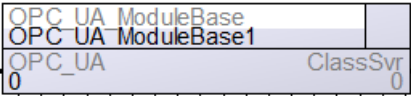


OPC-UA_ModuleBase

This class serves as base class for OPC-UA extension modules of different types. The OPC-UA diagnosis classes are derived from this class.



Interfaces

Clients

OPC-UA	Object channel to the OPC-UA server object
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Servers

ClassSvr	Class server
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Global Methods

Init	<p>Init method: registers this module in the OPC-UA server.</p> <p>Here an important module property is set by transferring "multipleAllowed" - the default value of "multipleAllowed" is FALSE. FALSE ... only one module of this type is allowed TRUE more than one module of this type is allowed</p> <p>Overwrite this method, if it should be possible to register more than one module of this type.</p>
Background	for cyclic tasks
InitModule	<p>Can be overwritten for initialization purposes. Is called by the OPC-UA during booting, until #0 is returned. The OPC-UA server starts, as soon as each module returned #0! So this method can be used for a delay of the OPC-UA server start.</p>
InitProvider	<p>Can be overwritten for provider specific initialization purposes. Is called by OPC-UA during start-up.</p>
RegisterProvider	<p>If needed OPC-UA providers can be registered here. The method is called by OPC-UA during the provider registration phase.</p>
AfterProviderInitialize	This method is called by OPC-UA, when all providers have been initialized.
OPC-UA_Thread	<p>This method is called cyclically indirectly by the OPC-UA thread. ONLY overwrite, if functions are needed synchronously to the OPC-UA thread. Otherwise the background task has to be used!</p>
CB_activateDS	<p>Callback method, has to be overwritten if needed. Is called, if an OPC-UA client wants to send a dataset to the server and activate it. Also see method documentation in OPC-UA class documentation.</p>
CB_preparedDS	<p>Callback method, has to be overwritten if needed. Is called, if an OPC-UA client wants to read a dataset from the server. Also see method documentation in OPC-UA class documentation.</p>
CB_alarmList	<p>Callback method, has to be overwritten if needed. Is called, if an OPC-UA client request a list of all active alarms. Also see method documentation in OPC-UA class documentation.</p>
CB_fileSystem	<p>Callback method, has to be overwritten if needed. Is called, if a file has been changed by OPC-UA. Also see method documentation in OPC-UA class documentation.</p>
CB_GetStringArray	<p>Callback method, has to be overwritten if needed. Is called by OPC-UA-Server, if a string array must be read.</p> <p>IN: nodeId ... Pointer to the node ID, for which the string array should be read (Struct of the type OPCUA_NodeId). The node ID can be determined for the check via UA-expert or the nodeset XML.</p> <p>IN: list ... Pointer to pointer to return the list with the string pointers of the single strings in the string array</p> <p>IN: listCount ... Pointer to return the number of strings in the string array</p> <p>OUT: retcode ... 0 = OK</p>

CB_SetStringArray	<p>Callback method, has to be overwritten if needed. Is called by OPC-UA-Server, if a string array has to be written.</p> <p>IN: nodeId ... Pointer to the node ID, for which the string array should be written (Struct of the type OPCUA_NodeId). The node ID can be determined for the check via UA-expert or the nodeset XML.</p> <p>IN: list ... Pointer to the list with the string pointers of the single strings in the string array</p> <p>IN: listCount ... Number of strings in the string array</p> <p>OUT: retcode ... 0 = OK</p>
OPC-UA_Run	<p>This class is called cyclically by the OPC-UA thread of the OPC-UA class. It calls the method "OPC-UA_Thread", which can be overwritten for module specific use.</p>