readNodeIdAttribute(UA_Client *client, const UA_NodeId nodeId,
                              UA_NodeId *outNodeId) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_NODEID,
                                     outNodeId, &UA_TYPES[UA_TYPES_NODEID]);
}

static UA_INLINE UA_StatusCode
UA_Client_readNodeClassAttribute(UA_Client *client, const UA_NodeId nodeId,
                                 UA_NodeClass *outNodeClass) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_NODECLASS,
                                     outNodeClass, &UA_TYPES[UA_TYPES_NODECLASS]);
}

static UA_INLINE UA_StatusCode
UA_Client_readBrowseNameAttribute(UA_Client *client, const UA_NodeId nodeId,
                                  UA_QualifiedName *outBrowseName) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_BROWSENAME,
                                     outBrowseName,
                                     &UA_TYPES[UA_TYPES_QUALIFIEDNAME]);
}
```

```
static UA_INLINE UA_StatusCode
UA_Client_readDisplayNameAttribute(UA_Client *client, const UA_NodeId nodeId,
                                   UA_LocalizedText *outDisplayName) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_DISPLAYNAME,
                                     outDisplayName,
                                     &UA_TYPES[UA_TYPES_LOCALIZEDTEXT]);
}

static UA_INLINE UA_StatusCode
UA_Client_readDescriptionAttribute(UA_Client *client, const UA_NodeId nodeId,
                                   UA_LocalizedText *outDescription) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_DESCRIPTION,
                                     outDescription,
                                     &UA_TYPES[UA_TYPES_LOCALIZEDTEXT]);
}

static UA_INLINE UA_StatusCode
UA_Client_readWriteMaskAttribute(UA_Client *client, const UA_NodeId nodeId,
                                 UA_UInt32 *outWriteMask) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_WRITEMASK,
                                     outWriteMask, &UA_TYPES[UA_TYPES_UINT32]);
}

static UA_INLINE UA_StatusCode
UA_Client_readUserWriteMaskAttribute(UA_Client *client, const UA_NodeId nodeId,
                                     UA_UInt32 *outUserWriteMask) {
    return __UA_Client_readAttribute(client, &nodeId,
                                     UA_ATTRIBUTEID_USERWRITEMASK,
                                     outUserWriteMask,
                                     &UA_TYPES[UA_TYPES_UINT32]);
}

static UA_INLINE UA_StatusCode
UA_Client_readIsAbstractAttribute(UA_Client *client, const UA_NodeId nodeId,
                                  UA_Boolean *outIsAbstract) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_ISABSTRACT,
                                     outIsAbstract, &UA_TYPES[UA_TYPES_BOOLEAN]);
}

static UA_INLINE UA_StatusCode
UA_Client_readSymmetricAttribute(UA_Client *client, const UA_NodeId nodeId,
                                 UA_Boolean *outSymmetric) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_SYMMETRIC,
                                     outSymmetric, &UA_TYPES[UA_TYPES_BOOLEAN]);
}

static UA_INLINE UA_StatusCode
UA_Client_readInverseNameAttribute(UA_Client *client, const UA_NodeId nodeId,
                                   UA_LocalizedText *outInverseName) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_INVERSENAME,
                                     outInverseName,
                                     &UA_TYPES[UA_TYPES_LOCALIZEDTEXT]);
}

static UA_INLINE UA_StatusCode
UA_Client_readContainsNoLoopsAttribute(UA_Client *client, const UA_NodeId nodeId,
                                       UA_Boolean *outContainsNoLoops) {
    return __UA_Client_readAttribute(client, &nodeId,
                                     UA_ATTRIBUTEID_CONTAINSNOLOOPS,
                                     outContainsNoLoops,
                                     &UA_TYPES[UA_TYPES_BOOLEAN]);
}
```

```
static UA_INLINE UA_StatusCode
UA_Client_readEventNotifierAttribute(UA_Client *client, const UA_NodeId nodeId,
                                     UA_Byte *outEventNotifier) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_EVENTNOTIFIER,
                                     outEventNotifier, &UA_TYPES[UA_TYPES_BYTE]);
}

static UA_INLINE UA_StatusCode
UA_Client_readValueAttribute(UA_Client *client, const UA_NodeId nodeId,
                             UA_Variant *outValue) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_VALUE,
                                     outValue, &UA_TYPES[UA_TYPES_VARIANT]);
}

static UA_INLINE UA_StatusCode
UA_Client_readDataTypeAttribute(UA_Client *client, const UA_NodeId nodeId,
                                UA_NodeId *outDataType) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_DATATYPE,
                                     outDataType, &UA_TYPES[UA_TYPES_NODEID]);
}

static UA_INLINE UA_StatusCode
UA_Client_readValueRankAttribute(UA_Client *client, const UA_NodeId nodeId,
                                 UA_Int32 *outValueRank) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_VALUERANK,
                                     outValueRank, &UA_TYPES[UA_TYPES_INT32]);
}

UA_StatusCode
UA_Client_readArrayDimensionsAttribute(UA_Client *client, const UA_NodeId nodeId,
                                       size_t *outArrayDimensionsSize,
                                       UA_UInt32 **outArrayDimensions);

static UA_INLINE UA_StatusCode
UA_Client_readAccessLevelAttribute(UA_Client *client, const UA_NodeId nodeId,
                                   UA_Byte *outAccessLevel) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_ACCESSLEVEL,
                                     outAccessLevel, &UA_TYPES[UA_TYPES_BYTE]);
}

static UA_INLINE UA_StatusCode
UA_Client_readUserAccessLevelAttribute(UA_Client *client, const UA_NodeId nodeId,
                                       UA_Byte *outUserAccessLevel) {
    return __UA_Client_readAttribute(client, &nodeId,
                                     UA_ATTRIBUTEID_USERACCESSLEVEL,
                                     outUserAccessLevel,
                                     &UA_TYPES[UA_TYPES_BYTE]);
}

static UA_INLINE UA_StatusCode
UA_Client_readMinimumSamplingIntervalAttribute(UA_Client *client,
                                               const UA_NodeId nodeId,
                                               UA_Double *outMinSamplingInterval) {
    return __UA_Client_readAttribute(client, &nodeId,
                                     UA_ATTRIBUTEID_MINIMUMSAMPLINGINTERVAL,
                                     outMinSamplingInterval,
                                     &UA_TYPES[UA_TYPES_DOUBLE]);
}

static UA_INLINE UA_StatusCode
UA_Client_readHistorizingAttribute(UA_Client *client, const UA_NodeId nodeId,
                                   UA_Boolean *outHistorizing) {
```

```
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_HISTORIZING,
                                     outHistorizing, &UA_TYPES[UA_TYPES_BOOLEAN]);
}

static UA_INLINE UA_StatusCode
UA_Client_readExecutableAttribute(UA_Client *client, const UA_NodeId nodeId,
                                  UA_Boolean *outExecutable) {
    return __UA_Client_readAttribute(client, &nodeId, UA_ATTRIBUTEID_EXECUTABLE,
                                     outExecutable, &UA_TYPES[UA_TYPES_BOOLEAN]);
}

static UA_INLINE UA_StatusCode
UA_Client_readUserExecutableAttribute(UA_Client *client, const UA_NodeId nodeId,
                                      UA_Boolean *outUserExecutable) {
    return __UA_Client_readAttribute(client, &nodeId,
                                     UA_ATTRIBUTEID_USEREXECUTABLE,
                                     outUserExecutable,
                                     &UA_TYPES[UA_TYPES_BOOLEAN]);
}
```

Historical Access

The following functions can be used to read a single node historically. Use the regular service to read several nodes at once.

```
#ifdef UA_ENABLE_HISTORIZING
typedef UA_Boolean
(*UA_HistoricalIteratorCallback)(UA_Client *client,
                                 const UA_NodeId *nodeId,
                                 UA_Boolean moreDataAvailable,
                                 const UA_ExtensionObject *data, void *callbackContext);

#ifdef UA_ENABLE_EXPERIMENTAL_HISTORIZING
UA_StatusCode
UA_Client_HistoryRead_events(UA_Client *client, const UA_NodeId *nodeId,
                             const UA_HistoricalIteratorCallback callback,
                             UA_DateTime startTime, UA_DateTime endTime,
                             UA_String indexRange, const UA_EventFilter filter, UA_UInt32 numVa
                             UA_TimestampsToReturn timestampsToReturn, void *callbackContext);
#endif // UA_ENABLE_EXPERIMENTAL_HISTORIZING

UA_StatusCode
UA_Client_HistoryRead_raw(UA_Client *client, const UA_NodeId *nodeId,
                          const UA_HistoricalIteratorCallback callback,
                          UA_DateTime startTime, UA_DateTime endTime,
                          UA_String indexRange, UA_Boolean returnBounds, UA_UInt32 numValuesPe
                          UA_TimestampsToReturn timestampsToReturn, void *callbackContext);

#ifdef UA_ENABLE_EXPERIMENTAL_HISTORIZING
UA_StatusCode
UA_Client_HistoryRead_modified(UA_Client *client, const UA_NodeId *nodeId,
                               const UA_HistoricalIteratorCallback callback,
                               UA_DateTime startTime, UA_DateTime endTime,
                               UA_String indexRange, UA_Boolean returnBounds, UA_UInt32 numValu
                               UA_TimestampsToReturn timestampsToReturn, void *callbackContext
#endif // UA_ENABLE_EXPERIMENTAL_HISTORIZING

UA_StatusCode
UA_Client_HistoryUpdate_insert(UA_Client *client,
                               const UA_NodeId *nodeId,
                               UA_DataValue *value);
```

```
UA_StatusCode
UA_Client_HistoryUpdate_replace(UA_Client *client,
                                const UA_NodeId *nodeId,
                                UA_DataValue *value);

UA_StatusCode
UA_Client_HistoryUpdate_update(UA_Client *client,
                               const UA_NodeId *nodeId,
                               UA_DataValue *value);

UA_StatusCode
UA_Client_HistoryUpdate_deleteRaw(UA_Client *client,
                                  const UA_NodeId *nodeId,
                                  UA_DateTime startTimestamp,
                                  UA_DateTime endTimestamp);

#endif // UA_ENABLE_HISTORIZING
```

Write Attributes

The following functions can be use to write a single node attribute at a time. Use the regular write service to write several attributes at once.

```
/* Don't call this function, use the typed versions */
UA_StatusCode
__UA_Client_writeAttribute(UA_Client *client, const UA_NodeId *nodeId,
                           UA_AttributeId attributeId, const void *in,
                           const UA_DataType *inDataType);

static UA_INLINE UA_StatusCode
UA_Client_writeNodeIdAttribute(UA_Client *client, const UA_NodeId nodeId,
                               const UA_NodeId *newNodeId) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_NODEID,
                                      newNodeId, &UA_TYPES[UA_TYPES_NODEID]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeNodeClassAttribute(UA_Client *client, const UA_NodeId nodeId,
                                  const UA_NodeClass *newNodeClass) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_NODECLASS,
                                      newNodeClass, &UA_TYPES[UA_TYPES_NODECLASS]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeBrowseNameAttribute(UA_Client *client, const UA_NodeId nodeId,
                                   const UA_QualifiedName *newBrowseName) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_BROWSENAME,
                                      newBrowseName,
                                      &UA_TYPES[UA_TYPES_QUALIFIEDNAME]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeDisplayNameAttribute(UA_Client *client, const UA_NodeId nodeId,
                                    const UA_LocalizedText *newDisplayName) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_DISPLAYNAME,
                                      newDisplayName,
                                      &UA_TYPES[UA_TYPES_LOCALIZEDTEXT]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeDescriptionAttribute(UA_Client *client, const UA_NodeId nodeId,
                                    const UA_LocalizedText *newDescription) {
```

```
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_DESCRIPTION,
                                      newDescription,
                                      &UA_TYPES[UA_TYPES_LOCALIZEDTEXT]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeWriteMaskAttribute(UA_Client *client, const UA_NodeId nodeId,
                                  const UA_UInt32 *newWriteMask) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_WRITEMASK,
                                      newWriteMask, &UA_TYPES[UA_TYPES_UINT32]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeUserWriteMaskAttribute(UA_Client *client, const UA_NodeId nodeId,
                                      const UA_UInt32 *newUserWriteMask) {
    return __UA_Client_writeAttribute(client, &nodeId,
                                      UA_ATTRIBUTEID_USERWRITEMASK,
                                      newUserWriteMask,
                                      &UA_TYPES[UA_TYPES_UINT32]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeIsAbstractAttribute(UA_Client *client, const UA_NodeId nodeId,
                                   const UA_Boolean *newIsAbstract) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_ISABSTRACT,
                                      newIsAbstract, &UA_TYPES[UA_TYPES_BOOLEAN]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeSymmetricAttribute(UA_Client *client, const UA_NodeId nodeId,
                                  const UA_Boolean *newSymmetric) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_SYMMETRIC,
                                      newSymmetric, &UA_TYPES[UA_TYPES_BOOLEAN]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeInverseNameAttribute(UA_Client *client, const UA_NodeId nodeId,
                                    const UA_LocalizedText *newInverseName) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_INVERSENAME,
                                      newInverseName,
                                      &UA_TYPES[UA_TYPES_LOCALIZEDTEXT]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeContainsNoLoopsAttribute(UA_Client *client, const UA_NodeId nodeId,
                                        const UA_Boolean *newContainsNoLoops) {
    return __UA_Client_writeAttribute(client, &nodeId,
                                      UA_ATTRIBUTEID_CONTAINSNOLOOPS,
                                      newContainsNoLoops,
                                      &UA_TYPES[UA_TYPES_BOOLEAN]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeEventNotifierAttribute(UA_Client *client, const UA_NodeId nodeId,
                                      const UA_Byte *newEventNotifier) {
    return __UA_Client_writeAttribute(client, &nodeId,
                                      UA_ATTRIBUTEID_EVENTNOTIFIER,
                                      newEventNotifier,
                                      &UA_TYPES[UA_TYPES_BYTE]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeValueAttribute(UA_Client *client, const UA_NodeId nodeId,
```

```
                                const UA_Variant *newValue) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_VALUE,
                                      newValue, &UA_TYPES[UA_TYPES_VARIANT]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeDataTypeAttribute(UA_Client *client, const UA_NodeId nodeId,
                                 const UA_NodeId *newDataType) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_DATATYPE,
                                      newDataType, &UA_TYPES[UA_TYPES_NODEID]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeValueRankAttribute(UA_Client *client, const UA_NodeId nodeId,
                                  const UA_Int32 *newValueRank) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_VALUERANK,
                                      newValueRank, &UA_TYPES[UA_TYPES_INT32]);
}

UA_StatusCode
UA_Client_writeArrayDimensionsAttribute(UA_Client *client, const UA_NodeId nodeId,
                                        size_t newArrayDimensionsSize,
                                        const UA_UInt32 *newArrayDimensions);

static UA_INLINE UA_StatusCode
UA_Client_writeAccessLevelAttribute(UA_Client *client, const UA_NodeId nodeId,
                                    const UA_Byte *newAccessLevel) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_ACCESSLEVEL,
                                      newAccessLevel, &UA_TYPES[UA_TYPES_BYTE]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeUserAccessLevelAttribute(UA_Client *client, const UA_NodeId nodeId,
                                        const UA_Byte *newUserAccessLevel) {
    return __UA_Client_writeAttribute(client, &nodeId,
                                      UA_ATTRIBUTEID_USERACCESSLEVEL,
                                      newUserAccessLevel,
                                      &UA_TYPES[UA_TYPES_BYTE]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeMinimumSamplingIntervalAttribute(UA_Client *client,
                                                const UA_NodeId nodeId,
                                                const UA_Double *newMinInterval) {
    return __UA_Client_writeAttribute(client, &nodeId,
                                      UA_ATTRIBUTEID_MINIMUMSAMPLINGINTERVAL,
                                      newMinInterval, &UA_TYPES[UA_TYPES_DOUBLE]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeHistorizingAttribute(UA_Client *client, const UA_NodeId nodeId,
                                    const UA_Boolean *newHistorizing) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_HISTORIZING,
                                      newHistorizing, &UA_TYPES[UA_TYPES_BOOLEAN]);
}

static UA_INLINE UA_StatusCode
UA_Client_writeExecutableAttribute(UA_Client *client, const UA_NodeId nodeId,
                                   const UA_Boolean *newExecutable) {
    return __UA_Client_writeAttribute(client, &nodeId, UA_ATTRIBUTEID_EXECUTABLE,
                                      newExecutable, &UA_TYPES[UA_TYPES_BOOLEAN]);
}
```

```
static UA_INLINE UA_StatusCode
UA_Client_writeUserExecutableAttribute(UA_Client *client, const UA_NodeId nodeId,
                                       const UA_Boolean *newUserExecutable) {
    return __UA_Client_writeAttribute(client, &nodeId,
                                      UA_ATTRIBUTEID_USEREXECUTABLE,
                                      newUserExecutable,
                                      &UA_TYPES[UA_TYPES_BOOLEAN]);
}
```

Method Calling

```
#ifdef UA_ENABLE_METHODCALLS
UA_StatusCode
UA_Client_call(UA_Client *client, const UA_NodeId objectId,
               const UA_NodeId methodId, size_t inputSize, const UA_Variant *input,
               size_t *outputSize, UA_Variant **output);
#endif
```

Node Management

See the section on *server-side node management*.

```
UA_StatusCode
UA_Client_addReference(UA_Client *client, const UA_NodeId sourceNodeId,
                       const UA_NodeId referenceTypeId, UA_Boolean isForward,
                       const UA_String targetServerUri,
                       const UA_ExpandedNodeId targetNodeId,
                       UA_NodeClass targetNodeClass);

UA_StatusCode
UA_Client_deleteReference(UA_Client *client, const UA_NodeId sourceNodeId,
                          const UA_NodeId referenceTypeId, UA_Boolean isForward,
                          const UA_ExpandedNodeId targetNodeId,
                          UA_Boolean deleteBidirectional);

UA_StatusCode
UA_Client_deleteNode(UA_Client *client, const UA_NodeId nodeId,
                     UA_Boolean deleteTargetReferences);

/* Protect against redundant definitions for server/client */
#ifndef UA_DEFAULT_ATTRIBUTES_DEFINED
#define UA_DEFAULT_ATTRIBUTES_DEFINED
/* The default for variables is "BaseDataType" for the datatype, -2 for the
 * valuerank and a read-accesslevel. */
extern const UA_VariableAttributes UA_VariableAttributes_default;
extern const UA_VariableTypeAttributes UA_VariableTypeAttributes_default;
/* Methods are executable by default */
extern const UA_MethodAttributes UA_MethodAttributes_default;
/* The remaining attribute definitions are currently all zeroed out */
extern const UA_ObjectAttributes UA_ObjectAttributes_default;
extern const UA_ObjectTypeAttributes UA_ObjectTypeAttributes_default;
extern const UA_ReferenceTypeAttributes UA_ReferenceTypeAttributes_default;
extern const UA_DataTypeAttributes UA_DataTypeAttributes_default;
extern const UA_ViewAttributes UA_ViewAttributes_default;
#endif

/* Don't call this function, use the typed versions */
UA_StatusCode
__UA_Client_addNode(UA_Client *client, const UA_NodeClass nodeClass,
                    const UA_NodeId requestedNewNodeId,
```

```
                    const UA_NodeId parentNodeId,
                    const UA_NodeId referenceTypeId,
                    const UA_QualifiedName browseName,
                    const UA_NodeId typeDefinition, const UA_NodeAttributes *attr,
                    const UA_DataType *attributeType, UA_NodeId *outNewNodeId);

static UA_INLINE UA_StatusCode
UA_Client_addVariableNode(UA_Client *client, const UA_NodeId requestedNewNodeId,
                          const UA_NodeId parentNodeId,
                          const UA_NodeId referenceTypeId,
                          const UA_QualifiedName browseName,
                          const UA_NodeId typeDefinition,
                          const UA_VariableAttributes attr,
                          UA_NodeId *outNewNodeId) {
    return __UA_Client_addNode(client, UA_NODECLASS_VARIABLE, requestedNewNodeId,
                               parentNodeId, referenceTypeId, browseName,
                               typeDefinition, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_VARIABLEATTRIBUTES],
                               outNewNodeId);
}

static UA_INLINE UA_StatusCode
UA_Client_addVariableTypeNode(UA_Client *client,
                              const UA_NodeId requestedNewNodeId,
                              const UA_NodeId parentNodeId,
                              const UA_NodeId referenceTypeId,
                              const UA_QualifiedName browseName,
                              const UA_VariableTypeAttributes attr,
                              UA_NodeId *outNewNodeId) {
    return __UA_Client_addNode(client, UA_NODECLASS_VARIABLETYPE,
                               requestedNewNodeId,
                               parentNodeId, referenceTypeId, browseName,
                               UA_NODEID_NULL, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_VARIABLETYPEATTRIBUTES],
                               outNewNodeId);
}

static UA_INLINE UA_StatusCode
UA_Client_addObjectNode(UA_Client *client, const UA_NodeId requestedNewNodeId,
                        const UA_NodeId parentNodeId,
                        const UA_NodeId referenceTypeId,
                        const UA_QualifiedName browseName,
                        const UA_NodeId typeDefinition,
                        const UA_ObjectAttributes attr, UA_NodeId *outNewNodeId) {
    return __UA_Client_addNode(client, UA_NODECLASS_OBJECT, requestedNewNodeId,
                               parentNodeId, referenceTypeId, browseName,
                               typeDefinition, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_OBJECTATTRIBUTES], outNewNodeId);
}

static UA_INLINE UA_StatusCode
UA_Client_addObjectTypeNode(UA_Client *client, const UA_NodeId requestedNewNodeId,
                            const UA_NodeId parentNodeId,
                            const UA_NodeId referenceTypeId,
                            const UA_QualifiedName browseName,
                            const UA_ObjectTypeAttributes attr,
                            UA_NodeId *outNewNodeId) {
    return __UA_Client_addNode(client, UA_NODECLASS_OBJECTTYPE, requestedNewNodeId,
                               parentNodeId, referenceTypeId, browseName,
                               UA_NODEID_NULL, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_OBJECTTYPEATTRIBUTES],
                               outNewNodeId);
}
```

```
static UA_INLINE UA_StatusCode
UA_Client_addViewNode(UA_Client *client, const UA_NodeId requestedNewNodeId,
                      const UA_NodeId parentNodeId,
                      const UA_NodeId referenceTypeId,
                      const UA_QualifiedName browseName,
                      const UA_ViewAttributes attr,
                      UA_NodeId *outNewNodeId) {
    return __UA_Client_addNode(client, UA_NODECLASS_VIEW, requestedNewNodeId,
                               parentNodeId, referenceTypeId, browseName,
                               UA_NODEID_NULL, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_VIEWATTRIBUTES], outNewNodeId);
}

static UA_INLINE UA_StatusCode
UA_Client_addReferenceTypeNode(UA_Client *client,
                               const UA_NodeId requestedNewNodeId,
                               const UA_NodeId parentNodeId,
                               const UA_NodeId referenceTypeId,
                               const UA_QualifiedName browseName,
                               const UA_ReferenceTypeAttributes attr,
                               UA_NodeId *outNewNodeId) {
    return __UA_Client_addNode(client, UA_NODECLASS_REFERENCETYPE,
                               requestedNewNodeId,
                               parentNodeId, referenceTypeId, browseName,
                               UA_NODEID_NULL, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_REFERENCETYPEATTRIBUTES],
                               outNewNodeId);
}

static UA_INLINE UA_StatusCode
UA_Client_addDataTypeNode(UA_Client *client, const UA_NodeId requestedNewNodeId,
                          const UA_NodeId parentNodeId,
                          const UA_NodeId referenceTypeId,
                          const UA_QualifiedName browseName,
                          const UA_DataTypeAttributes attr,
                          UA_NodeId *outNewNodeId) {
    return __UA_Client_addNode(client, UA_NODECLASS_DATATYPE, requestedNewNodeId,
                               parentNodeId, referenceTypeId, browseName,
                               UA_NODEID_NULL, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_DATATYPEATTRIBUTES],
                               outNewNodeId);
}

static UA_INLINE UA_StatusCode
UA_Client_addMethodNode(UA_Client *client, const UA_NodeId requestedNewNodeId,
                        const UA_NodeId parentNodeId,
                        const UA_NodeId referenceTypeId,
                        const UA_QualifiedName browseName,
                        const UA_MethodAttributes attr,
                        UA_NodeId *outNewNodeId) {
    return __UA_Client_addNode(client, UA_NODECLASS_METHOD, requestedNewNodeId,
                               parentNodeId, referenceTypeId, browseName,
                               UA_NODEID_NULL, (const UA_NodeAttributes*)&attr,
                               &UA_TYPES[UA_TYPES_METHODATTRIBUTES], outNewNodeId);
}
```

Misc Highlevel Functionality

```
/* Get the namespace-index of a namespace-URI
 *
 * @param client The UA_Client struct for this connection
```

```
 * @param namespaceUri The interested namespace URI
 * @param namespaceIndex The namespace index of the URI. The value is unchanged
 *        in case of an error
 * @return Indicates whether the operation succeeded or returns an error code */
UA_StatusCode
UA_Client_NamespaceGetIndex(UA_Client *client, UA_String *namespaceUri,
                            UA_UInt16 *namespaceIndex);

#ifndef HAVE_NODEITER_CALLBACK
#define HAVE_NODEITER_CALLBACK
/* Iterate over all nodes referenced by parentNodeId by calling the callback
   function for each child node */
typedef UA_StatusCode (*UA_NodeIteratorCallback)(UA_NodeId childId, UA_Boolean isInverse,
                                                 UA_NodeId referenceTypeId, void *handle);
#endif

UA_StatusCode
UA_Client_forEachChildNodeCall(UA_Client *client, UA_NodeId parentNodeId,
                               UA_NodeIteratorCallback callback, void *handle);
```

10.7.2 Subscriptions

Subscriptions in OPC UA are asynchronous. That is, the client sends several PublishRequests to the server. The server returns PublishResponses with notifications. But only when a notification has been generated. The client does not wait for the responses and continues normal operations.

Note the difference between Subscriptions and MonitoredItems. Subscriptions are used to report back notifications. MonitoredItems are used to generate notifications. Every MonitoredItem is attached to exactly one Subscription. And a Subscription can contain many MonitoredItems.

The client automatically processes PublishResponses (with a callback) in the background and keeps enough PublishRequests in transit. The PublishResponses may be recieved during a synchronous service call or in `UA_Client_run_iterate`. See more about *asynchronicity*.

```
/* Callbacks defined for Subscriptions */
typedef void (*UA_Client_DeleteSubscriptionCallback)
    (UA_Client *client, UA_UInt32 subId, void *subContext);

typedef void (*UA_Client_StatusChangeNotificationCallback)
    (UA_Client *client, UA_UInt32 subId, void *subContext,
     UA_StatusChangeNotification *notification);

/* Provides default values for a new subscription.
 *
 * RequestedPublishingInterval:  500.0 [ms]
 * RequestedLifetimeCount: 10000
 * RequestedMaxKeepAliveCount: 10
 * MaxNotificationsPerPublish: 0 (unlimited)
 * PublishingEnabled: true
 * Priority: 0 */
static UA_INLINE UA_CreateSubscriptionRequest
UA_CreateSubscriptionRequest_default(void) {
    UA_CreateSubscriptionRequest request;
    UA_CreateSubscriptionRequest_init(&request);

    request.requestedPublishingInterval = 500.0;
    request.requestedLifetimeCount = 10000;
    request.requestedMaxKeepAliveCount = 10;
    request.maxNotificationsPerPublish = 0;
    request.publishingEnabled = true;
    request.priority = 0;
    return request;
```

```
}

UA_CreateSubscriptionResponse
UA_Client_Subscriptions_create(UA_Client *client,
    const UA_CreateSubscriptionRequest request,
    void *subscriptionContext,
    UA_Client_StatusChangeNotificationCallback statusChangeCallback,
    UA_Client_DeleteSubscriptionCallback deleteCallback);

UA_StatusCode
UA_Client_Subscriptions_create_async(UA_Client *client,
    const UA_CreateSubscriptionRequest request,
    void *subscriptionContext,
    UA_Client_StatusChangeNotificationCallback statusChangeCallback,
    UA_Client_DeleteSubscriptionCallback deleteCallback,
    UA_ClientAsyncServiceCallback callback,
    void *userdata, UA_UInt32 *requestId);

UA_ModifySubscriptionResponse
UA_Client_Subscriptions_modify(UA_Client *client,
    const UA_ModifySubscriptionRequest request);

UA_StatusCode
UA_Client_Subscriptions_modify_async(UA_Client *client,
    const UA_ModifySubscriptionRequest request,
    UA_ClientAsyncServiceCallback callback,
    void *userdata, UA_UInt32 *requestId);

UA_DeleteSubscriptionsResponse
UA_Client_Subscriptions_delete(UA_Client *client,
    const UA_DeleteSubscriptionsRequest request);

UA_StatusCode
UA_Client_Subscriptions_delete_async(UA_Client *client,
    const UA_DeleteSubscriptionsRequest request,
    UA_ClientAsyncServiceCallback callback,
    void *userdata, UA_UInt32 *requestId);

/* Delete a single subscription */
UA_StatusCode
UA_Client_Subscriptions_deleteSingle(UA_Client *client, UA_UInt32 subscriptionId);

static UA_INLINE UA_SetPublishingModeResponse
UA_Client_Subscriptions_setPublishingMode(UA_Client *client,
    const UA_SetPublishingModeRequest request) {
    UA_SetPublishingModeResponse response;
    __UA_Client_Service(client,
        &request, &UA_TYPES[UA_TYPES_SETPUBLISHINGMODEREQUEST],
        &response, &UA_TYPES[UA_TYPES_SETPUBLISHINGMODERESPONSE]);
    return response;
}
```

10.7.3 MonitoredItems

MonitoredItems for Events indicate the `EventNotifier` attribute. This indicates to the server not to monitor changes of the attribute, but to forward Event notifications from that node.

During the creation of a MonitoredItem, the server may return changed adjusted parameters. Check the returned `UA_CreateMonitoredItemsResponse` to get the current parameters.

```
/* Provides default values for a new monitored item. */
static UA_INLINE UA_MonitoredItemCreateRequest
UA_MonitoredItemCreateRequest_default(UA_NodeId nodeId) {
    UA_MonitoredItemCreateRequest request;
    UA_MonitoredItemCreateRequest_init(&request);
    request.itemToMonitor.nodeId = nodeId;
    request.itemToMonitor.attributeId = UA_ATTRIBUTEID_VALUE;
    request.monitoringMode = UA_MONITORINGMODE_REPORTING;
    request.requestedParameters.samplingInterval = 250;
    request.requestedParameters.discardOldest = true;
    request.requestedParameters.queueSize = 1;
    return request;
}
```

The clientHandle parameter can't be set by the user, any value will be replaced by the client before sending the request to the server.

```
/* Callback for the deletion of a MonitoredItem */
typedef void (*UA_Client_DeleteMonitoredItemCallback)
    (UA_Client *client, UA_UInt32 subId, void *subContext,
     UA_UInt32 monId, void *monContext);

/* Callback for DataChange notifications */
typedef void (*UA_Client_DataChangeNotificationCallback)
    (UA_Client *client, UA_UInt32 subId, void *subContext,
     UA_UInt32 monId, void *monContext,
     UA_DataValue *value);

/* Callback for Event notifications */
typedef void (*UA_Client_EventNotificationCallback)
    (UA_Client *client, UA_UInt32 subId, void *subContext,
     UA_UInt32 monId, void *monContext,
     size_t nEventFields, UA_Variant *eventFields);

/* Don't use to monitor the EventNotifier attribute */
UA_CreateMonitoredItemsResponse
UA_Client_MonitoredItems_createDataChanges(UA_Client *client,
    const UA_CreateMonitoredItemsRequest request, void **contexts,
    UA_Client_DataChangeNotificationCallback *callbacks,
    UA_Client_DeleteMonitoredItemCallback *deleteCallbacks);

UA_StatusCode
UA_Client_MonitoredItems_createDataChanges_async(UA_Client *client,
    const UA_CreateMonitoredItemsRequest request, void **contexts,
    UA_Client_DataChangeNotificationCallback *callbacks,
    UA_Client_DeleteMonitoredItemCallback *deleteCallbacks,
    UA_ClientAsyncServiceCallback createCallback,
    void *userdata, UA_UInt32 *requestId);

UA_MonitoredItemCreateResult
UA_Client_MonitoredItems_createDataChange(UA_Client *client,
    UA_UInt32 subscriptionId,
    UA_TimestampsToReturn timestampsToReturn,
    const UA_MonitoredItemCreateRequest item,
    void *context, UA_Client_DataChangeNotificationCallback callback,
    UA_Client_DeleteMonitoredItemCallback deleteCallback);

/* Monitor the EventNotifier attribute only */
UA_CreateMonitoredItemsResponse
UA_Client_MonitoredItems_createEvents(UA_Client *client,
    const UA_CreateMonitoredItemsRequest request, void **contexts,
    UA_Client_EventNotificationCallback *callback,
    UA_Client_DeleteMonitoredItemCallback *deleteCallback);
```

```
/* Monitor the EventNotifier attribute only */
UA_StatusCode
UA_Client_MonitoredItems_createEvents_async(UA_Client *client,
    const UA_CreateMonitoredItemsRequest request, void **contexts,
    UA_Client_EventNotificationCallback *callbacks,
    UA_Client_DeleteMonitoredItemCallback *deleteCallbacks,
    UA_ClientAsyncServiceCallback createCallback,
    void *userdata, UA_UInt32 *requestId);

UA_MonitoredItemCreateResult
UA_Client_MonitoredItems_createEvent(UA_Client *client,
    UA_UInt32 subscriptionId,
    UA_TimestampsToReturn timestampsToReturn,
    const UA_MonitoredItemCreateRequest item,
    void *context, UA_Client_EventNotificationCallback callback,
    UA_Client_DeleteMonitoredItemCallback deleteCallback);

UA_DeleteMonitoredItemsResponse
UA_Client_MonitoredItems_delete(UA_Client *client,
    const UA_DeleteMonitoredItemsRequest);

UA_StatusCode
UA_Client_MonitoredItems_delete_async(UA_Client *client,
    const UA_DeleteMonitoredItemsRequest request,
    UA_ClientAsyncServiceCallback callback,
    void *userdata, UA_UInt32 *requestId);

UA_StatusCode
UA_Client_MonitoredItems_deleteSingle(UA_Client *client,
    UA_UInt32 subscriptionId, UA_UInt32 monitoredItemId);

/* The clientHandle parameter will be filled automatically */
UA_ModifyMonitoredItemsResponse
UA_Client_MonitoredItems_modify(UA_Client *client,
    const UA_ModifyMonitoredItemsRequest request);
```

The following service calls go directly to the server. The MonitoredItem settings are not stored in the client.

```
static UA_INLINE UA_SetMonitoringModeResponse
UA_Client_MonitoredItems_setMonitoringMode(UA_Client *client,
    const UA_SetMonitoringModeRequest request) {
    UA_SetMonitoringModeResponse response;
    __UA_Client_Service(client,
        &request, &UA_TYPES[UA_TYPES_SETMONITORINGMODEREQUEST],
        &response, &UA_TYPES[UA_TYPES_SETMONITORINGMODERESPONSE]);
    return response;
}

static UA_INLINE UA_SetTriggeringResponse
UA_Client_MonitoredItems_setTriggering(UA_Client *client,
    const UA_SetTriggeringRequest request) {
    UA_SetTriggeringResponse response;
    __UA_Client_Service(client,
        &request, &UA_TYPES[UA_TYPES_SETTRIGGERINGREQUEST],
        &response, &UA_TYPES[UA_TYPES_SETTRIGGERINGRESPONSE]);
    return response;
}

static UA_INLINE UA_StatusCode
UA_Client_MonitoredItems_modify_async(UA_Client *client,
    const UA_ModifyMonitoredItemsRequest request,
    UA_ClientAsyncServiceCallback callback,
    void *userdata, UA_UInt32 *requestId) {
```

```
    return __UA_Client_AsyncService(client, &request,
        &UA_TYPES[UA_TYPES_MODIFYMONITOREDITEMSREQUEST], callback,
        &UA_TYPES[UA_TYPES_MODIFYMONITOREDITEMSRESPONSE],
        userdata, requestId);
}

static UA_INLINE UA_StatusCode
UA_Client_MonitoredItems_setMonitoringMode_async(UA_Client *client,
    const UA_SetMonitoringModeRequest request,
    UA_ClientAsyncServiceCallback callback,
    void *userdata, UA_UInt32 *requestId) {
    return __UA_Client_AsyncService(client, &request,
        &UA_TYPES[UA_TYPES_SETMONITORINGMODEREQUEST], callback,
        &UA_TYPES[UA_TYPES_SETMONITORINGMODERESPONSE],
        userdata, requestId);
}

static UA_INLINE UA_StatusCode
UA_Client_MonitoredItems_setTriggering_async(UA_Client *client,
    const UA_SetTriggeringRequest request,
    UA_ClientAsyncServiceCallback callback,
    void *userdata, UA_UInt32 *requestId) {
    return __UA_Client_AsyncService(client, &request,
        &UA_TYPES[UA_TYPES_SETTRIGGERINGREQUEST], callback,
        &UA_TYPES[UA_TYPES_SETTRIGGERINGRESPONSE],
        userdata, requestId);
}

#endif
```

CHAPTER 11

Common Definitions

Common definitions for Client, Server and PubSub.

11.1 Attribute Id

Every node in an OPC UA information model contains attributes depending on the node type. Possible attributes are as follows:

```
typedef enum {
    UA_ATTRIBUTEID_NODEID                  = 1,
    UA_ATTRIBUTEID_NODECLASS               = 2,
    UA_ATTRIBUTEID_BROWSENAME              = 3,
    UA_ATTRIBUTEID_DISPLAYNAME             = 4,
    UA_ATTRIBUTEID_DESCRIPTION             = 5,
    UA_ATTRIBUTEID_WRITEMASK               = 6,
    UA_ATTRIBUTEID_USERWRITEMASK           = 7,
    UA_ATTRIBUTEID_ISABSTRACT              = 8,
    UA_ATTRIBUTEID_SYMMETRIC               = 9,
    UA_ATTRIBUTEID_INVERSENAME             = 10,
    UA_ATTRIBUTEID_CONTAINSNOLOOPS         = 11,
    UA_ATTRIBUTEID_EVENTNOTIFIER           = 12,
    UA_ATTRIBUTEID_VALUE                   = 13,
    UA_ATTRIBUTEID_DATATYPE                = 14,
    UA_ATTRIBUTEID_VALUERANK               = 15,
    UA_ATTRIBUTEID_ARRAYDIMENSIONS         = 16,
    UA_ATTRIBUTEID_ACCESSLEVEL             = 17,
    UA_ATTRIBUTEID_USERACCESSLEVEL         = 18,
    UA_ATTRIBUTEID_MINIMUMSAMPLINGINTERVAL = 19,
    UA_ATTRIBUTEID_HISTORIZING             = 20,
    UA_ATTRIBUTEID_EXECUTABLE              = 21,
    UA_ATTRIBUTEID_USEREXECUTABLE          = 22,
    UA_ATTRIBUTEID_DATATYPEDEFINITION      = 23,
    UA_ATTRIBUTEID_ROLEPERMISSIONS         = 24,
    UA_ATTRIBUTEID_USERROLEPERMISSIONS     = 25,
    UA_ATTRIBUTEID_ACCESSRESTRICTIONS      = 26,
    UA_ATTRIBUTEID_ACCESSLEVELEX           = 27
} UA_AttributeId;
```

11.2 Access Level Masks

The access level to a node is given by the following constants that are ANDed with the overall access level.

```
#define UA_ACCESSLEVELMASK_READ           (0x01u << 0u)
#define UA_ACCESSLEVELMASK_WRITE          (0x01u << 1u)
```

```
#define UA_ACCESSLEVELMASK_HISTORYREAD     (0x01u << 2u)
#define UA_ACCESSLEVELMASK_HISTORYWRITE    (0x01u << 3u)
#define UA_ACCESSLEVELMASK_SEMANTICCHANGE (0x01u << 4u)
#define UA_ACCESSLEVELMASK_STATUSWRITE     (0x01u << 5u)
#define UA_ACCESSLEVELMASK_TIMESTAMPWRITE (0x01u << 6u)
```

11.3 Write Masks

The write mask and user write mask is given by the following constants that are ANDed for the overall write mask. Part 3: 5.2.7 Table 2

```
#define UA_WRITEMASK_ACCESSLEVEL              (0x01u << 0u)
#define UA_WRITEMASK_ARRRAYDIMENSIONS         (0x01u << 1u)
#define UA_WRITEMASK_BROWSENAME               (0x01u << 2u)
#define UA_WRITEMASK_CONTAINSNOLOOPS          (0x01u << 3u)
#define UA_WRITEMASK_DATATYPE                 (0x01u << 4u)
#define UA_WRITEMASK_DESCRIPTION              (0x01u << 5u)
#define UA_WRITEMASK_DISPLAYNAME              (0x01u << 6u)
#define UA_WRITEMASK_EVENTNOTIFIER            (0x01u << 7u)
#define UA_WRITEMASK_EXECUTABLE               (0x01u << 8u)
#define UA_WRITEMASK_HISTORIZING              (0x01u << 9u)
#define UA_WRITEMASK_INVERSENAME              (0x01u << 10u)
#define UA_WRITEMASK_ISABSTRACT               (0x01u << 11u)
#define UA_WRITEMASK_MINIMUMSAMPLINGINTERVAL (0x01u << 12u)
#define UA_WRITEMASK_NODECLASS                (0x01u << 13u)
#define UA_WRITEMASK_NODEID                   (0x01u << 14u)
#define UA_WRITEMASK_SYMMETRIC                (0x01u << 15u)
#define UA_WRITEMASK_USERACCESSLEVEL          (0x01u << 16u)
#define UA_WRITEMASK_USEREXECUTABLE           (0x01u << 17u)
#define UA_WRITEMASK_USERWRITEMASK            (0x01u << 18u)
#define UA_WRITEMASK_VALUERANK                (0x01u << 19u)
#define UA_WRITEMASK_WRITEMASK                (0x01u << 20u)
#define UA_WRITEMASK_VALUEFORVARIABLETYPE     (0x01u << 21u)
```

11.4 ValueRanks

The following are the most common ValueRanks used for Variables, VariableTypes and method arguments. ValueRanks higher than 3 are valid as well (but less common).

```
#define UA_VALUERANK_SCALAR_OR_ONE_DIMENSION  -3
#define UA_VALUERANK_ANY                      -2
#define UA_VALUERANK_SCALAR                   -1
#define UA_VALUERANK_ONE_OR_MORE_DIMENSIONS    0
#define UA_VALUERANK_ONE_DIMENSION             1
#define UA_VALUERANK_TWO_DIMENSIONS            2
#define UA_VALUERANK_THREE_DIMENSIONS          3
```

11.5 Rule Handling

The RuleHanding settings define how error cases that result from rules in the OPC UA specification shall be handled. The rule handling can be softened, e.g. to workaround misbehaving implementations or to mitigate the impact of additional rules that are introduced in later versions of the OPC UA specification.

```
typedef enum {
    UA_RULEHANDLING_DEFAULT = 0,
    UA_RULEHANDLING_ABORT,  /* Abort the operation and return an error code */
```

```
    UA_RULEHANDLING_WARN,    /* Print a message in the logs and continue */
    UA_RULEHANDLING_ACCEPT, /* Continue and disregard the broken rule */
} UA_RuleHandling;
```

11.6 Order

The Order enum is used to establish an absolute ordering between elements.

```
typedef enum {
    UA_ORDER_LESS = -1,
    UA_ORDER_EQ = 0,
    UA_ORDER_MORE = 1
} UA_Order;
```

11.7 Connection State

```
typedef enum {
    UA_SECURECHANNELSTATE_CLOSED,
    UA_SECURECHANNELSTATE_HEL_SENT,
    UA_SECURECHANNELSTATE_HEL_RECEIVED,
    UA_SECURECHANNELSTATE_ACK_SENT,
    UA_SECURECHANNELSTATE_ACK_RECEIVED,
    UA_SECURECHANNELSTATE_OPN_SENT,
    UA_SECURECHANNELSTATE_OPEN,
    UA_SECURECHANNELSTATE_CLOSING
} UA_SecureChannelState;

typedef enum {
    UA_SESSIONSTATE_CLOSED,
    UA_SESSIONSTATE_CREATE_REQUESTED,
    UA_SESSIONSTATE_CREATED,
    UA_SESSIONSTATE_ACTIVATE_REQUESTED,
    UA_SESSIONSTATE_ACTIVATED,
    UA_SESSIONSTATE_CLOSING
} UA_SessionState;
```

11.8 Statistic counters

The stack manage statistic counter for the following layers:

- Network
- Secure channel
- Session

The session layer counters are matching the counters of the ServerDiagnosticsSummaryDataType that are defined in the OPC UA Part 5 specification. Counter of the other layers are not specified by OPC UA but are harmonized with the session layer counters if possible.

```
typedef struct {
    size_t currentConnectionCount;
    size_t cumulatedConnectionCount;
    size_t rejectedConnectionCount;
    size_t connectionTimeoutCount;
    size_t connectionAbortCount;
} UA_NetworkStatistics;
```

```
typedef struct {
    size_t currentChannelCount;
    size_t cumulatedChannelCount;
    size_t rejectedChannelCount;
    size_t channelTimeoutCount; /* only used by servers */
    size_t channelAbortCount;
    size_t channelPurgeCount;   /* only used by servers */
} UA_SecureChannelStatistics;

typedef struct {
    size_t currentSessionCount;
    size_t cumulatedSessionCount;
    size_t securityRejectedSessionCount; /* only used by servers */
    size_t rejectedSessionCount;
    size_t sessionTimeoutCount;          /* only used by servers */
    size_t sessionAbortCount;            /* only used by servers */
} UA_SessionStatistics;
```

11.9 Forward Declarations

Opaque oointers used by the plugins.

```
struct UA_Server;
typedef struct UA_Server UA_Server;

struct UA_ServerConfig;
typedef struct UA_ServerConfig UA_ServerConfig;

struct UA_Client;
typedef struct UA_Client UA_Client;
```

11.10 Endpoint URL Parser

The endpoint URL parser is generally useful for the implementation of network layer plugins.

```
/* Split the given endpoint url into hostname, port and path. All arguments must
 * be non-NULL. EndpointUrls have the form "opc.tcp://hostname:port/path", port
 * and path may be omitted (together with the prefix colon and slash).
 *
 * @param endpointUrl The endpoint URL.
 * @param outHostname Set to the parsed hostname. The string points into the
 *        original endpointUrl, so no memory is allocated. If an IPv6 address is
 *        given, hostname contains e.g. '[2001:0db8:85a3::8a2e:0370:7334]'
 * @param outPort Set to the port of the url or left unchanged.
 * @param outPath Set to the path if one is present in the endpointUrl.
 *        Starting or trailing '/' are NOT included in the path. The string
 *        points into the original endpointUrl, so no memory is allocated.
 * @return Returns UA_STATUSCODE_BADTCPENDPOINTURLINVALID if parsing failed. */
UA_StatusCode
UA_parseEndpointUrl(const UA_String *endpointUrl, UA_String *outHostname,
                    UA_UInt16 *outPort, UA_String *outPath);

/* Split the given endpoint url into hostname, vid and pcp. All arguments must
 * be non-NULL. EndpointUrls have the form "opc.eth://<host>[:<VID>[.PCP]]".
 * The host is a MAC address, an IP address or a registered name like a
 * hostname. The format of a MAC address is six groups of hexadecimal digits,
 * separated by hyphens (e.g. 01-23-45-67-89-ab). A system may also accept
 * hostnames and/or IP addresses if it provides means to resolve it to a MAC
```

```
 * address (e.g. DNS and Reverse-ARP).
 *
 * Note: currently only parsing MAC address is supported.
 *
 * @param endpointUrl The endpoint URL.
 * @param vid Set to VLAN ID.
 * @param pcp Set to Priority Code Point.
 * @return Returns UA_STATUSCODE_BADINTERNALERROR if parsing failed. */
UA_StatusCode
UA_parseEndpointUrlEthernet(const UA_String *endpointUrl, UA_String *target,
                            UA_UInt16 *vid, UA_Byte *pcp);

/* Convert given byte string to a positive number. Returns the number of valid
 * digits. Stops if a non-digit char is found and returns the number of digits
 * up to that point. */
size_t
UA_readNumber(const UA_Byte *buf, size_t buflen, UA_UInt32 *number);

/* Same as UA_ReadNumber but with a base parameter */
size_t
UA_readNumberWithBase(const UA_Byte *buf, size_t buflen,
                      UA_UInt32 *number, UA_Byte base);

#ifndef UA_MIN
#define UA_MIN(A,B) (A > B ? B : A)
#endif

#ifndef UA_MAX
#define UA_MAX(A,B) (A > B ? A : B)
#endif
```

11.11 Parse RelativePath Expressions

Parse a RelativePath according to the format defined in Part 4, A2. This is used e.g. for the BrowsePath structure. For now, only the standard ReferenceTypes from Namespace 0 are recognized (see Part 3).

```
RelativePath := ( ReferenceType [BrowseName]?  )*
```

The ReferenceTypes have either of the following formats:

- `/`: *HierarchicalReferences* and subtypes
- `.`: *Aggregates* ReferenceTypesand subtypes
- `< [!#]* BrowseName >`: The ReferenceType is indicated by its BrowseName (a QualifiedName). Prefixed modifiers can be as follows: `!` switches to inverse References. `#` excludes subtypes of the ReferenceType.

QualifiedNames consist of an optional NamespaceIndex and the nameitself:

```
QualifiedName := ([0-9]+ ":")?  Name
```

The QualifiedName representation for RelativePaths uses `&` as the escape character. Occurences of the characters `/.<>:#!&` in a QualifiedName have to be escaped (prefixed with `&`).

11.11.1 Example RelativePaths

- `/2:Block&.Output`
- `/3:Truck.0:NodeVersion`
- `<0:HasProperty>1:Boiler/1:HeatSensor`

- <0:HasChild>2:Wheel
- <#Aggregates>1:Boiler/
- <!HasChild>Truck
- <HasChild>

```
#ifdef UA_ENABLE_PARSING
UA_StatusCode
UA_RelativePath_parse(UA_RelativePath *rp, const UA_String str);
#endif
```

11.12 Convenience macros for complex types

```
#define UA_PRINTF_GUID_FORMAT "%08x-%04x-%04x-%02x%02x-%02x%02x%02x%02x%02x%02x"
#define UA_PRINTF_GUID_DATA(GUID) (GUID).data1, (GUID).data2, (GUID).data3, \
        (GUID).data4[0], (GUID).data4[1], (GUID).data4[2], (GUID).data4[3], \
        (GUID).data4[4], (GUID).data4[5], (GUID).data4[6], (GUID).data4[7]

#define UA_PRINTF_STRING_FORMAT "\"%.*s\""
#define UA_PRINTF_STRING_DATA(STRING) (int)(STRING).length, (STRING).data
```

11.13 Helper functions for converting data types

```
/* Converts a bytestring to the corresponding base64 representation */
UA_DEPRECATED static UA_INLINE UA_StatusCode
UA_ByteString_toBase64String(const UA_ByteString *byteString,
                             UA_String *str) {
    return UA_ByteString_toBase64(byteString, str);
}

/* Converts a node id to the corresponding string representation.
 * It can be one of:
 * - Numeric: ns=0;i=123
 * - String: ns=0;s=Some String
 * - Guid: ns=0;g=A123456C-0ABC-1A2B-815F-687212AAEE1B
 * - ByteString: ns=0;b=AA== */
UA_DEPRECATED static UA_INLINE UA_StatusCode
UA_NodeId_toString(const UA_NodeId *nodeId, UA_String *nodeIdStr) {
    return UA_NodeId_print(nodeId, nodeIdStr);
}

/* Compare memory in constant time to mitigate timing attacks.
 * Returns true if ptr1 and ptr2 are equal for length bytes. */
static UA_INLINE UA_Boolean
UA_constantTimeEqual(const void *ptr1, const void *ptr2, size_t length) {
    volatile const UA_Byte *a = (volatile const UA_Byte *)ptr1;
    volatile const UA_Byte *b = (volatile const UA_Byte *)ptr2;
    volatile UA_Byte c = 0;
    for(size_t i = 0; i < length; ++i) {
        UA_Byte x = a[i], y = b[i];
        c |= x ^ y;
    }
    return !c;
}
```

CHAPTER 12

XML Nodeset Compiler

When writing an application, it is more comfortable to create information models using some GUI tools. Most tools can export data according the OPC UA Nodeset XML schema. open62541 contains a python based nodeset compiler that can transform these information model definitions into a working server.

Note that the nodeset compiler you can find in the *tools/nodeset_compiler* subfolder is *not* an XML transformation tool but a compiler. That means that it will create an internal representation when parsing the XML files and attempt to understand and verify the correctness of this representation in order to generate C Code.

12.1 Getting started

We take the following information model snippet as the starting point of the following tutorial. A more detailed tutorial on how to create your own information model and NodeSet2.xml can be found in this blog post: https://opcua.rocks/custom-information-models/

```
<UANodeSet xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
           xmlns:uax="http://opcfoundation.org/UA/2008/02/Types.xsd"
           xmlns="http://opcfoundation.org/UA/2011/03/UANodeSet.xsd"
           xmlns:s1="http://yourorganisation.org/example_nodeset/"
           xmlns:xsd="http://www.w3.org/2001/XMLSchema">
    <NamespaceUris>
        <Uri>http://yourorganisation.org/example_nodeset/</Uri>
    </NamespaceUris>
    <Aliases>
        <Alias Alias="Boolean">i=1</Alias>
        <Alias Alias="UInt32">i=7</Alias>
        <Alias Alias="String">i=12</Alias>
        <Alias Alias="HasModellingRule">i=37</Alias>
        <Alias Alias="HasTypeDefinition">i=40</Alias>
        <Alias Alias="HasSubtype">i=45</Alias>
        <Alias Alias="HasProperty">i=46</Alias>
        <Alias Alias="HasComponent">i=47</Alias>
        <Alias Alias="Argument">i=296</Alias>
    </Aliases>
    <Extensions>
        <Extension>
            <ModelInfo Tool="UaModeler" Hash="Zs8w1AQI71W8P/GOk3k/xQ=="
                       Version="1.3.4"/>
        </Extension>
    </Extensions>
    <UAReferenceType NodeId="ns=1;i=4001" BrowseName="1:providesInputTo">
        <DisplayName>providesInputTo</DisplayName>
        <References>
            <Reference ReferenceType="HasSubtype" IsForward="false">
                i=33
            </Reference>
```

```
        </References>
        <InverseName Locale="en-US">inputProcidedBy</InverseName>
    </UAReferenceType>
    <UAObjectType IsAbstract="true" NodeId="ns=1;i=1001"
                  BrowseName="1:FieldDevice">
        <DisplayName>FieldDevice</DisplayName>
        <References>
            <Reference ReferenceType="HasSubtype" IsForward="false">
                i=58
            </Reference>
            <Reference ReferenceType="HasComponent">ns=1;i=6001</Reference>
            <Reference ReferenceType="HasComponent">ns=1;i=6002</Reference>
        </References>
    </UAObjectType>
    <UAVariable DataType="String" ParentNodeId="ns=1;i=1001"
                NodeId="ns=1;i=6001" BrowseName="1:ManufacturerName"
                UserAccessLevel="3" AccessLevel="3">
        <DisplayName>ManufacturerName</DisplayName>
        <References>
            <Reference ReferenceType="HasTypeDefinition">i=63</Reference>
            <Reference ReferenceType="HasModellingRule">i=78</Reference>
            <Reference ReferenceType="HasComponent" IsForward="false">
                ns=1;i=1001
            </Reference>
        </References>
    </UAVariable>
    <UAVariable DataType="String" ParentNodeId="ns=1;i=1001"
                NodeId="ns=1;i=6002" BrowseName="1:ModelName"
                UserAccessLevel="3" AccessLevel="3">
        <DisplayName>ModelName</DisplayName>
        <References>
            <Reference ReferenceType="HasTypeDefinition">i=63</Reference>
            <Reference ReferenceType="HasModellingRule">i=78</Reference>
            <Reference ReferenceType="HasComponent" IsForward="false">
                ns=1;i=1001
            </Reference>
        </References>
    </UAVariable>
    <UAObjectType NodeId="ns=1;i=1002" BrowseName="1:Pump">
        <DisplayName>Pump</DisplayName>
        <References>
            <Reference ReferenceType="HasComponent">ns=1;i=6003</Reference>
            <Reference ReferenceType="HasComponent">ns=1;i=6004</Reference>
            <Reference ReferenceType="HasSubtype" IsForward="false">
                ns=1;i=1001
            </Reference>
            <Reference ReferenceType="HasComponent">ns=1;i=7001</Reference>
            <Reference ReferenceType="HasComponent">ns=1;i=7002</Reference>
        </References>
    </UAObjectType>
    <UAVariable DataType="Boolean" ParentNodeId="ns=1;i=1002"
                NodeId="ns=1;i=6003" BrowseName="1:isOn" UserAccessLevel="3"
                AccessLevel="3">
        <DisplayName>isOn</DisplayName>
        <References>
            <Reference ReferenceType="HasTypeDefinition">i=63</Reference>
            <Reference ReferenceType="HasModellingRule">i=78</Reference>
            <Reference ReferenceType="HasComponent" IsForward="false">
                ns=1;i=1002
            </Reference>
        </References>
    </UAVariable>
    <UAVariable DataType="UInt32" ParentNodeId="ns=1;i=1002"
```

```
            NodeId="ns=1;i=6004" BrowseName="1:MotorRPM"
            UserAccessLevel="3" AccessLevel="3">
    <DisplayName>MotorRPM</DisplayName>
    <References>
        <Reference ReferenceType="HasTypeDefinition">i=63</Reference>
        <Reference ReferenceType="HasModellingRule">i=78</Reference>
        <Reference ReferenceType="HasComponent" IsForward="false">
            ns=1;i=1002
        </Reference>
    </References>
</UAVariable>
<UAMethod ParentNodeId="ns=1;i=1002" NodeId="ns=1;i=7001"
          BrowseName="1:startPump">
    <DisplayName>startPump</DisplayName>
    <References>
        <Reference ReferenceType="HasModellingRule">i=78</Reference>
        <Reference ReferenceType="HasProperty">ns=1;i=6005</Reference>
        <Reference ReferenceType="HasComponent" IsForward="false">
            ns=1;i=1002
        </Reference>
    </References>
</UAMethod>
<UAVariable DataType="Argument" ParentNodeId="ns=1;i=7001" ValueRank="1"
            NodeId="ns=1;i=6005" ArrayDimensions="1"
            BrowseName="OutputArguments">
    <DisplayName>OutputArguments</DisplayName>
    <References>
        <Reference ReferenceType="HasModellingRule">i=78</Reference>
        <Reference ReferenceType="HasProperty"
                   IsForward="false">ns=1;i=7001</Reference>
        <Reference ReferenceType="HasTypeDefinition">i=68</Reference>
    </References>
    <Value>
        <ListOfExtensionObject>
            <ExtensionObject>
                <TypeId>
                    <Identifier>i=297</Identifier>
                </TypeId>
                <Body>
                    <Argument>
                        <Name>started</Name>
                        <DataType>
                            <Identifier>i=1</Identifier>
                        </DataType>
                        <ValueRank>-1</ValueRank>
                        <ArrayDimensions></ArrayDimensions>
                        <Description/>
                    </Argument>
                </Body>
            </ExtensionObject>
        </ListOfExtensionObject>
    </Value>
</UAVariable>
<UAMethod ParentNodeId="ns=1;i=1002" NodeId="ns=1;i=7002"
          BrowseName="1:stopPump">
    <DisplayName>stopPump</DisplayName>
    <References>
        <Reference ReferenceType="HasModellingRule">i=78</Reference>
        <Reference ReferenceType="HasProperty">ns=1;i=6006</Reference>
        <Reference ReferenceType="HasComponent"
                   IsForward="false">ns=1;i=1002</Reference>
    </References>
</UAMethod>
```

```
    <UAVariable DataType="Argument" ParentNodeId="ns=1;i=7002" ValueRank="1"
                NodeId="ns=1;i=6006" ArrayDimensions="1"
                BrowseName="OutputArguments">
        <DisplayName>OutputArguments</DisplayName>
        <References>
            <Reference ReferenceType="HasModellingRule">i=78</Reference>
            <Reference ReferenceType="HasProperty" IsForward="false">
                ns=1;i=7002
            </Reference>
            <Reference ReferenceType="HasTypeDefinition">i=68</Reference>
        </References>
        <Value>
            <ListOfExtensionObject>
                <ExtensionObject>
                    <TypeId>
                        <Identifier>i=297</Identifier>
                    </TypeId>
                    <Body>
                        <Argument>
                            <Name>stopped</Name>
                            <DataType>
                                <Identifier>i=1</Identifier>
                            </DataType>
                            <ValueRank>-1</ValueRank>
                            <ArrayDimensions></ArrayDimensions>
                            <Description/>
                        </Argument>
                    </Body>
                </ExtensionObject>
            </ListOfExtensionObject>
        </Value>
    </UAVariable>
</UANodeSet>
```

Take the previous snippet and save it to a file `myNS.xml`. To compile this nodeset into the corresponding C code, which can then be used by the open62541 stack, the nodeset compiler needs some arguments when you call it. The output of the help command gives you the following info:

```
$ python ./nodeset_compiler.py -h
usage: nodeset_compiler.py [-h] [-e <existingNodeSetXML>] [-x <nodeSetXML>]
                           [--internal-headers]
                           [-b <blacklistFile>] [-i <ignoreFile>]
                           [-t <typesArray>]
                           [-v]
                           <outputFile>

positional arguments:
  <outputFile>          The path/basename for the <output file>.c and <output
                        file>.h files to be generated. This will also be the
                        function name used in the header and c-file.

optional arguments:
  -h, --help            show this help message and exit
  -e <existingNodeSetXML>, --existing <existingNodeSetXML>
                        NodeSet XML files with nodes that are already present
                        on the server.
  -x <nodeSetXML>, --xml <nodeSetXML>
                        NodeSet XML files with nodes that shall be generated.
  --internal-headers    Include internal headers instead of amalgamated header
  -b <blacklistFile>, --blacklist <blacklistFile>
                        Loads a list of NodeIDs stored in blacklistFile (one
                        NodeID per line). Any of the nodeIds encountered in
                        this file will be removed from the nodeset prior to
```

```
                        compilation. Any references to these nodes will also
                        be removed
  -i <ignoreFile>, --ignore <ignoreFile>
                        Loads a list of NodeIDs stored in ignoreFile (one
                        NodeID per line). Any of the nodeIds encountered in
                        this file will be kept in the nodestore but not
                        printed in the generated code
  -t <typesArray>, --types-array <typesArray>
                        Types array for the given namespace. Can be used
                        mutliple times to define (in the same order as the
                        .xml files, first for --existing, then --xml) the type
                        arrays
  --max-string-length MAX_STRING_LENGTH
                        Maximum allowed length of a string literal. If longer,
                        it will be set to an empty string
  -v, --verbose         Make the script more verbose. Can be applied up to 4
                        times
```

So the resulting call looks like this:

```
$ python ./nodeset_compiler.py --types-array=UA_TYPES --existing ../../deps/ua-nodeset/Schema/Opc
```

And the output of the command:

```
INFO:__main__:Preprocessing (existing) ../../deps/ua-nodeset/Schema/Opc.Ua.NodeSet2.xml
INFO:__main__:Preprocessing myNS.xml
INFO:__main__:Generating Code
INFO:__main__:NodeSet generation code successfully printed
```

The first argument `--types-array=UA_TYPES` defines the name of the global array in open62541 which contains the corresponding types used within the nodeset in `NodeSet2.xml`. If you do not define your own datatypes, you can always use the `UA_TYPES` value. More on that later in this tutorial. The next argument `--existing ../../deps/ua-nodeset/Schema/Opc.Ua.NodeSet2.xml` points to the XML definition of the standard-defined namespace 0 (NS0). Namespace 0 is assumed to be loaded beforehand and provides definitions for data type, reference types, and so. Since we reference nodes from NS0 in our myNS.xml we need to tell the nodeset compiler that it should also load that nodeset, but not compile it into the output. Note that you may need to initialize the git submodule to get the `deps/ua-nodeset` folder (`git submodule update --init`) or download the full `NodeSet2.xml` manually. The argument `--xml myNS.xml` points to the user-defined information model, whose nodes will be added to the abstract syntax tree. The script will then create the files `myNS.c` and `myNS.h` (indicated by the last argument `myNS`) containing the C code necessary to instantiate those namespaces.

Although it is possible to run the compiler this way, it is highly discouraged. If you care to examine the CMakeLists.txt (examples/nodeset/CMakeLists.txt), you will find out that the file `server_nodeset.xml` is compiled using the following function:

```
ua_generate_nodeset(
    NAME "example"
    FILE "${PROJECT_SOURCE_DIR}/examples/nodeset/server_nodeset.xml"
    DEPENDS_TYPES "UA_TYPES"
    DEPENDS_NS    "${UA_FILE_NS0}"
)
```

If you look into the files generated by the nodeset compiler, you will see that it generated a method called `extern UA_StatusCode myNS(UA_Server *server);`. You need to include the header and source file and then call the `myNS(server)` method right after creating the server instance with `UA_Server_new`. This will automatically add all the nodes to the server and return `UA_STATUSCODE_GOOD` if there weren't any errors. Additionally you need to compile the open62541 stack with the full NS0 by setting `UA_NAMESPACE_ZERO=FULL` in CMake. Otherwise the stack uses a subset where many nodes are not included and thus adding a custom nodeset may fail.

This is how you can use the nodeset compiler to compile simple NodeSet XMLs to be used by the open62541 stack.

For your convenience and for simpler use we also provide a CMake function which simplifies the use of the `ua_generate_datatypes` and `ua_generate_nodeset` function even more. It is highly recommended to use this function: `ua_generate_nodeset_and_datatypes`. It uses some best practice settings and you only need to pass a name, the namespace index `NAMESPACE_IDX` (as described above) and the nodeset files. Passing the .csv and .bsd files is optional and if not given, generating datatypes for that noteset will be skipped. You can also define dependencies between nodesets using the `DEPENDS` argument.

Here are some examples for the `DI` and `PLCOpen` nodesets:

```
# Generate types and namespace for DI
ua_generate_nodeset_and_datatypes(
    NAME "di"
    FILE_CSV "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/DI/OpcUaDiModel.csv"
    FILE_BSD "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/DI/Opc.Ua.Di.Types.bsd"
    NAMESPACE_IDX 2
    FILE_NS "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/DI/Opc.Ua.Di.NodeSet2.xml"
)

# generate PLCopen namespace which is using DI
ua_generate_nodeset_and_datatypes(
    NAME "plc"
    # PLCopen does not define custom types. Only generate the nodeset
    FILE_NS "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/PLCopen/Opc.Ua.Plc.NodeSet2.xml"
    # PLCopen depends on the di nodeset, which must be generated before
    DEPENDS "di"
)
```

12.2 Creating object instances

One of the key benefits of defining object types is being able to create object instances fairly easily. Object instantiation is handled automatically when the typedefinition NodeId points to a valid ObjectType node. All Attributes and Methods contained in the objectType definition will be instantiated along with the object node.

While variables are copied from the objetType definition (allowing the user for example to attach new dataSources to them), methods are always only linked. This paradigm is identical to languages like C++: The method called is always the same piece of code, but the first argument is a pointer to an object. Likewise, in OPC UA, only one methodCallback can be attached to a specific methodNode. If that methodNode is called, the parent objectId will be passed to the method - it is the methods job to derefence which object instance it belongs to in that moment.

Let's look at an example that will create a pump instance given the newly defined objectType from myNS.xml:

```
/* This work is licensed under a Creative Commons CCZero 1.0 Universal License.
 * See http://creativecommons.org/publicdomain/zero/1.0/ for more information. */

#include <signal.h>
#include <stdio.h>
#include "open62541.h"

/* Files myNS.h and myNS.c are created from myNS.xml */
#include "myNS.h"

UA_Boolean running = true;

static void stopHandler(int sign) {
    UA_LOG_INFO(UA_Log_Stdout, UA_LOGCATEGORY_SERVER, "received ctrl-c");
    running = false;
}

int main(int argc, char **argv) {
    signal(SIGINT, stopHandler);
    signal(SIGTERM, stopHandler);
```

```
    UA_Server *server = UA_Server_new();
    UA_ServerConfig_setDefault(UA_Server_getConfig(server));

    UA_StatusCode retval = myNS(server);
    /* Create nodes from nodeset */
    if(retval != UA_STATUSCODE_GOOD) {
        UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_SERVER, "Could not add the example nodeset. "
            "Check previous output for any error.");
        retval = UA_STATUSCODE_BADUNEXPECTEDERROR;
    } else {
        UA_NodeId createdNodeId;
        UA_ObjectAttributes object_attr = UA_ObjectAttributes_default;

        object_attr.description = UA_LOCALIZEDTEXT("en-US", "A pump!");
        object_attr.displayName = UA_LOCALIZEDTEXT("en-US", "Pump1");

        // we assume that the myNS nodeset was added in namespace 2.
        // You should always use UA_Server_addNamespace to check what the
        // namespace index is for a given namespace URI. UA_Server_addNamespace
        // will just return the index if it is already added.
        UA_Server_addObjectNode(server, UA_NODEID_NUMERIC(1, 0),
                                UA_NODEID_NUMERIC(0, UA_NS0ID_OBJECTSFOLDER),
                                UA_NODEID_NUMERIC(0, UA_NS0ID_ORGANIZES),
                                UA_QUALIFIEDNAME(1, "Pump1"),
                                UA_NODEID_NUMERIC(2, 1002),
                                object_attr, NULL, &createdNodeId);


        retval = UA_Server_run(server, &running);
    }

    UA_Server_delete(server);
    return (int) retval;
}
```

Make sure you have updated the headers and libs in your project, then recompile and run the server. Make especially sure you have added `myNS.h` to your include folder.

As you can see instantiating an object is not much different from creating an object node. The main difference is that you *must* use an objectType node as typeDefinition.

If you start the server and inspect the nodes with UA Expert, you will find the pump in the objects folder, which look like this **:numref:‘nodeset-compiler-pump‘**.

As you can see the pump has inherited it’s parents attributes (ManufacturerName and ModelName). Methods, in contrast to objects and variables, are never cloned but instead only linked. The reason is that you will quite propably attach a method callback to a central method, not each object. Objects are instantiated if they are *below* the object you are creating, so any object (like an object called associatedServer of ServerType) that is part of pump will be instantiated as well. Objects *above* you object are never instantiated, so the same ServerType object in Fielddevices would have been ommitted (the reason is that the recursive instantiation function protects itself from infinite recursions, which are hard to track when first ascending, then redescending into a tree).

12.3 Combination of multiple nodesets

In previous section you have seen how you can use the nodeset compiler with one single nodeset which depends on the default nodeset (NS0) `Opc.Ua.NodeSet2.xml`. The nodeset compiler also supports nodesets which depend on more than one nodeset. We will show this use-case with the PLCopen nodeset. The PLCopen nodeset `Opc.Ua.Plc.NodeSet2.xml` depends on the DI nodeset `Opc.Ua.Di.NodeSet2.xml` which then depends on NS0. This example is also shown in `examples/nodeset/CMakeLists.txt`.

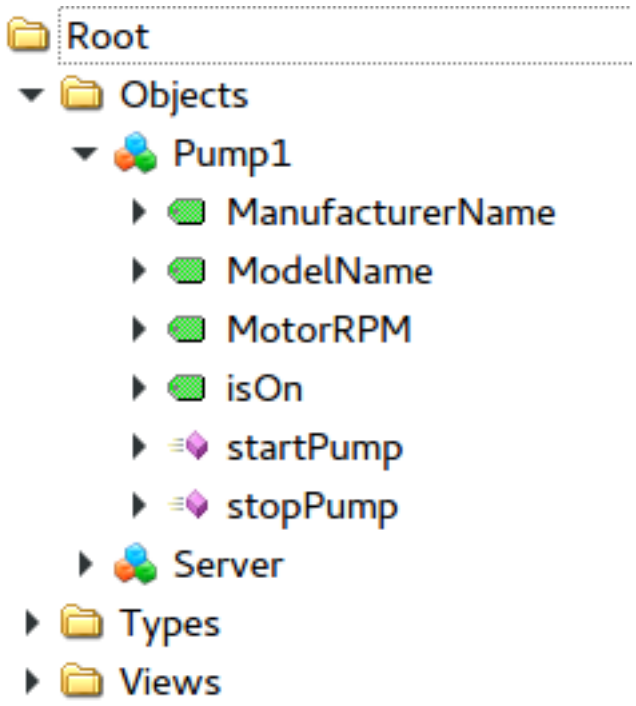


Figure 12.1: Instantiated Pump Object with inherited children

This DI nodeset makes use of some additional data types in `deps/ua-nodeset/DI/Opc.Ua.Di.Types.bsd`. Since we also need these types within the generated code, we first need to compile the types into C code. The generated code is mainly a definition of the binary representation of the types required for encoding and decoding. The generation can be done using the `ua_generate_datatypes` CMake function, which uses the `tools/generate_datatypes.py` script:

```
ua_generate_datatypes(
    NAME "ua_types_di"
    TARGET_SUFFIX "types-di"
    NAMESPACE_IDX 2
    FILE_CSV "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/DI/OpcUaDiModel.csv"
    FILES_BSD "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/DI/Opc.Ua.Di.Types.bsd"
)
```

The `NAMESPACE_IDX` parameter indicates the namespace index of the generated node IDs for the type definitions. Currently we need to rely that the namespace is also added at this position in the final server. There is no automatic inferring yet (pull requests are warmly welcome). The CSV and BSD files contain the metadata and definition for the types. `TARGET_SUFFIX` is used to create a new target with the name `open62541-generator-TARGET_SUFFIX`.

Now you can compile the DI nodeset XML using the following command:

```
ua_generate_nodeset(
    NAME "di"
    FILE "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/DI/Opc.Ua.Di.NodeSet2.xml"
    TYPES_ARRAY "UA_TYPES_DI"
    INTERNAL
    DEPENDS_TYPES "UA_TYPES"
    DEPENDS_NS    "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/Schema/Opc.Ua.NodeSet2.xml"
    DEPENDS_TARGET "open62541-generator-types-di"
)
```

There are now two new arguments: `INTERNAL` indicates that internal headers (and non public API) should be included within the generated source code. This is currently required for nodesets which use structures as

data values, and will probably be fixed in the future. The `DEPENDS_TYPES` types array argument is matched with the nodesets in the same order as they appear on the `DEPENDS_TARGET` parameter. It tells the nodeset compiler which types array it should use: `UA_TYPES` for `Opc.Ua.NodeSet2.xml` and `UA_TYPES_DI` for `Opc.Ua.Di.NodeSet2.xml`. This is the type array generated by the `generate_datatypes.py` script. The rest is similar to the example in previous section: `Opc.Ua.NodeSet2.xml` is assumed to exist already and only needs to be loaded for consistency checks, `Opc.Ua.Di.NodeSet2.xml` will be generated in the output file `ua_namespace_di.c/.h`

Next we can generate the PLCopen nodeset. Since it doesn't require any additional datatype definitions, we can immediately start with the nodeset compiler command:

```
ua_generate_nodeset(
    NAME "plc"
    FILE "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/PLCopen/Opc.Ua.Plc.NodeSet2.xml"
    INTERNAL
    DEPENDS_TYPES
        "UA_TYPES" "UA_TYPES_DI"
    DEPENDS_NS
        "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/Schema/Opc.Ua.NodeSet2.xml"
        "${PROJECT_SOURCE_DIR}/deps/ua-nodeset/DI/Opc.Ua.Di.NodeSet2.xml"
    DEPENDS_TARGET "open62541-generator-ns-di"
)
```

This call is quite similar to the compilation of the DI nodeset. As you can see, we do not define any specific types array for the PLCopen nodeset. Since the PLCopen nodeset depends on the NS0 and DI nodeset, we need to tell the nodeset compiler that these two nodesets should be seen as already existing. Make sure that the order is the same as in your XML file, e.g., in this case the order indicated in `Opc.Ua.Plc.NodeSet2.xml -> UANodeSet -> Models -> Model`.

As a result of the previous scripts you will have multiple source files:

- ua_types_di_generated.c
- ua_types_di_generated.h
- ua_types_di_generated_encoding_binary.h
- ua_types_di_generated_handling.h
- ua_namespace_di.c
- ua_namespace_di.h
- ua_namespace_plc.c
- ua_namespace_plc.h

Finally you need to include all these files in your build process and call the corresponding initialization methods for the nodesets. An example application could look like this:

```
UA_Server *server = UA_Server_new();
UA_ServerConfig_setDefault(UA_Server_getConfig(server));

/* Create nodes from nodeset */
UA_StatusCode retval = ua_namespace_di(server);
if(retval != UA_STATUSCODE_GOOD) {
    UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_SERVER,
                 "Adding the DI namespace failed. Please check previous error output.");
    UA_Server_delete(server);
    return (int)UA_STATUSCODE_BADUNEXPECTEDERROR;
}

retval |= ua_namespace_plc(server);
if(retval != UA_STATUSCODE_GOOD) {
    UA_LOG_ERROR(UA_Log_Stdout, UA_LOGCATEGORY_SERVER,
                 "Adding the PLCopen namespace failed. Please check previous error output.");
    UA_Server_delete(server);
```

```
    return (int)UA_STATUSCODE_BADUNEXPECTEDERROR;
}

retval = UA_Server_run(server, &running);
```

CHAPTER 13

Internals

13.1 StatusCodes

StatusCodes are extensively used in the OPC UA protocol and in the open62541 API. They are represented by the *StatusCode* data type. The following definitions are autogenerated from the `Opc.Ua.StatusCodes.csv` file provided with the OPC UA standard.

```
/* These StatusCodes are manually generated. */
#define UA_STATUSCODE_GOOD 0x00
#define UA_STATUSCODE_INFOTYPE_DATAVALUE 0x00000400
#define UA_STATUSCODE_INFOBITS_OVERFLOW 0x00000080

/* An unexpected error occurred. */
#define UA_STATUSCODE_BADUNEXPECTEDERROR 0x80010000

/* An internal error occurred as a result of a programming or configuration error. */
#define UA_STATUSCODE_BADINTERNALERROR 0x80020000

/* Not enough memory to complete the operation. */
#define UA_STATUSCODE_BADOUTOFMEMORY 0x80030000

/* An operating system resource is not available. */
#define UA_STATUSCODE_BADRESOURCEUNAVAILABLE 0x80040000

/* A low level communication error occurred. */
#define UA_STATUSCODE_BADCOMMUNICATIONERROR 0x80050000

/* Encoding halted because of invalid data in the objects being serialized. */
#define UA_STATUSCODE_BADENCODINGERROR 0x80060000

/* Decoding halted because of invalid data in the stream. */
#define UA_STATUSCODE_BADDECODINGERROR 0x80070000

/* The message encoding/decoding limits imposed by the stack have been exceeded. */
#define UA_STATUSCODE_BADENCODINGLIMITSEXCEEDED 0x80080000

/* The request message size exceeds limits set by the server. */
#define UA_STATUSCODE_BADREQUESTTOOLARGE 0x80B80000

/* The response message size exceeds limits set by the client. */
#define UA_STATUSCODE_BADRESPONSETOOLARGE 0x80B90000

/* An unrecognized response was received from the server. */
#define UA_STATUSCODE_BADUNKNOWNRESPONSE 0x80090000

/* The operation timed out. */
#define UA_STATUSCODE_BADTIMEOUT 0x800A0000
```

```
/* The server does not support the requested service. */
#define UA_STATUSCODE_BADSERVICEUNSUPPORTED 0x800B0000

/* The operation was cancelled because the application is shutting down. */
#define UA_STATUSCODE_BADSHUTDOWN 0x800C0000

/* The operation could not complete because the client is not connected to the server. */
#define UA_STATUSCODE_BADSERVERNOTCONNECTED 0x800D0000

/* The server has stopped and cannot process any requests. */
#define UA_STATUSCODE_BADSERVERHALTED 0x800E0000

/* There was nothing to do because the client passed a list of operations with no elements. */
#define UA_STATUSCODE_BADNOTHINGTODO 0x800F0000

/* The request could not be processed because it specified too many operations. */
#define UA_STATUSCODE_BADTOOMANYOPERATIONS 0x80100000

/* The request could not be processed because there are too many monitored items in the subscripti
#define UA_STATUSCODE_BADTOOMANYMONITOREDITEMS 0x80DB0000

/* The extension object cannot be (de)serialized because the data type id is not recognized. */
#define UA_STATUSCODE_BADDATATYPEIDUNKNOWN 0x80110000

/* The certificate provided as a parameter is not valid. */
#define UA_STATUSCODE_BADCERTIFICATEINVALID 0x80120000

/* An error occurred verifying security. */
#define UA_STATUSCODE_BADSECURITYCHECKSFAILED 0x80130000

/* The certificate does not meet the requirements of the security policy. */
#define UA_STATUSCODE_BADCERTIFICATEPOLICYCHECKFAILED 0x81140000

/* The certificate has expired or is not yet valid. */
#define UA_STATUSCODE_BADCERTIFICATETIMEINVALID 0x80140000

/* An issuer certificate has expired or is not yet valid. */
#define UA_STATUSCODE_BADCERTIFICATEISSUERTIMEINVALID 0x80150000

/* The HostName used to connect to a server does not match a HostName in the certificate. */
#define UA_STATUSCODE_BADCERTIFICATEHOSTNAMEINVALID 0x80160000

/* The URI specified in the ApplicationDescription does not match the URI in the certificate. */
#define UA_STATUSCODE_BADCERTIFICATEURIINVALID 0x80170000

/* The certificate may not be used for the requested operation. */
#define UA_STATUSCODE_BADCERTIFICATEUSENOTALLOWED 0x80180000

/* The issuer certificate may not be used for the requested operation. */
#define UA_STATUSCODE_BADCERTIFICATEISSUERUSENOTALLOWED 0x80190000

/* The certificate is not trusted. */
#define UA_STATUSCODE_BADCERTIFICATEUNTRUSTED 0x801A0000

/* It was not possible to determine if the certificate has been revoked. */
#define UA_STATUSCODE_BADCERTIFICATEREVOCATIONUNKNOWN 0x801B0000

/* It was not possible to determine if the issuer certificate has been revoked. */
#define UA_STATUSCODE_BADCERTIFICATEISSUERREVOCATIONUNKNOWN 0x801C0000

/* The certificate has been revoked. */
#define UA_STATUSCODE_BADCERTIFICATEREVOKED 0x801D0000
```

```
/* The issuer certificate has been revoked. */
#define UA_STATUSCODE_BADCERTIFICATEISSUERREVOKED 0x801E0000

/* The certificate chain is incomplete. */
#define UA_STATUSCODE_BADCERTIFICATECHAININCOMPLETE 0x810D0000

/* User does not have permission to perform the requested operation. */
#define UA_STATUSCODE_BADUSERACCESSDENIED 0x801F0000

/* The user identity token is not valid. */
#define UA_STATUSCODE_BADIDENTITYTOKENINVALID 0x80200000

/* The user identity token is valid but the server has rejected it. */
#define UA_STATUSCODE_BADIDENTITYTOKENREJECTED 0x80210000

/* The specified secure channel is no longer valid. */
#define UA_STATUSCODE_BADSECURECHANNELIDINVALID 0x80220000

/* The timestamp is outside the range allowed by the server. */
#define UA_STATUSCODE_BADINVALIDTIMESTAMP 0x80230000

/* The nonce does appear to be not a random value or it is not the correct length. */
#define UA_STATUSCODE_BADNONCEINVALID 0x80240000

/* The session id is not valid. */
#define UA_STATUSCODE_BADSESSIONIDINVALID 0x80250000

/* The session was closed by the client. */
#define UA_STATUSCODE_BADSESSIONCLOSED 0x80260000

/* The session cannot be used because ActivateSession has not been called. */
#define UA_STATUSCODE_BADSESSIONNOTACTIVATED 0x80270000

/* The subscription id is not valid. */
#define UA_STATUSCODE_BADSUBSCRIPTIONIDINVALID 0x80280000

/* The header for the request is missing or invalid. */
#define UA_STATUSCODE_BADREQUESTHEADERINVALID 0x802A0000

/* The timestamps to return parameter is invalid. */
#define UA_STATUSCODE_BADTIMESTAMPSTORETURNINVALID 0x802B0000

/* The request was cancelled by the client. */
#define UA_STATUSCODE_BADREQUESTCANCELLEDBYCLIENT 0x802C0000

/* Too many arguments were provided. */
#define UA_STATUSCODE_BADTOOMANYARGUMENTS 0x80E50000

/* The server requires a license to operate in general or to perform a service or operation */
#define UA_STATUSCODE_BADLICENSEEXPIRED 0x810E0000

/* The server has limits on number of allowed operations / objects */
#define UA_STATUSCODE_BADLICENSELIMITSEXCEEDED 0x810F0000

/* The server does not have a license which is required to operate in general or to perform a ser
#define UA_STATUSCODE_BADLICENSENOTAVAILABLE 0x81100000

/* The subscription was transferred to another session. */
#define UA_STATUSCODE_GOODSUBSCRIPTIONTRANSFERRED 0x002D0000

/* The processing will complete asynchronously. */
#define UA_STATUSCODE_GOODCOMPLETESASYNCHRONOUSLY 0x002E0000
```

```
/* Sampling has slowed down due to resource limitations. */
#define UA_STATUSCODE_GOODOVERLOAD 0x002F0000

/* The value written was accepted but was clamped. */
#define UA_STATUSCODE_GOODCLAMPED 0x00300000

/* Communication with the data source is defined */
#define UA_STATUSCODE_BADNOCOMMUNICATION 0x80310000

/* Waiting for the server to obtain values from the underlying data source. */
#define UA_STATUSCODE_BADWAITINGFORINITIALDATA 0x80320000

/* The syntax of the node id is not valid. */
#define UA_STATUSCODE_BADNODEIDINVALID 0x80330000

/* The node id refers to a node that does not exist in the server address space. */
#define UA_STATUSCODE_BADNODEIDUNKNOWN 0x80340000

/* The attribute is not supported for the specified Node. */
#define UA_STATUSCODE_BADATTRIBUTEIDINVALID 0x80350000

/* The syntax of the index range parameter is invalid. */
#define UA_STATUSCODE_BADINDEXRANGEINVALID 0x80360000

/* No data exists within the range of indexes specified. */
#define UA_STATUSCODE_BADINDEXRANGENODATA 0x80370000

/* The data encoding is invalid. */
#define UA_STATUSCODE_BADDATAENCODINGINVALID 0x80380000

/* The server does not support the requested data encoding for the node. */
#define UA_STATUSCODE_BADDATAENCODINGUNSUPPORTED 0x80390000

/* The access level does not allow reading or subscribing to the Node. */
#define UA_STATUSCODE_BADNOTREADABLE 0x803A0000

/* The access level does not allow writing to the Node. */
#define UA_STATUSCODE_BADNOTWRITABLE 0x803B0000

/* The value was out of range. */
#define UA_STATUSCODE_BADOUTOFRANGE 0x803C0000

/* The requested operation is not supported. */
#define UA_STATUSCODE_BADNOTSUPPORTED 0x803D0000

/* A requested item was not found or a search operation ended without success. */
#define UA_STATUSCODE_BADNOTFOUND 0x803E0000

/* The object cannot be used because it has been deleted. */
#define UA_STATUSCODE_BADOBJECTDELETED 0x803F0000

/* Requested operation is not implemented. */
#define UA_STATUSCODE_BADNOTIMPLEMENTED 0x80400000

/* The monitoring mode is invalid. */
#define UA_STATUSCODE_BADMONITORINGMODEINVALID 0x80410000

/* The monitoring item id does not refer to a valid monitored item. */
#define UA_STATUSCODE_BADMONITOREDITEMIDINVALID 0x80420000

/* The monitored item filter parameter is not valid. */
#define UA_STATUSCODE_BADMONITOREDITEMFILTERINVALID 0x80430000
```

```
/* The server does not support the requested monitored item filter. */
#define UA_STATUSCODE_BADMONITOREDITEMFILTERUNSUPPORTED 0x80440000

/* A monitoring filter cannot be used in combination with the attribute specified. */
#define UA_STATUSCODE_BADFILTERNOTALLOWED 0x80450000

/* A mandatory structured parameter was missing or null. */
#define UA_STATUSCODE_BADSTRUCTUREMISSING 0x80460000

/* The event filter is not valid. */
#define UA_STATUSCODE_BADEVENTFILTERINVALID 0x80470000

/* The content filter is not valid. */
#define UA_STATUSCODE_BADCONTENTFILTERINVALID 0x80480000

/* An unrecognized operator was provided in a filter. */
#define UA_STATUSCODE_BADFILTEROPERATORINVALID 0x80C10000

/* A valid operator was provided */
#define UA_STATUSCODE_BADFILTEROPERATORUNSUPPORTED 0x80C20000

/* The number of operands provided for the filter operator was less then expected for the operand
#define UA_STATUSCODE_BADFILTEROPERANDCOUNTMISMATCH 0x80C30000

/* The operand used in a content filter is not valid. */
#define UA_STATUSCODE_BADFILTEROPERANDINVALID 0x80490000

/* The referenced element is not a valid element in the content filter. */
#define UA_STATUSCODE_BADFILTERELEMENTINVALID 0x80C40000

/* The referenced literal is not a valid value. */
#define UA_STATUSCODE_BADFILTERLITERALINVALID 0x80C50000

/* The continuation point provide is longer valid. */
#define UA_STATUSCODE_BADCONTINUATIONPOINTINVALID 0x804A0000

/* The operation could not be processed because all continuation points have been allocated. */
#define UA_STATUSCODE_BADNOCONTINUATIONPOINTS 0x804B0000

/* The reference type id does not refer to a valid reference type node. */
#define UA_STATUSCODE_BADREFERENCETYPEIDINVALID 0x804C0000

/* The browse direction is not valid. */
#define UA_STATUSCODE_BADBROWSEDIRECTIONINVALID 0x804D0000

/* The node is not part of the view. */
#define UA_STATUSCODE_BADNODENOTINVIEW 0x804E0000

/* The number was not accepted because of a numeric overflow. */
#define UA_STATUSCODE_BADNUMERICOVERFLOW 0x81120000

/* The ServerUri is not a valid URI. */
#define UA_STATUSCODE_BADSERVERURIINVALID 0x804F0000

/* No ServerName was specified. */
#define UA_STATUSCODE_BADSERVERNAMEMISSING 0x80500000

/* No DiscoveryUrl was specified. */
#define UA_STATUSCODE_BADDISCOVERYURLMISSING 0x80510000

/* The semaphore file specified by the client is not valid. */
#define UA_STATUSCODE_BADSEMPAHOREFILEMISSING 0x80520000
```

```
/* The security token request type is not valid. */
#define UA_STATUSCODE_BADREQUESTTYPEINVALID 0x80530000

/* The security mode does not meet the requirements set by the server. */
#define UA_STATUSCODE_BADSECURITYMODEREJECTED 0x80540000

/* The security policy does not meet the requirements set by the server. */
#define UA_STATUSCODE_BADSECURITYPOLICYREJECTED 0x80550000

/* The server has reached its maximum number of sessions. */
#define UA_STATUSCODE_BADTOOMANYSESSIONS 0x80560000

/* The user token signature is missing or invalid. */
#define UA_STATUSCODE_BADUSERSIGNATUREINVALID 0x80570000

/* The signature generated with the client certificate is missing or invalid. */
#define UA_STATUSCODE_BADAPPLICATIONSIGNATUREINVALID 0x80580000

/* The client did not provide at least one software certificate that is valid and meets the profi
#define UA_STATUSCODE_BADNOVALIDCERTIFICATES 0x80590000

/* The server does not support changing the user identity assigned to the session. */
#define UA_STATUSCODE_BADIDENTITYCHANGENOTSUPPORTED 0x80C60000

/* The request was cancelled by the client with the Cancel service. */
#define UA_STATUSCODE_BADREQUESTCANCELLEDBYREQUEST 0x805A0000

/* The parent node id does not to refer to a valid node. */
#define UA_STATUSCODE_BADPARENTNODEIDINVALID 0x805B0000

/* The reference could not be created because it violates constraints imposed by the data model.
#define UA_STATUSCODE_BADREFERENCENOTALLOWED 0x805C0000

/* The requested node id was reject because it was either invalid or server does not allow node i
#define UA_STATUSCODE_BADNODEIDREJECTED 0x805D0000

/* The requested node id is already used by another node. */
#define UA_STATUSCODE_BADNODEIDEXISTS 0x805E0000

/* The node class is not valid. */
#define UA_STATUSCODE_BADNODECLASSINVALID 0x805F0000

/* The browse name is invalid. */
#define UA_STATUSCODE_BADBROWSENAMEINVALID 0x80600000

/* The browse name is not unique among nodes that share the same relationship with the parent. */
#define UA_STATUSCODE_BADBROWSENAMEDUPLICATED 0x80610000

/* The node attributes are not valid for the node class. */
#define UA_STATUSCODE_BADNODEATTRIBUTESINVALID 0x80620000

/* The type definition node id does not reference an appropriate type node. */
#define UA_STATUSCODE_BADTYPEDEFINITIONINVALID 0x80630000

/* The source node id does not reference a valid node. */
#define UA_STATUSCODE_BADSOURCENODEIDINVALID 0x80640000

/* The target node id does not reference a valid node. */
#define UA_STATUSCODE_BADTARGETNODEIDINVALID 0x80650000

/* The reference type between the nodes is already defined. */
#define UA_STATUSCODE_BADDUPLICATEREFERENCENOTALLOWED 0x80660000
```

```
/* The server does not allow this type of self reference on this node. */
#define UA_STATUSCODE_BADINVALIDSELFREFERENCE 0x80670000

/* The reference type is not valid for a reference to a remote server. */
#define UA_STATUSCODE_BADREFERENCELOCALONLY 0x80680000

/* The server will not allow the node to be deleted. */
#define UA_STATUSCODE_BADNODELETERIGHTS 0x80690000

/* The server was not able to delete all target references. */
#define UA_STATUSCODE_UNCERTAINREFERENCENOTDELETED 0x40BC0000

/* The server index is not valid. */
#define UA_STATUSCODE_BADSERVERINDEXINVALID 0x806A0000

/* The view id does not refer to a valid view node. */
#define UA_STATUSCODE_BADVIEWIDUNKNOWN 0x806B0000

/* The view timestamp is not available or not supported. */
#define UA_STATUSCODE_BADVIEWTIMESTAMPINVALID 0x80C90000

/* The view parameters are not consistent with each other. */
#define UA_STATUSCODE_BADVIEWPARAMETERMISMATCH 0x80CA0000

/* The view version is not available or not supported. */
#define UA_STATUSCODE_BADVIEWVERSIONINVALID 0x80CB0000

/* The list of references may not be complete because the underlying system is not available. */
#define UA_STATUSCODE_UNCERTAINNOTALLNODESAVAILABLE 0x40C00000

/* The server should have followed a reference to a node in a remote server but did not. The resu
#define UA_STATUSCODE_GOODRESULTSMAYBEINCOMPLETE 0x00BA0000

/* The provided Nodeid was not a type definition nodeid. */
#define UA_STATUSCODE_BADNOTTYPEDEFINITION 0x80C80000

/* One of the references to follow in the relative path references to a node in the address space
#define UA_STATUSCODE_UNCERTAINREFERENCEOUTOFSERVER 0x406C0000

/* The requested operation has too many matches to return. */
#define UA_STATUSCODE_BADTOOMANYMATCHES 0x806D0000

/* The requested operation requires too many resources in the server. */
#define UA_STATUSCODE_BADQUERYTOOCOMPLEX 0x806E0000

/* The requested operation has no match to return. */
#define UA_STATUSCODE_BADNOMATCH 0x806F0000

/* The max age parameter is invalid. */
#define UA_STATUSCODE_BADMAXAGEINVALID 0x80700000

/* The operation is not permitted over the current secure channel. */
#define UA_STATUSCODE_BADSECURITYMODEINSUFFICIENT 0x80E60000

/* The history details parameter is not valid. */
#define UA_STATUSCODE_BADHISTORYOPERATIONINVALID 0x80710000

/* The server does not support the requested operation. */
#define UA_STATUSCODE_BADHISTORYOPERATIONUNSUPPORTED 0x80720000

/* The defined timestamp to return was invalid. */
#define UA_STATUSCODE_BADINVALIDTIMESTAMPARGUMENT 0x80BD0000
```

```
/* The server does not support writing the combination of value */
#define UA_STATUSCODE_BADWRITENOTSUPPORTED 0x80730000

/* The value supplied for the attribute is not of the same type as the attribute's value. */
#define UA_STATUSCODE_BADTYPEMISMATCH 0x80740000

/* The method id does not refer to a method for the specified object. */
#define UA_STATUSCODE_BADMETHODINVALID 0x80750000

/* The client did not specify all of the input arguments for the method. */
#define UA_STATUSCODE_BADARGUMENTSMISSING 0x80760000

/* The executable attribute does not allow the execution of the method. */
#define UA_STATUSCODE_BADNOTEXECUTABLE 0x81110000

/* The server has reached its maximum number of subscriptions. */
#define UA_STATUSCODE_BADTOOMANYSUBSCRIPTIONS 0x80770000

/* The server has reached the maximum number of queued publish requests. */
#define UA_STATUSCODE_BADTOOMANYPUBLISHREQUESTS 0x80780000

/* There is no subscription available for this session. */
#define UA_STATUSCODE_BADNOSUBSCRIPTION 0x80790000

/* The sequence number is unknown to the server. */
#define UA_STATUSCODE_BADSEQUENCENUMBERUNKNOWN 0x807A0000

/* The requested notification message is no longer available. */
#define UA_STATUSCODE_BADMESSAGENOTAVAILABLE 0x807B0000

/* The client of the current session does not support one or more Profiles that are necessary for
#define UA_STATUSCODE_BADINSUFFICIENTCLIENTPROFILE 0x807C0000

/* The sub-state machine is not currently active. */
#define UA_STATUSCODE_BADSTATENOTACTIVE 0x80BF0000

/* An equivalent rule already exists. */
#define UA_STATUSCODE_BADALREADYEXISTS 0x81150000

/* The server cannot process the request because it is too busy. */
#define UA_STATUSCODE_BADTCPSERVERTOOBUSY 0x807D0000

/* The type of the message specified in the header invalid. */
#define UA_STATUSCODE_BADTCPMESSAGETYPEINVALID 0x807E0000

/* The SecureChannelId and/or TokenId are not currently in use. */
#define UA_STATUSCODE_BADTCPSECURECHANNELUNKNOWN 0x807F0000

/* The size of the message specified in the header is too large. */
#define UA_STATUSCODE_BADTCPMESSAGETOOLARGE 0x80800000

/* There are not enough resources to process the request. */
#define UA_STATUSCODE_BADTCPNOTENOUGHRESOURCES 0x80810000

/* An internal error occurred. */
#define UA_STATUSCODE_BADTCPINTERNALERROR 0x80820000

/* The server does not recognize the QueryString specified. */
#define UA_STATUSCODE_BADTCPENDPOINTURLINVALID 0x80830000

/* The request could not be sent because of a network interruption. */
#define UA_STATUSCODE_BADREQUESTINTERRUPTED 0x80840000
```

```
/* Timeout occurred while processing the request. */
#define UA_STATUSCODE_BADREQUESTTIMEOUT 0x80850000

/* The secure channel has been closed. */
#define UA_STATUSCODE_BADSECURECHANNELCLOSED 0x80860000

/* The token has expired or is not recognized. */
#define UA_STATUSCODE_BADSECURECHANNELTOKENUNKNOWN 0x80870000

/* The sequence number is not valid. */
#define UA_STATUSCODE_BADSEQUENCENUMBERINVALID 0x80880000

/* The applications do not have compatible protocol versions. */
#define UA_STATUSCODE_BADPROTOCOLVERSIONUNSUPPORTED 0x80BE0000

/* There is a problem with the configuration that affects the usefulness of the value. */
#define UA_STATUSCODE_BADCONFIGURATIONERROR 0x80890000

/* The variable should receive its value from another variable */
#define UA_STATUSCODE_BADNOTCONNECTED 0x808A0000

/* There has been a failure in the device/data source that generates the value that has affected
#define UA_STATUSCODE_BADDEVICEFAILURE 0x808B0000

/* There has been a failure in the sensor from which the value is derived by the device/data sour
#define UA_STATUSCODE_BADSENSORFAILURE 0x808C0000

/* The source of the data is not operational. */
#define UA_STATUSCODE_BADOUTOFSERVICE 0x808D0000

/* The deadband filter is not valid. */
#define UA_STATUSCODE_BADDEADBANDFILTERINVALID 0x808E0000

/* Communication to the data source has failed. The variable value is the last value that had a g
#define UA_STATUSCODE_UNCERTAINNOCOMMUNICATIONLASTUSABLEVALUE 0x408F0000

/* Whatever was updating this value has stopped doing so. */
#define UA_STATUSCODE_UNCERTAINLASTUSABLEVALUE 0x40900000

/* The value is an operational value that was manually overwritten. */
#define UA_STATUSCODE_UNCERTAINSUBSTITUTEVALUE 0x40910000

/* The value is an initial value for a variable that normally receives its value from another var
#define UA_STATUSCODE_UNCERTAININITIALVALUE 0x40920000

/* The value is at one of the sensor limits. */
#define UA_STATUSCODE_UNCERTAINSENSORNOTACCURATE 0x40930000

/* The value is outside of the range of values defined for this parameter. */
#define UA_STATUSCODE_UNCERTAINENGINEERINGUNITSEXCEEDED 0x40940000

/* The value is derived from multiple sources and has less than the required number of Good sourc
#define UA_STATUSCODE_UNCERTAINSUBNORMAL 0x40950000

/* The value has been overridden. */
#define UA_STATUSCODE_GOODLOCALOVERRIDE 0x00960000

/* This Condition refresh failed */
#define UA_STATUSCODE_BADREFRESHINPROGRESS 0x80970000

/* This condition has already been disabled. */
#define UA_STATUSCODE_BADCONDITIONALREADYDISABLED 0x80980000
```

```
/* This condition has already been enabled. */
#define UA_STATUSCODE_BADCONDITIONALREADYENABLED 0x80CC0000

/* Property not available */
#define UA_STATUSCODE_BADCONDITIONDISABLED 0x80990000

/* The specified event id is not recognized. */
#define UA_STATUSCODE_BADEVENTIDUNKNOWN 0x809A0000

/* The event cannot be acknowledged. */
#define UA_STATUSCODE_BADEVENTNOTACKNOWLEDGEABLE 0x80BB0000

/* The dialog condition is not active. */
#define UA_STATUSCODE_BADDIALOGNOTACTIVE 0x80CD0000

/* The response is not valid for the dialog. */
#define UA_STATUSCODE_BADDIALOGRESPONSEINVALID 0x80CE0000

/* The condition branch has already been acknowledged. */
#define UA_STATUSCODE_BADCONDITIONBRANCHALREADYACKED 0x80CF0000

/* The condition branch has already been confirmed. */
#define UA_STATUSCODE_BADCONDITIONBRANCHALREADYCONFIRMED 0x80D00000

/* The condition has already been shelved. */
#define UA_STATUSCODE_BADCONDITIONALREADYSHELVED 0x80D10000

/* The condition is not currently shelved. */
#define UA_STATUSCODE_BADCONDITIONNOTSHELVED 0x80D20000

/* The shelving time not within an acceptable range. */
#define UA_STATUSCODE_BADSHELVINGTIMEOUTOFRANGE 0x80D30000

/* No data exists for the requested time range or event filter. */
#define UA_STATUSCODE_BADNODATA 0x809B0000

/* No data found to provide upper or lower bound value. */
#define UA_STATUSCODE_BADBOUNDNOTFOUND 0x80D70000

/* The server cannot retrieve a bound for the variable. */
#define UA_STATUSCODE_BADBOUNDNOTSUPPORTED 0x80D80000

/* Data is missing due to collection started/stopped/lost. */
#define UA_STATUSCODE_BADDATALOST 0x809D0000

/* Expected data is unavailable for the requested time range due to an un-mounted volume */
#define UA_STATUSCODE_BADDATAUNAVAILABLE 0x809E0000

/* The data or event was not successfully inserted because a matching entry exists. */
#define UA_STATUSCODE_BADENTRYEXISTS 0x809F0000

/* The data or event was not successfully updated because no matching entry exists. */
#define UA_STATUSCODE_BADNOENTRYEXISTS 0x80A00000

/* The client requested history using a timestamp format the server does not support (i.e requeste
#define UA_STATUSCODE_BADTIMESTAMPNOTSUPPORTED 0x80A10000

/* The data or event was successfully inserted into the historical database. */
#define UA_STATUSCODE_GOODENTRYINSERTED 0x00A20000

/* The data or event field was successfully replaced in the historical database. */
#define UA_STATUSCODE_GOODENTRYREPLACED 0x00A30000
```

```
/* The value is derived from multiple values and has less than the required number of Good values
#define UA_STATUSCODE_UNCERTAINDATASUBNORMAL 0x40A40000

/* No data exists for the requested time range or event filter. */
#define UA_STATUSCODE_GOODNODATA 0x00A50000

/* The data or event field was successfully replaced in the historical database. */
#define UA_STATUSCODE_GOODMOREDATA 0x00A60000

/* The requested number of Aggregates does not match the requested number of NodeIds. */
#define UA_STATUSCODE_BADAGGREGATELISTMISMATCH 0x80D40000

/* The requested Aggregate is not support by the server. */
#define UA_STATUSCODE_BADAGGREGATENOTSUPPORTED 0x80D50000

/* The aggregate value could not be derived due to invalid data inputs. */
#define UA_STATUSCODE_BADAGGREGATEINVALIDINPUTS 0x80D60000

/* The aggregate configuration is not valid for specified node. */
#define UA_STATUSCODE_BADAGGREGATECONFIGURATIONREJECTED 0x80DA0000

/* The request specifies fields which are not valid for the EventType or cannot be saved by the h
#define UA_STATUSCODE_GOODDATAIGNORED 0x00D90000

/* The request was rejected by the server because it did not meet the criteria set by the server.
#define UA_STATUSCODE_BADREQUESTNOTALLOWED 0x80E40000

/* The request has not been processed by the server yet. */
#define UA_STATUSCODE_BADREQUESTNOTCOMPLETE 0x81130000

/* The value does not come from the real source and has been edited by the server. */
#define UA_STATUSCODE_GOODEDITED 0x00DC0000

/* There was an error in execution of these post-actions. */
#define UA_STATUSCODE_GOODPOSTACTIONFAILED 0x00DD0000

/* The related EngineeringUnit has been changed but the Variable Value is still provided based on
#define UA_STATUSCODE_UNCERTAINDOMINANTVALUECHANGED 0x40DE0000

/* A dependent value has been changed but the change has not been applied to the device. */
#define UA_STATUSCODE_GOODDEPENDENTVALUECHANGED 0x00E00000

/* The related EngineeringUnit has been changed but this change has not been applied to the devic
#define UA_STATUSCODE_BADDOMINANTVALUECHANGED 0x80E10000

/* A dependent value has been changed but the change has not been applied to the device. The quali
#define UA_STATUSCODE_UNCERTAINDEPENDENTVALUECHANGED 0x40E20000

/* A dependent value has been changed but the change has not been applied to the device. The quali
#define UA_STATUSCODE_BADDEPENDENTVALUECHANGED 0x80E30000

/* The communication layer has raised an event. */
#define UA_STATUSCODE_GOODCOMMUNICATIONEVENT 0x00A70000

/* The system is shutting down. */
#define UA_STATUSCODE_GOODSHUTDOWNEVENT 0x00A80000

/* The operation is not finished and needs to be called again. */
#define UA_STATUSCODE_GOODCALLAGAIN 0x00A90000

/* A non-critical timeout occurred. */
#define UA_STATUSCODE_GOODNONCRITICALTIMEOUT 0x00AA0000
```

```
/* One or more arguments are invalid. */
#define UA_STATUSCODE_BADINVALIDARGUMENT 0x80AB0000

/* Could not establish a network connection to remote server. */
#define UA_STATUSCODE_BADCONNECTIONREJECTED 0x80AC0000

/* The server has disconnected from the client. */
#define UA_STATUSCODE_BADDISCONNECT 0x80AD0000

/* The network connection has been closed. */
#define UA_STATUSCODE_BADCONNECTIONCLOSED 0x80AE0000

/* The operation cannot be completed because the object is closed */
#define UA_STATUSCODE_BADINVALIDSTATE 0x80AF0000

/* Cannot move beyond end of the stream. */
#define UA_STATUSCODE_BADENDOFSTREAM 0x80B00000

/* No data is currently available for reading from a non-blocking stream. */
#define UA_STATUSCODE_BADNODATAAVAILABLE 0x80B10000

/* The asynchronous operation is waiting for a response. */
#define UA_STATUSCODE_BADWAITINGFORRESPONSE 0x80B20000

/* The asynchronous operation was abandoned by the caller. */
#define UA_STATUSCODE_BADOPERATIONABANDONED 0x80B30000

/* The stream did not return all data requested (possibly because it is a non-blocking stream). */
#define UA_STATUSCODE_BADEXPECTEDSTREAMTOBLOCK 0x80B40000

/* Non blocking behaviour is required and the operation would block. */
#define UA_STATUSCODE_BADWOULDBLOCK 0x80B50000

/* A value had an invalid syntax. */
#define UA_STATUSCODE_BADSYNTAXERROR 0x80B60000

/* The operation could not be finished because all available connections are in use. */
#define UA_STATUSCODE_BADMAXCONNECTIONSREACHED 0x80B70000
```

13.2 Networking Plugin API

13.2.1 Connection

Client-server connections are represented by a *UA_Connection*. The connection is stateful and stores partially received messages, and so on. In addition, the connection contains function pointers to the underlying networking implementation. An example for this is the *send* function. So the connection encapsulates all the required networking functionality. This lets users on embedded (or otherwise exotic) systems implement their own networking plugins with a clear interface to the main open62541 library.

```
typedef struct {
    UA_UInt32 protocolVersion;
    UA_UInt32 recvBufferSize;
    UA_UInt32 sendBufferSize;
    UA_UInt32 localMaxMessageSize;  /* (0 = unbounded) */
    UA_UInt32 remoteMaxMessageSize; /* (0 = unbounded) */
    UA_UInt32 localMaxChunkCount;   /* (0 = unbounded) */
    UA_UInt32 remoteMaxChunkCount;  /* (0 = unbounded) */
} UA_ConnectionConfig;
```

```
typedef enum {
    UA_CONNECTIONSTATE_CLOSED,      /* The socket has been closed and the connection
                                     * will be deleted */
    UA_CONNECTIONSTATE_OPENING,     /* The socket is open, but the HEL/ACK handshake
                                     * is not done */
    UA_CONNECTIONSTATE_ESTABLISHED /* The socket is open and the connection
                                     * configured */
} UA_ConnectionState;

struct UA_Connection {
    UA_ConnectionState state;
    UA_SecureChannel *channel;      /* The securechannel that is attached to
                                     * this connection */
    UA_SOCKET sockfd;               /* Most connectivity solutions run on
                                     * sockets. Having the socket id here
                                     * simplifies the design. */
    UA_DateTime openingDate;        /* The date the connection was created */
    void *handle;                   /* A pointer to internal data */

    /* Get a buffer for sending */
    UA_StatusCode (*getSendBuffer)(UA_Connection *connection, size_t length,
                                   UA_ByteString *buf);

    /* Release the send buffer manually */
    void (*releaseSendBuffer)(UA_Connection *connection, UA_ByteString *buf);

    /* Sends a message over the connection. The message buffer is always freed,
     * even if sending fails.
     *
     * @param connection The connection
     * @param buf The message buffer
     * @return Returns an error code or UA_STATUSCODE_GOOD. */
    UA_StatusCode (*send)(UA_Connection *connection, UA_ByteString *buf);

    /* Receive a message from the remote connection
     *
     * @param connection The connection

     * @param response The response string. If this is empty, it will be
     *        allocated by the connection and needs to be freed with
     *        connection->releaseBuffer. If the response string is non-empty, it
     *        will be used as the receive buffer. If bytes are received, the
     *        length of the buffer is adjusted to match the length of the
     *        received bytes.
     * @param timeout Timeout of the recv operation in milliseconds
     * @return Returns UA_STATUSCODE_BADCOMMUNICATIONERROR if the recv operation
     *         can be repeated, UA_STATUSCODE_GOOD if it succeeded and
     *         UA_STATUSCODE_BADCONNECTIONCLOSED if the connection was
     *         closed. */
    UA_StatusCode (*recv)(UA_Connection *connection, UA_ByteString *response,
                          UA_UInt32 timeout);

    /* Release the buffer of a received message */
    void (*releaseRecvBuffer)(UA_Connection *connection, UA_ByteString *buf);

    /* Close the connection. The network layer closes the socket. This is picked
     * up during the next 'listen' and the connection is freed in the network
     * layer. */
    void (*close)(UA_Connection *connection);

    /* To be called only from within the server (and not the network layer).
     * Frees up the connection's memory. */
    void (*free)(UA_Connection *connection);
```

```
};
```

13.2.2 Server Network Layer

The server exposes two functions to interact with remote clients: *processBinaryMessage* and *removeConnection*. These functions are called by the server network layer.

It is the job of the server network layer to listen on a TCP socket, to accept new connections, to call the server with received messages and to signal closed connections to the server.

The network layer is part of the server config. So users can provide a custom implementation if the provided example does not fit their architecture. The network layer is invoked only from the server's main loop. So the network layer does not need to be thread-safe. If the networklayer receives a positive duration for blocking listening, the server's main loop will block until a message is received or the duration times out.

```
/* Process a binary message (TCP packet). The message can contain partial
 * chunks. (TCP is a streaming protocol and packets may be split/merge during
 * transport.) After processing, the message is freed with
 * connection->releaseRecvBuffer. */
void
UA_Server_processBinaryMessage(UA_Server *server, UA_Connection *connection,
                               UA_ByteString *message);

/* The server internally cleans up the connection and then calls
 * connection->free. */
void
UA_Server_removeConnection(UA_Server *server, UA_Connection *connection);

struct UA_ServerNetworkLayer {
    void *handle; /* Internal data */

    /* Points to external memory, i.e. handled by server or client */
    UA_NetworkStatistics *statistics;

    UA_String discoveryUrl;

    UA_ConnectionConfig localConnectionConfig;

    /* Start listening on the networklayer.
     *
     * @param nl The network layer
     * @return Returns UA_STATUSCODE_GOOD or an error code. */
    UA_StatusCode (*start)(UA_ServerNetworkLayer *nl, const UA_String *customHostname);

    /* Listen for new and closed connections and arriving packets. Calls
     * UA_Server_processBinaryMessage for the arriving packets. Closed
     * connections are picked up here and forwarded to
     * UA_Server_removeConnection where they are cleaned up and freed.
     *
     * @param nl The network layer
     * @param server The server for processing the incoming packets and for
     *               closing connections.
     * @param timeout The timeout during which an event must arrive in
     *                milliseconds
     * @return A statuscode for the status of the network layer. */
    UA_StatusCode (*listen)(UA_ServerNetworkLayer *nl, UA_Server *server,
                            UA_UInt16 timeout);

    /* Close the network socket and all open connections. Afterwards, the
     * network layer can be safely deleted.
     *
     * @param nl The network layer
```

```
     * @param server The server that processes the incoming packets and for
     *               closing connections before deleting them.
     * @return A statuscode for the status of the closing operation. */
    void (*stop)(UA_ServerNetworkLayer *nl, UA_Server *server);

    /* Deletes the network layer context. Call only after stopping. */
    void (*clear)(UA_ServerNetworkLayer *nl);
};
```

13.2.3 Client Network Layer

The client has only a single connection used for sending and receiving binary messages.

```
/* @param config the connection config for this client
 * @param endpointUrl to where to connect
 * @param timeout in ms until the connection try times out if remote not reachable
 * @param logger the logger to use */
typedef UA_Connection
(*UA_ConnectClientConnection)(UA_ConnectionConfig config, UA_String endpointUrl,
                              UA_UInt32 timeout, UA_Logger *logger);
```

13.3 Access Control Plugin API

The access control callback is used to authenticate sessions and grant access rights accordingly.

The `sessionId` and `sessionContext` can be both NULL. This is the case when, for example, a MonitoredItem (the underlying Subscription) is detached from its Session but continues to run.

```
struct UA_AccessControl {
    void *context;
    void (*clear)(UA_AccessControl *ac);

    /* Supported login mechanisms. The server endpoints are created from here. */
    size_t userTokenPoliciesSize;
    UA_UserTokenPolicy *userTokenPolicies;

    /* Authenticate a session. The session context is attached to the session
     * and later passed into the node-based access control callbacks. The new
     * session is rejected if a StatusCode other than UA_STATUSCODE_GOOD is
     * returned. */
    UA_StatusCode (*activateSession)(UA_Server *server, UA_AccessControl *ac,
                                     const UA_EndpointDescription *endpointDescription,
                                     const UA_ByteString *secureChannelRemoteCertificate,
                                     const UA_NodeId *sessionId,
                                     const UA_ExtensionObject *userIdentityToken,
                                     void **sessionContext);

    /* Deauthenticate a session and cleanup */
    void (*closeSession)(UA_Server *server, UA_AccessControl *ac,
                         const UA_NodeId *sessionId, void *sessionContext);

    /* Access control for all nodes*/
    UA_UInt32 (*getUserRightsMask)(UA_Server *server, UA_AccessControl *ac,
                                   const UA_NodeId *sessionId, void *sessionContext,
                                   const UA_NodeId *nodeId, void *nodeContext);

    /* Additional access control for variable nodes */
    UA_Byte (*getUserAccessLevel)(UA_Server *server, UA_AccessControl *ac,
                                  const UA_NodeId *sessionId, void *sessionContext,
```

```
                                    const UA_NodeId *nodeId, void *nodeContext);

    /* Additional access control for method nodes */
    UA_Boolean (*getUserExecutable)(UA_Server *server, UA_AccessControl *ac,
                                    const UA_NodeId *sessionId, void *sessionContext,
                                    const UA_NodeId *methodId, void *methodContext);

    /* Additional access control for calling a method node in the context of a
     * specific object */
    UA_Boolean (*getUserExecutableOnObject)(UA_Server *server, UA_AccessControl *ac,
                                            const UA_NodeId *sessionId, void *sessionContext,
                                            const UA_NodeId *methodId, void *methodContext,
                                            const UA_NodeId *objectId, void *objectContext);

    /* Allow adding a node */
    UA_Boolean (*allowAddNode)(UA_Server *server, UA_AccessControl *ac,
                               const UA_NodeId *sessionId, void *sessionContext,
                               const UA_AddNodesItem *item);

    /* Allow adding a reference */
    UA_Boolean (*allowAddReference)(UA_Server *server, UA_AccessControl *ac,
                                    const UA_NodeId *sessionId, void *sessionContext,
                                    const UA_AddReferencesItem *item);

    /* Allow deleting a node */
    UA_Boolean (*allowDeleteNode)(UA_Server *server, UA_AccessControl *ac,
                                  const UA_NodeId *sessionId, void *sessionContext,
                                  const UA_DeleteNodesItem *item);

    /* Allow deleting a reference */
    UA_Boolean (*allowDeleteReference)(UA_Server *server, UA_AccessControl *ac,
                                       const UA_NodeId *sessionId, void *sessionContext,
                                       const UA_DeleteReferencesItem *item);

    /* Allow browsing a node */
    UA_Boolean (*allowBrowseNode)(UA_Server *server, UA_AccessControl *ac,
                                  const UA_NodeId *sessionId, void *sessionContext,
                                  const UA_NodeId *nodeId, void *nodeContext);

#ifdef UA_ENABLE_SUBSCRIPTIONS
    /* Allow transfer of a subscription to another session. The Server shall
     * validate that the Client of that Session is operating on behalf of the
     * same user */
    UA_Boolean (*allowTransferSubscription)(UA_Server *server, UA_AccessControl *ac,
                                            const UA_NodeId *oldSessionId, void *oldSessionContext
                                            const UA_NodeId *newSessionId, void *newSessionContext
#endif

#ifdef UA_ENABLE_HISTORIZING
    /* Allow insert,replace,update of historical data */
    UA_Boolean (*allowHistoryUpdateUpdateData)(UA_Server *server, UA_AccessControl *ac,
                                               const UA_NodeId *sessionId, void *sessionContext,
                                               const UA_NodeId *nodeId,
                                               UA_PerformUpdateType performInsertReplace,
                                               const UA_DataValue *value);

    /* Allow delete of historical data */
    UA_Boolean (*allowHistoryUpdateDeleteRawModified)(UA_Server *server, UA_AccessControl *ac,
                                                      const UA_NodeId *sessionId, void *sessionCo
                                                      const UA_NodeId *nodeId,
                                                      UA_DateTime startTimestamp,
                                                      UA_DateTime endTimestamp,
                                                      bool isDeleteModified);
```

```
#endif
};
```

13.4 Logging Plugin API

Servers and clients define a logger in their configuration. The logger is a plugin. A default plugin that logs to `stdout` is provided as an example. The logger plugin is stateful and can point to custom data. So it is possible to keep open file handlers in the logger context.

Every log-message consists of a log-level, a log-category and a string message content. The timestamp of the log-message is created within the logger.

```
typedef enum {
    UA_LOGLEVEL_TRACE,
    UA_LOGLEVEL_DEBUG,
    UA_LOGLEVEL_INFO,
    UA_LOGLEVEL_WARNING,
    UA_LOGLEVEL_ERROR,
    UA_LOGLEVEL_FATAL
} UA_LogLevel;

typedef enum {
    UA_LOGCATEGORY_NETWORK,
    UA_LOGCATEGORY_SECURECHANNEL,
    UA_LOGCATEGORY_SESSION,
    UA_LOGCATEGORY_SERVER,
    UA_LOGCATEGORY_CLIENT,
    UA_LOGCATEGORY_USERLAND,
    UA_LOGCATEGORY_SECURITYPOLICY
} UA_LogCategory;

typedef struct {
    /* Log a message. The message string and following varargs are formatted
     * according to the rules of the printf command. Use the convenience macros
     * below that take the minimum log-level defined in ua_config.h into
     * account. */
    void (*log)(void *logContext, UA_LogLevel level, UA_LogCategory category,
                const char *msg, va_list args);

    void *context; /* Logger state */

    void (*clear)(void *context); /* Clean up the logger plugin */
} UA_Logger;

static UA_INLINE UA_FORMAT(3,4) void
UA_LOG_TRACE(const UA_Logger *logger, UA_LogCategory category, const char *msg, ...) {
#if UA_LOGLEVEL <= 100
    if(!logger || !logger->log)
        return;
    va_list args; va_start(args, msg);
    logger->log(logger->context, UA_LOGLEVEL_TRACE, category, msg, args);
    va_end(args);
#else
    (void) logger;
    (void) category;
    (void) msg;
#endif
}

static UA_INLINE UA_FORMAT(3,4) void
UA_LOG_DEBUG(const UA_Logger *logger, UA_LogCategory category, const char *msg, ...) {
```

```
#if UA_LOGLEVEL <= 200
    if(!logger || !logger->log)
        return;
    va_list args; va_start(args, msg);
    logger->log(logger->context, UA_LOGLEVEL_DEBUG, category, msg, args);
    va_end(args);
#else
    (void) logger;
    (void) category;
    (void) msg;
#endif
}

static UA_INLINE UA_FORMAT(3,4) void
UA_LOG_INFO(const UA_Logger *logger, UA_LogCategory category, const char *msg, ...) {
#if UA_LOGLEVEL <= 300
    if(!logger || !logger->log)
        return;
    va_list args; va_start(args, msg);
    logger->log(logger->context, UA_LOGLEVEL_INFO, category, msg, args);
    va_end(args);
#else
    (void) logger;
    (void) category;
    (void) msg;
#endif
}

static UA_INLINE UA_FORMAT(3,4) void
UA_LOG_WARNING(const UA_Logger *logger, UA_LogCategory category, const char *msg, ...) {
#if UA_LOGLEVEL <= 400
    if(!logger || !logger->log)
        return;
    va_list args; va_start(args, msg);
    logger->log(logger->context, UA_LOGLEVEL_WARNING, category, msg, args);
    va_end(args);
#else
    (void) logger;
    (void) category;
    (void) msg;
#endif
}

static UA_INLINE UA_FORMAT(3,4) void
UA_LOG_ERROR(const UA_Logger *logger, UA_LogCategory category, const char *msg, ...) {
#if UA_LOGLEVEL <= 500
    if(!logger || !logger->log)
        return;
    va_list args; va_start(args, msg);
    logger->log(logger->context, UA_LOGLEVEL_ERROR, category, msg, args);
    va_end(args);
#else
    (void) logger;
    (void) category;
    (void) msg;
#endif
}

static UA_INLINE UA_FORMAT(3,4) void
UA_LOG_FATAL(const UA_Logger *logger, UA_LogCategory category, const char *msg, ...) {
#if UA_LOGLEVEL <= 600
    if(!logger || !logger->log)
        return;
```

```
    va_list args; va_start(args, msg);
    logger->log(logger->context, UA_LOGLEVEL_FATAL, category, msg, args);
    va_end(args);
#else
    (void) logger;
    (void) category;
    (void) msg;
#endif
}
```

13.5 PubSub Connection Plugin API

The PubSub Connection API is the interface between concrete network implementations and the internal pubsub code.

The PubSub specification enables the creation of new connections on runtime. Wording: 'Connection' -> OPC UA standard 'highlevel' perspective, 'Channel' -> open62541 implementation 'lowlevel' perspective. A channel can be assigned with different network implementations like UDP, MQTT, AMQP. The channel provides basis services like send, regist, unregist, receive, close.

```
typedef enum {
    UA_PUBSUB_CHANNEL_RDY,
    UA_PUBSUB_CHANNEL_PUB,
    UA_PUBSUB_CHANNEL_SUB,
    UA_PUBSUB_CHANNEL_PUB_SUB,
    UA_PUBSUB_CHANNEL_ERROR,
    UA_PUBSUB_CHANNEL_CLOSED
} UA_PubSubChannelState;

struct UA_PubSubChannel;
typedef struct UA_PubSubChannel UA_PubSubChannel;

/* Interface structure between network plugin and internal implementation */
struct UA_PubSubChannel {
    UA_UInt32 publisherId; /* unique identifier */
    UA_PubSubChannelState state;
    UA_PubSubConnectionConfig *connectionConfig; /* link to parent connection config */
    UA_SOCKET sockfd;
    void *handle; /* implementation specific data */
    /*@info for handle: each network implementation should provide an structure
    * UA_PubSubChannelData[ImplementationName] This structure can be used by the
    * network implementation to store network implementation specific data.*/

    /* Sending out the content of the buf parameter */
    UA_StatusCode (*send)(UA_PubSubChannel *channel, UA_ExtensionObject *transportSettings,
                          const UA_ByteString *buf);

    /* Register to an specified message source, e.g. multicast group or topic. Callback is used f
    UA_StatusCode (*regist)(UA_PubSubChannel * channel, UA_ExtensionObject *transportSettings,
        void (*callback)(UA_ByteString *encodedBuffer, UA_ByteString *topic));

    /* Remove subscription to an specified message source, e.g. multicast group or topic */
    UA_StatusCode (*unregist)(UA_PubSubChannel * channel, UA_ExtensionObject *transportSettings);

    /* Receive messages. A regist to the message source is needed before. */
    UA_StatusCode (*receive)(UA_PubSubChannel * channel, UA_ByteString *,
                             UA_ExtensionObject *transportSettings, UA_UInt32 timeout);

    /* Closing the connection and implicit free of the channel structures. */
    UA_StatusCode (*close)(UA_PubSubChannel *channel);
```

```
    /* Giving the connection protocoll time to process inbound and outbound traffic. */
    UA_StatusCode (*yield)(UA_PubSubChannel *channel, UA_UInt16 timeout);
};
```

The UA_PubSubTransportLayer is used for the creation of new connections. Whenever on runtime a new connection is request, the internal PubSub implementation call * the 'createPubSubChannel' function. The 'transportProfileUri' contains the standard defined transport profile information and is used to identify the type of connections which can be created by the TransportLayer. The server config contains a list of UA_PubSubTransportLayer. Take a look in the tutorial_pubsub_connection to get informations about the TransportLayer handling.

```
typedef struct {
    UA_String transportProfileUri;
    UA_PubSubChannel *(*createPubSubChannel)(UA_PubSubConnectionConfig *connectionConfig);
} UA_PubSubTransportLayer;
```

The UA_ServerConfig_addPubSubTransportLayer is used to add a transport layer to the server configuration. The list memory is allocated and will be freed with UA_PubSubManager_delete.

Note: If the UA_String transportProfileUri was dynamically allocated the memory has to be freed when no longer required.

Note: This has to be done before the server is started with UA_Server_run.

```
UA_StatusCode
UA_ServerConfig_addPubSubTransportLayer(UA_ServerConfig *config,
                                        UA_PubSubTransportLayer *pubsubTransportLayer);

#endif /* UA_ENABLE_PUBSUB */
```

13.6 Publish/Subscribe

Work in progress! This part will be a new chapter later.

In PubSub the participating OPC UA Applications take their roles as Publishers and Subscribers. Publishers are the sources of data, while Subscribers consume that data. Communication in PubSub is message-based. Publishers send messages to a Message Oriented Middleware, without knowledge of what, if any, Subscribers there may be. Similarly, Subscribers express interest in specific types of data, and process messages that contain this data, without knowledge of what Publishers there are.

Message Oriented Middleware is software or hardware infrastructure that supports sending and receiving messages between distributed systems. OPC UA PubSub supports two different Message Oriented Middleware variants, namely the broker-less form and broker-based form. A broker-less form is where the Message Oriented Middleware is the network infrastructure that is able to route datagram-based messages. Subscribers and Publishers use datagram protocols like UDP. In a broker-based form, the core component of the Message Oriented Middleware is a message Broker. Subscribers and Publishers use standard messaging protocols like AMQP or MQTT to communicate with the Broker.

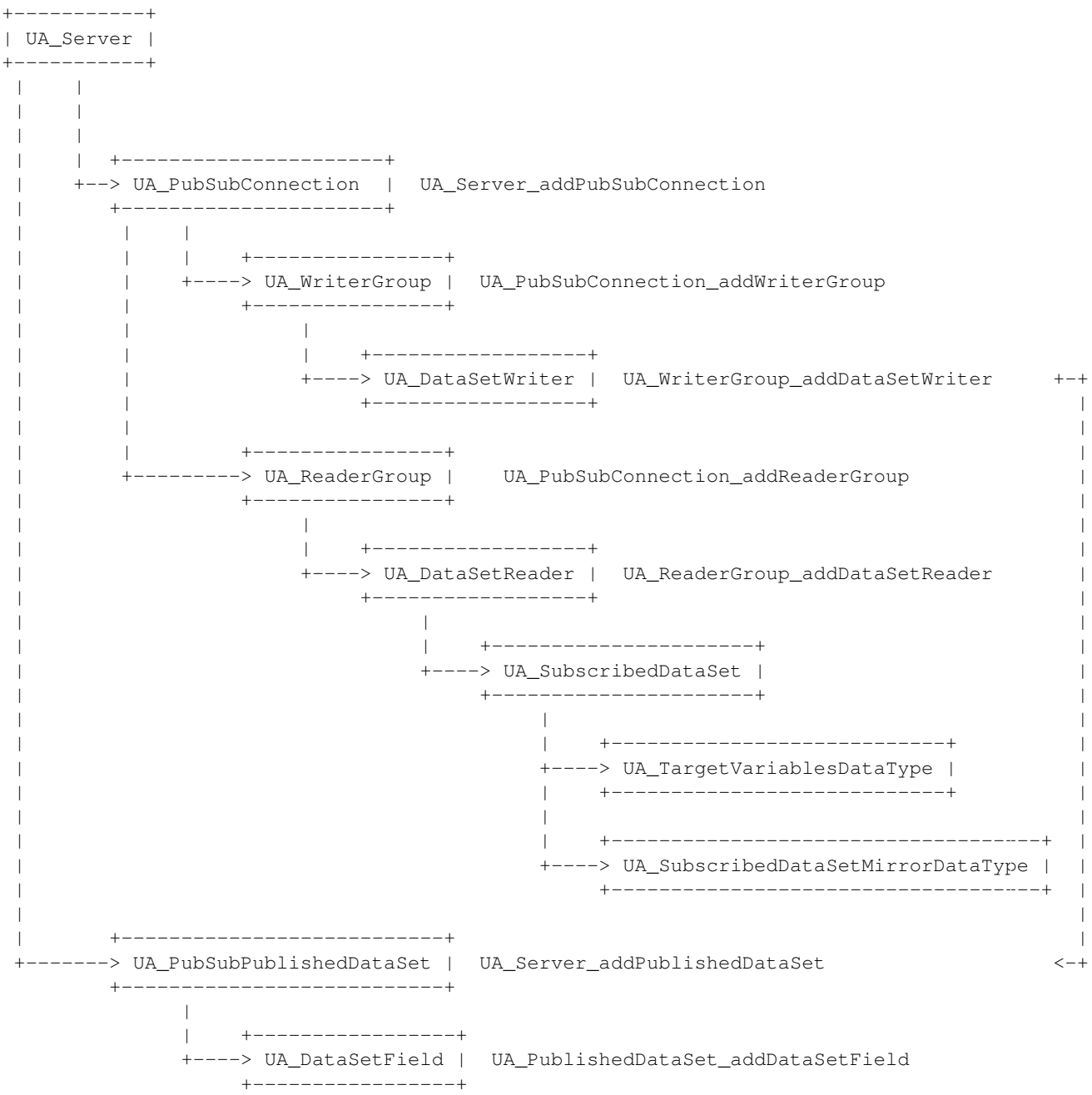
This makes PubSub suitable for applications where location independence and/or scalability are required.

The Publish/Subscribe (PubSub) extension for OPC UA enables fast and efficient 1:m communication. The PubSub extension is protocol agnostic and can be used with broker based protocols like MQTT and AMQP or broker-less implementations like UDP-Multicasting.

The PubSub API uses the following scheme:

1. Create a configuration for the needed PubSub element.
2. Call the add[element] function and pass in the configuration.
3. The add[element] function returns the unique nodeId of the internally created element.

Take a look on the PubSub Tutorials for more details about the API usage.:



13.6.1 PubSub compile flags

UA_ENABLE_PUBSUB Enable the experimental OPC UA PubSub support. The option will include the PubSub UDP multicast plugin. Disabled by default.

UA_ENABLE_PUBSUB_DELTAFRAMES The PubSub messages differentiate between keyframe (all published values contained) and deltaframe (only changed values contained) messages. Deltaframe messages creation consumes some additional ressources and can be disabled with this flag. Disabled by default. Compile the human-readable name of the StatusCodes into the binary. Disabled by default.

UA_ENABLE_PUBSUB_FILE_CONFIG Enable loading OPC UA PubSub configuration from File/ByteString. Enabling PubSub informationmodel methods also will add a method to the Publish/Subscribe object which allows configuring PubSub at runtime.

UA_ENABLE_PUBSUB_INFORMATIONMODEL Enable the information model representation of the PubSub configuration. For more details take a look at the following section *PubSub Information Model Representation*. Disabled by default.

UA_ENABLE_PUBSUB_CUSTOM_PUBLISH_HANDLING Enable the OPC UA PubSub support with custom callback implementation for Publisher and Subscriber. The option will provide flexibility to use the user defined callback mechanism for sending packets in Publisher and receiving packets in the Subscriber. Disabled by default.

UA_ENABLE_PUBSUB_ETH_UADP Enable the OPC UA Ethernet PubSub support to transport UADP NetworkMessages as payload of Ethernet II frame without IP or UDP headers. This option will include Publish and Subscribe based on EtherType B62C. Disabled by default.

UA_ENABLE_PUBSUB_ETH_UADP_ETF Enable ETF feature to allow the user to transmit packets at calculated transmission time with nanosecond precision, in addition to the PubSub support to transport UADP NetworkMessages as payload of Ethernet II frame. Disabled by default.

UA_ENABLE_PUBSUB_ETH_UADP_XDP Enable XDP feature to allow the user to receive packets using the eXpress Data Path (XDP), which bypasses TCP/IP layers and transfers the frames from hardware/netdev to user application thereby reducing the receiving time, in addition to the PubSub support to transport UADP NetworkMessages as payload of Ethernet II frame. Disabled by default.

13.6.2 PubSub Information Model Representation

The complete PubSub configuration is available inside the information model. The entry point is the node 'PublishSubscribe, located under the Server node. The standard defines for PubSub no new Service set. The configuration can optionally done over methods inside the information model. The information model representation of the current PubSub configuration is generated automatically. This feature can enabled/disable by changing the UA_ENABLE_PUBSUB_INFORMATIONMODEL option.

13.6.3 Connections

The PubSub connections are the abstraction between the concrete transport protocol and the PubSub functionality. It is possible to create multiple connections with different transport protocols at runtime.

Take a look on the PubSub Tutorials for mor details about the API usage.

```
typedef enum {
    UA_PUBSUB_PUBLISHERID_NUMERIC,
    UA_PUBSUB_PUBLISHERID_STRING
} UA_PublisherIdType;

#ifdef UA_ENABLE_PUBSUB_ETH_UADP_ETF
typedef struct {
    UA_Int32 socketPriority;
    UA_Boolean sotxtimeEnabled;
    /* SO_TXTIME-specific additional socket config */
    UA_Int32 sotxtimeDeadlinemode;
    UA_Int32 sotxtimeReceiveerrors;
} UA_ETFConfiguration;
#endif

typedef struct {
    UA_String name;
    UA_Boolean enabled;
    UA_PublisherIdType publisherIdType;
    union { /* std: valid types UInt or String */
        UA_UInt32 numeric;
        UA_String string;
    } publisherId;
    UA_String transportProfileUri;
```

```
    UA_Variant address;
    size_t connectionPropertiesSize;
    UA_KeyValuePair *connectionProperties;
    UA_Variant connectionTransportSettings;
#ifdef UA_ENABLE_PUBSUB_ETH_UADP_ETF
    /* ETF related connection configuration - Not in PubSub specfication */
    UA_ETFConfiguration etfConfiguration;
#endif
} UA_PubSubConnectionConfig;

UA_StatusCode
UA_Server_addPubSubConnection(UA_Server *server,
                              const UA_PubSubConnectionConfig *connectionConfig,
                              UA_NodeId *connectionIdentifier);

/* Returns a deep copy of the config */
UA_StatusCode
UA_Server_getPubSubConnectionConfig(UA_Server *server,
                                    const UA_NodeId connection,
                                    UA_PubSubConnectionConfig *config);

/* Remove Connection, identified by the NodeId. Deletion of Connection
 * removes all contained WriterGroups and Writers. */
UA_StatusCode
UA_Server_removePubSubConnection(UA_Server *server, const UA_NodeId connection);
```

13.6.4 PublishedDataSets

The PublishedDataSets (PDS) are containers for the published information. The PDS contain the published variables and meta informations. The metadata is commonly autogenerated or given as constant argument as part of the template functions. The template functions are standard defined and intended for configuration tools. You should normally create a empty PDS and call the functions to add new fields.

```
/* The UA_PUBSUB_DATASET_PUBLISHEDITEMS has currently no additional members and
 * thus no dedicated config structure. */

typedef enum {
    UA_PUBSUB_DATASET_PUBLISHEDITEMS,
    UA_PUBSUB_DATASET_PUBLISHEDEVENTS,
    UA_PUBSUB_DATASET_PUBLISHEDITEMS_TEMPLATE,
    UA_PUBSUB_DATASET_PUBLISHEDEVENTS_TEMPLATE,
} UA_PublishedDataSetType;

typedef struct {
    UA_DataSetMetaDataType metaData;
    size_t variablesToAddSize;
    UA_PublishedVariableDataType *variablesToAdd;
} UA_PublishedDataItemsTemplateConfig;

typedef struct {
    UA_NodeId eventNotfier;
    UA_ContentFilter filter;
} UA_PublishedEventConfig;

typedef struct {
    UA_DataSetMetaDataType metaData;
    UA_NodeId eventNotfier;
    size_t selectedFieldsSize;
    UA_SimpleAttributeOperand *selectedFields;
    UA_ContentFilter filter;
} UA_PublishedEventTemplateConfig;
```

```
/* Configuration structure for PublishedDataSet */
typedef struct {
    UA_String name;
    UA_PublishedDataSetType publishedDataSetType;
    union {
        /* The UA_PUBSUB_DATASET_PUBLISHEDITEMS has currently no additional members
         * and thus no dedicated config structure.*/
        UA_PublishedDataItemsTemplateConfig itemsTemplate;
        UA_PublishedEventConfig event;
        UA_PublishedEventTemplateConfig eventTemplate;
    } config;
} UA_PublishedDataSetConfig;

void
UA_PublishedDataSetConfig_clear(UA_PublishedDataSetConfig *pdsConfig);

typedef struct {
    UA_StatusCode addResult;
    size_t fieldAddResultsSize;
    UA_StatusCode *fieldAddResults;
    UA_ConfigurationVersionDataType configurationVersion;
} UA_AddPublishedDataSetResult;

UA_AddPublishedDataSetResult
UA_Server_addPublishedDataSet(UA_Server *server,
                              const UA_PublishedDataSetConfig *publishedDataSetConfig,
                              UA_NodeId *pdsIdentifier);

/* Returns a deep copy of the config */
UA_StatusCode
UA_Server_getPublishedDataSetConfig(UA_Server *server, const UA_NodeId pds,
                                    UA_PublishedDataSetConfig *config);

/* Returns a deep copy of the DataSetMetaData for an specific PDS */
UA_StatusCode
UA_Server_getPublishedDataSetMetaData(UA_Server *server, const UA_NodeId pds,
                                      UA_DataSetMetaDataType *metaData);

/* Remove PublishedDataSet, identified by the NodeId. Deletion of PDS removes
 * all contained and linked PDS Fields. Connected WriterGroups will be also
 * removed. */
UA_StatusCode
UA_Server_removePublishedDataSet(UA_Server *server, const UA_NodeId pds);
```

13.6.5 DataSetFields

The description of published variables is named DataSetField. Each DataSetField contains the selection of one information model node. The DataSetField has additional parameters for the publishing, sampling and error handling process.

```
typedef struct{
    UA_ConfigurationVersionDataType configurationVersion;
    UA_String fieldNameAlias;
    UA_Boolean promotedField;
    UA_PublishedVariableDataType publishParameters;

    /* non std. field */
    struct {
        UA_Boolean rtFieldSourceEnabled;
        /* If the rtInformationModelNode is set, the nodeid in publishParameter must point
         * to a node with external data source backend defined
```

```
         * */
        UA_Boolean rtInformationModelNode;
        //TODO -> decide if suppress C++ warnings and use 'UA_DataValue * * const staticValueSour
        UA_DataValue ** staticValueSource;
    } rtValueSource;


} UA_DataSetVariableConfig;

typedef enum {
    UA_PUBSUB_DATASETFIELD_VARIABLE,
    UA_PUBSUB_DATASETFIELD_EVENT
} UA_DataSetFieldType;

typedef struct {
    UA_DataSetFieldType dataSetFieldType;
    union {
        /* events need other config later */
        UA_DataSetVariableConfig variable;
    } field;
} UA_DataSetFieldConfig;

void
UA_DataSetFieldConfig_clear(UA_DataSetFieldConfig *dataSetFieldConfig);

typedef struct {
    UA_StatusCode result;
    UA_ConfigurationVersionDataType configurationVersion;
} UA_DataSetFieldResult;

UA_DataSetFieldResult
UA_Server_addDataSetField(UA_Server *server,
                          const UA_NodeId publishedDataSet,
                          const UA_DataSetFieldConfig *fieldConfig,
                          UA_NodeId *fieldIdentifier);

/* Returns a deep copy of the config */
UA_StatusCode
UA_Server_getDataSetFieldConfig(UA_Server *server, const UA_NodeId dsf,
                                UA_DataSetFieldConfig *config);

UA_DataSetFieldResult
UA_Server_removeDataSetField(UA_Server *server, const UA_NodeId dsf);
```

13.6.6 WriterGroup

All WriterGroups are created within a PubSubConnection and automatically deleted if the connection is removed. The WriterGroup is primary used as container for *DataSetWriter* and network message settings. The WriterGroup can be imagined as producer of the network messages. The creation of network messages is controlled by parameters like the publish interval, which is e.g. contained in the WriterGroup.

```
typedef enum {
    UA_PUBSUB_ENCODING_BINARY,
    UA_PUBSUB_ENCODING_JSON,
    UA_PUBSUB_ENCODING_UADP
} UA_PubSubEncodingType;
```

13.6.7 WriterGroup

The message publishing can be configured for realtime requirements. The RT-levels go along with different requirements. The below listed levels can be configured:

UA_PUBSUB_RT_NONE - —> Description: Default "none-RT" Mode —> Requirements: - —> Restrictions: - UA_PUBSUB_RT_DIRECT_VALUE_ACCESS (Preview - not implemented) —> Description: Normally, the latest value for each DataSetField is read out of the information model. Within this RT-mode, the value source of each field configured as static pointer to an DataValue. The publish cycle won't use call the server read function. —> Requirements: All fields must be configured with a 'staticValueSource'. —> Restrictions: - UA_PUBSUB_RT_FIXED_LENGTH (Preview - not implemented) —> Description: All DataSetFields have a known, non-changing length. The server will pre-generate some buffers and use only memcopy operations to generate requested PubSub packages. —> Requirements: DataSetFields with variable size can't be used within this mode. —> Restrictions: The configuration must be frozen and changes are not allowed while the WriterGroup is 'Operational'. UA_PUBSUB_RT_DETERMINISTIC (Preview - not implemented) —> Description: - —> Requirements: - —> Restrictions: -

WARNING! For hard real time requirements the underlying system must be rt-capable.

```
typedef enum {
    UA_PUBSUB_RT_NONE = 0,
    UA_PUBSUB_RT_DIRECT_VALUE_ACCESS = 1,
    UA_PUBSUB_RT_FIXED_SIZE = 2,
    UA_PUBSUB_RT_DETERMINISTIC = 4,
} UA_PubSubRTLevel;

typedef struct {
    UA_String name;
    UA_Boolean enabled;
    UA_UInt16 writerGroupId;
    UA_Duration publishingInterval;
    UA_Double keepAliveTime;
    UA_Byte priority;
    UA_MessageSecurityMode securityMode;
    UA_ExtensionObject transportSettings;
    UA_ExtensionObject messageSettings;
    size_t groupPropertiesSize;
    UA_KeyValuePair *groupProperties;
    UA_PubSubEncodingType encodingMimeType;

    /* non std. config parameter. maximum count of embedded DataSetMessage in
     * one NetworkMessage */
    UA_UInt16 maxEncapsulatedDataSetMessageCount;
    /* non std. field */
    UA_PubSubRTLevel rtLevel;
} UA_WriterGroupConfig;

void
UA_WriterGroupConfig_clear(UA_WriterGroupConfig *writerGroupConfig);

/* Add a new WriterGroup to an existing Connection */
UA_StatusCode
UA_Server_addWriterGroup(UA_Server *server, const UA_NodeId connection,
                         const UA_WriterGroupConfig *writerGroupConfig,
                         UA_NodeId *writerGroupIdentifier);

/* Returns a deep copy of the config */
UA_StatusCode
UA_Server_getWriterGroupConfig(UA_Server *server, const UA_NodeId writerGroup,
                               UA_WriterGroupConfig *config);

UA_StatusCode
UA_Server_updateWriterGroupConfig(UA_Server *server, UA_NodeId writerGroupIdentifier,
```

```
                                    const UA_WriterGroupConfig *config);

/* Get state of WriterGroup */
UA_StatusCode
UA_Server_WriterGroup_getState(UA_Server *server, UA_NodeId writerGroupIdentifier,
                               UA_PubSubState *state);

UA_StatusCode
UA_Server_removeWriterGroup(UA_Server *server, const UA_NodeId writerGroup);

UA_StatusCode
UA_Server_freezeWriterGroupConfiguration(UA_Server *server, const UA_NodeId writerGroup);

UA_StatusCode
UA_Server_unfreezeWriterGroupConfiguration(UA_Server *server, const UA_NodeId writerGroup);

UA_StatusCode
UA_Server_setWriterGroupOperational(UA_Server *server, const UA_NodeId writerGroup);

UA_StatusCode
UA_Server_setWriterGroupDisabled(UA_Server *server, const UA_NodeId writerGroup);
```

13.6.8 DataSetWriter

The DataSetWriters are the glue between the WriterGroups and the PublishedDataSets. The DataSetWriter contain configuration parameters and flags which influence the creation of DataSet messages. These messages are encapsulated inside the network message. The DataSetWriter must be linked with an existing PublishedDataSet and be contained within a WriterGroup.

```
typedef struct {
    UA_String name;
    UA_UInt16 dataSetWriterId;
    UA_DataSetFieldContentMask dataSetFieldContentMask;
    UA_UInt32 keyFrameCount;
    UA_ExtensionObject messageSettings;
    UA_ExtensionObject transportSettings;
    UA_String dataSetName;
    size_t dataSetWriterPropertiesSize;
    UA_KeyValuePair *dataSetWriterProperties;
} UA_DataSetWriterConfig;

void
UA_DataSetWriterConfig_clear(UA_DataSetWriterConfig *pdsConfig);

/* Add a new DataSetWriter to a existing WriterGroup. The DataSetWriter must be
 * coupled with a PublishedDataSet on creation.
 *
 * Part 14, 7.1.5.2.1 defines: The link between the PublishedDataSet and
 * DataSetWriter shall be created when an instance of the DataSetWriterType is
 * created. */
UA_StatusCode
UA_Server_addDataSetWriter(UA_Server *server,
                           const UA_NodeId writerGroup, const UA_NodeId dataSet,
                           const UA_DataSetWriterConfig *dataSetWriterConfig,
                           UA_NodeId *writerIdentifier);

/* Returns a deep copy of the config */
UA_StatusCode
UA_Server_getDataSetWriterConfig(UA_Server *server, const UA_NodeId dsw,
                                 UA_DataSetWriterConfig *config);
```

```
/* Get state of DataSetWriter */
UA_StatusCode
UA_Server_DataSetWriter_getState(UA_Server *server, UA_NodeId dataSetWriterIdentifier,
                                 UA_PubSubState *state);

UA_StatusCode
UA_Server_removeDataSetWriter(UA_Server *server, const UA_NodeId dsw);
```

13.6.9 SubscribedDataSet

SubscribedDataSet describes the processing of the received DataSet. SubscribedDataSet defines which field in the DataSet is mapped to which Variable in the OPC UA Application. SubscribedDataSet has two sub-types called the TargetVariablesType and SubscribedDataSetMirrorType. SubscribedDataSetMirrorType is currently not supported. SubscribedDataSet is set to TargetVariablesType and then the list of target Variables are created in the Subscriber AddressSpace. TargetVariables are a list of variables that are to be added in the Subscriber AddressSpace. It defines a list of Variable mappings between received DataSet fields and added Variables in the Subscriber AddressSpace.

```
/* SubscribedDataSetDataType Definition */
typedef enum {
    UA_PUBSUB_SDS_TARGET,
    UA_PUBSUB_SDS_MIRROR
} UA_SubscribedDataSetEnumType;

typedef struct {
    /* Standard-defined FieldTargetDataType */
    UA_FieldTargetDataType targetVariable;

    /* If realtime-handling is required, set this pointer non-NULL and it will be used
     * to memcpy the value instead of using the Write service.
     * If the afterWrite method pointer is set, it will be called after a memcpy update
     * to the value. */
    UA_DataValue **externalDataValue;
    void *targetVariableContext; /* user-defined pointer */
    void (*afterWrite)(UA_Server *server,
                       const UA_NodeId *readerIdentifier,
                       const UA_NodeId *readerGroupIdentifier,
                       const UA_NodeId *targetVariableIdentifier,
                       void *targetVariableContext,
                       UA_DataValue **externalDataValue);
} UA_FieldTargetVariable;

typedef struct {
    size_t targetVariablesSize;
    UA_FieldTargetVariable *targetVariables;
} UA_TargetVariables;

/* Return Status Code after creating TargetVariables in Subscriber AddressSpace */
UA_StatusCode
UA_Server_DataSetReader_createTargetVariables(UA_Server *server,
                                              UA_NodeId dataSetReaderIdentifier,
                                              size_t targetVariablesSize,
                                              const UA_FieldTargetVariable *targetVariables);

/* To Do:Implementation of SubscribedDataSetMirrorType
 * UA_StatusCode
 * A_PubSubDataSetReader_createDataSetMirror(UA_Server *server, UA_NodeId dataSetReaderIdentifier,
 * UA_SubscribedDataSetMirrorDataType* mirror) */
```

13.6.10 DataSetReader

DataSetReader can receive NetworkMessages with the DataSetMessage of interest sent by the Publisher. DataSetReaders represent the configuration necessary to receive and process DataSetMessages on the Subscriber side. DataSetReader must be linked with a SubscribedDataSet and be contained within a ReaderGroup.

```
/* Parameters for PubSubSecurity */
typedef struct {
    UA_Int32 securityMode;          /* placeholder datatype 'MessageSecurityMode' */
    UA_String securityGroupId;
    size_t keyServersSize;
    UA_Int32 *keyServers;
} UA_PubSubSecurityParameters;

/* Parameters for PubSub DataSetReader Configuration */
typedef struct {
    UA_String name;
    UA_Variant publisherId;
    UA_UInt16 writerGroupId;
    UA_UInt16 dataSetWriterId;
    UA_DataSetMetaDataType dataSetMetaData;
    UA_DataSetFieldContentMask dataSetFieldContentMask;
    UA_Double messageReceiveTimeout;
    UA_PubSubSecurityParameters securityParameters;
    UA_ExtensionObject messageSettings;
    UA_ExtensionObject transportSettings;
    UA_SubscribedDataSetEnumType subscribedDataSetType;
    /* TODO UA_SubscribedDataSetMirrorDataType subscribedDataSetMirror */
    union {
        UA_TargetVariables subscribedDataSetTarget;
        // UA_SubscribedDataSetMirrorDataType subscribedDataSetMirror;
    } subscribedDataSet;
} UA_DataSetReaderConfig;

/* Update configuration to the dataSetReader */
UA_StatusCode
UA_Server_DataSetReader_updateConfig(UA_Server *server, UA_NodeId dataSetReaderIdentifier,
                                     UA_NodeId readerGroupIdentifier,
                                     const UA_DataSetReaderConfig *config);

/* Get configuration of the dataSetReader */
UA_StatusCode
UA_Server_DataSetReader_getConfig(UA_Server *server, UA_NodeId dataSetReaderIdentifier,
                                  UA_DataSetReaderConfig *config);

/* Get state of DataSetReader */
UA_StatusCode
UA_Server_DataSetReader_getState(UA_Server *server, UA_NodeId dataSetReaderIdentifier,
                                 UA_PubSubState *state);
```

13.6.11 ReaderGroup

ReaderGroup is used to group a list of DataSetReaders. All ReaderGroups are created within a PubSubConnection and automatically deleted if the connection is removed. All network message related filters are only available in the DataSetReader.

The RT-levels go along with different requirements. The below listed levels can be configured for a ReaderGroup. UA_PUBSUB_RT_NONE –> No RT applied to this level PUBSUB_CONFIG_FASTPATH_FIXED_OFFSETS –> Extends PubSub RT functionality and implements fast path message decoding in the Subscriber. Uses a buffered network message and only decodes the necessary offsets stored in an offset buffer.

```
/* ReaderGroup configuration */
typedef struct {
    UA_String name;
    UA_PubSubSecurityParameters securityParameters;
    /* non std. field */
    UA_PubSubRTLevel rtLevel;
} UA_ReaderGroupConfig;

/* Add DataSetReader to the ReaderGroup */
UA_StatusCode
UA_Server_addDataSetReader(UA_Server *server, UA_NodeId readerGroupIdentifier,
                                    const UA_DataSetReaderConfig *dataSetReaderConfig,
                                    UA_NodeId *readerIdentifier);

/* Remove DataSetReader from ReaderGroup */
UA_StatusCode
UA_Server_removeDataSetReader(UA_Server *server, UA_NodeId readerIdentifier);

/* To Do: Update Configuration of ReaderGroup
 * UA_StatusCode
 * UA_Server_ReaderGroup_updateConfig(UA_Server *server, UA_NodeId readerGroupIdentifier,
 *                                    const UA_ReaderGroupConfig *config);
 */

/* Get configuraiton of ReaderGroup */
UA_StatusCode
UA_Server_ReaderGroup_getConfig(UA_Server *server, UA_NodeId readerGroupIdentifier,
                                UA_ReaderGroupConfig *config);

/* Get state of ReaderGroup */
UA_StatusCode
UA_Server_ReaderGroup_getState(UA_Server *server, UA_NodeId readerGroupIdentifier,
                                UA_PubSubState *state);

/* Add ReaderGroup to the created connection */
UA_StatusCode
UA_Server_addReaderGroup(UA_Server *server, UA_NodeId connectionIdentifier,
                                    const UA_ReaderGroupConfig *readerGroupConfig,
                                    UA_NodeId *readerGroupIdentifier);

/* Remove ReaderGroup from connection */
UA_StatusCode
UA_Server_removeReaderGroup(UA_Server *server, UA_NodeId groupIdentifier);

UA_StatusCode
UA_Server_freezeReaderGroupConfiguration(UA_Server *server, const UA_NodeId readerGroupId);

UA_StatusCode
UA_Server_unfreezeReaderGroupConfiguration(UA_Server *server, const UA_NodeId readerGroupId);

UA_StatusCode
UA_Server_setReaderGroupOperational(UA_Server *server, const UA_NodeId readerGroupId);

UA_StatusCode
UA_Server_setReaderGroupDisabled(UA_Server *server, const UA_NodeId readerGroupId);

#endif /* UA_ENABLE_PUBSUB */
```