

# OPC UA Server Design based on UaBaseServer

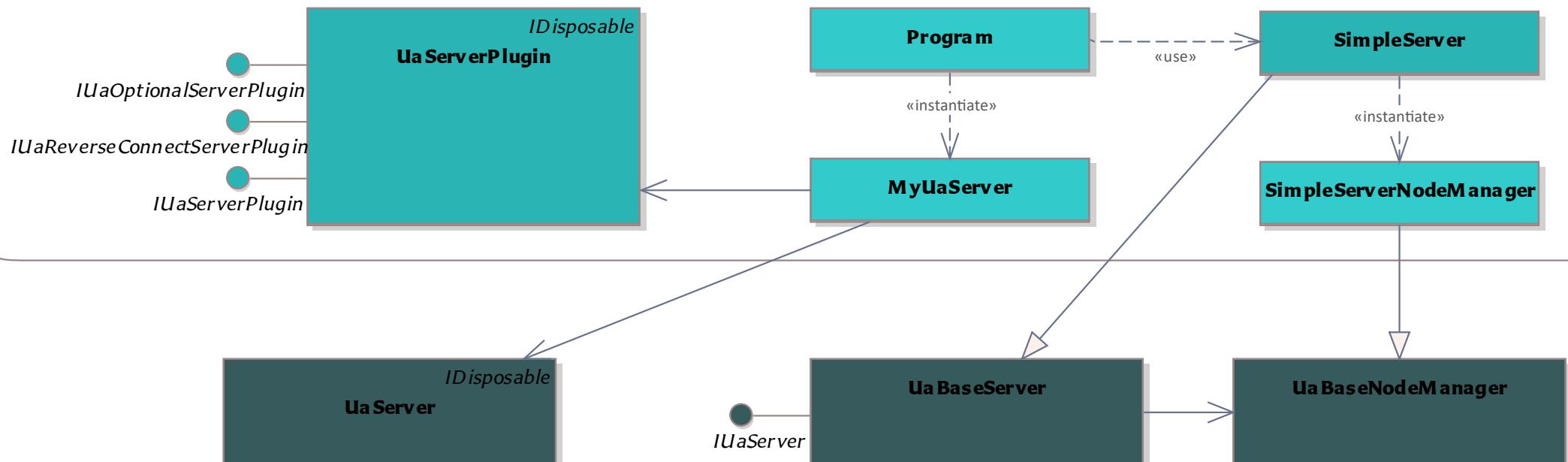
## Base Features:

Users who needs basic OPC UA server features like Data Access, Basic Events can implement the UaServerPlugin.cs to get something up and running very easily.

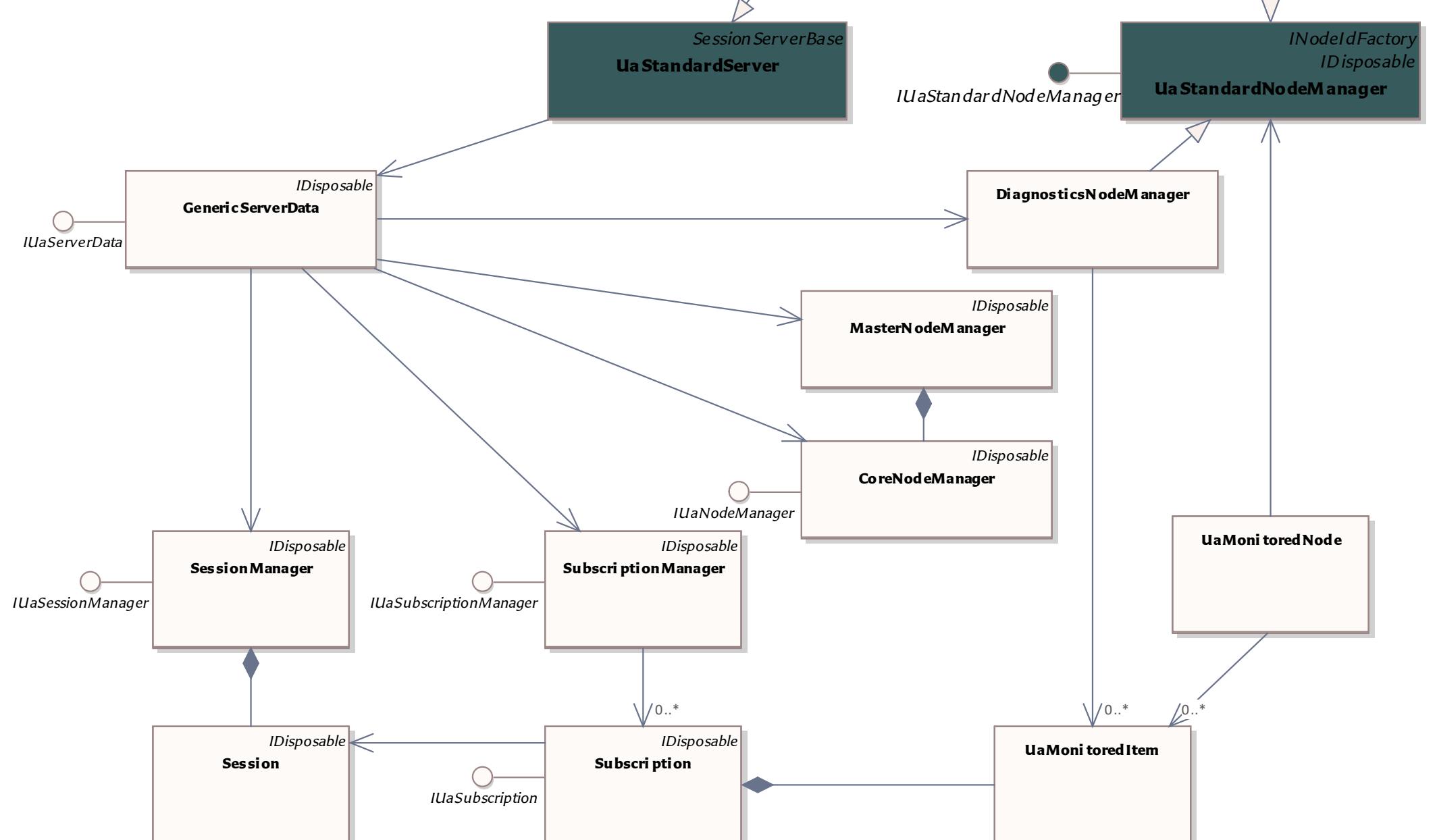
## Full Featured:

Users that need more control over their implementation can create subclasses of UaBaseNodeManager and UaBaseServer and override methods to define application specific behavior. This is required for servers using Historical Access, Historical Events, Alarms & Conditions.

### UA Server Implementation



### Technosoftware.UaServer Namespace



## Important:

This way of implementing an OPC UA Server is supported since version 1 and will be supported until version 4.

Because of many breaking changes in the upcoming version 5 the support of UaBaseServer ends with version 4. Please update to the UaStandardServer usage.