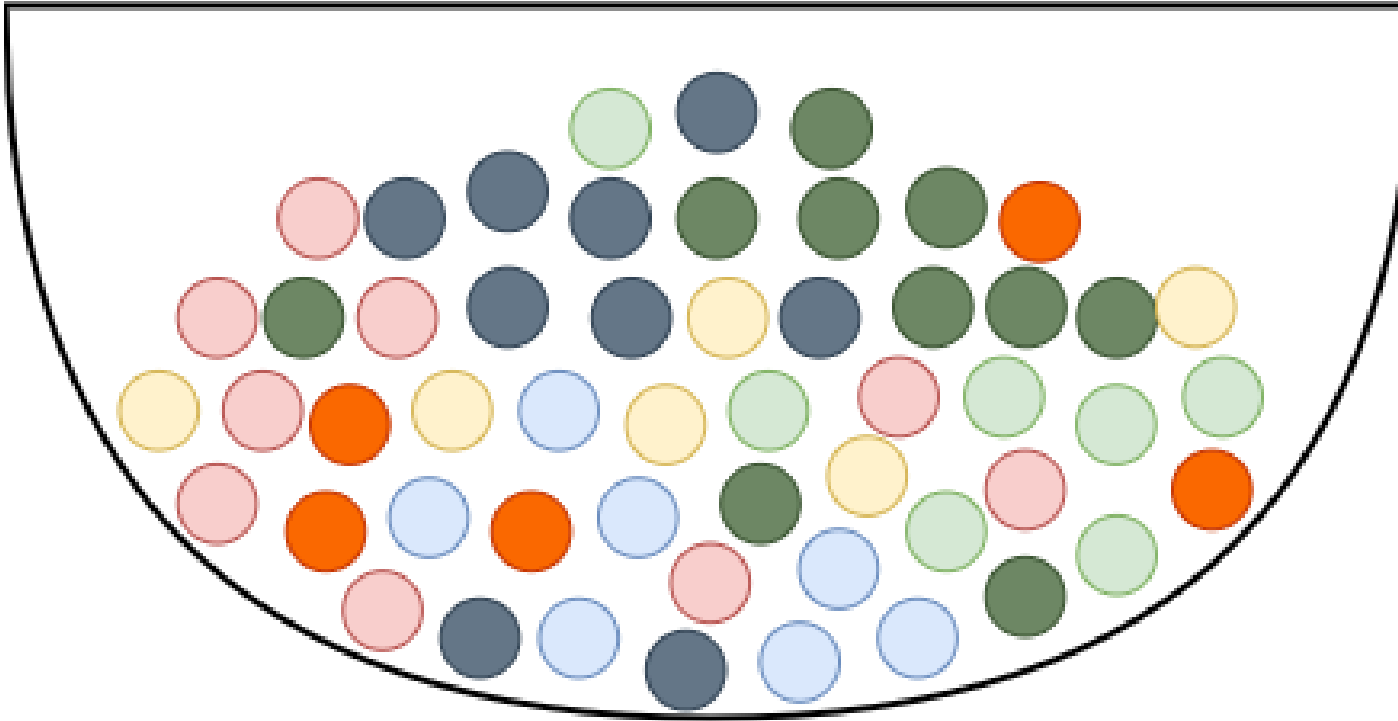


OPC UA for Devs in 10 minutes

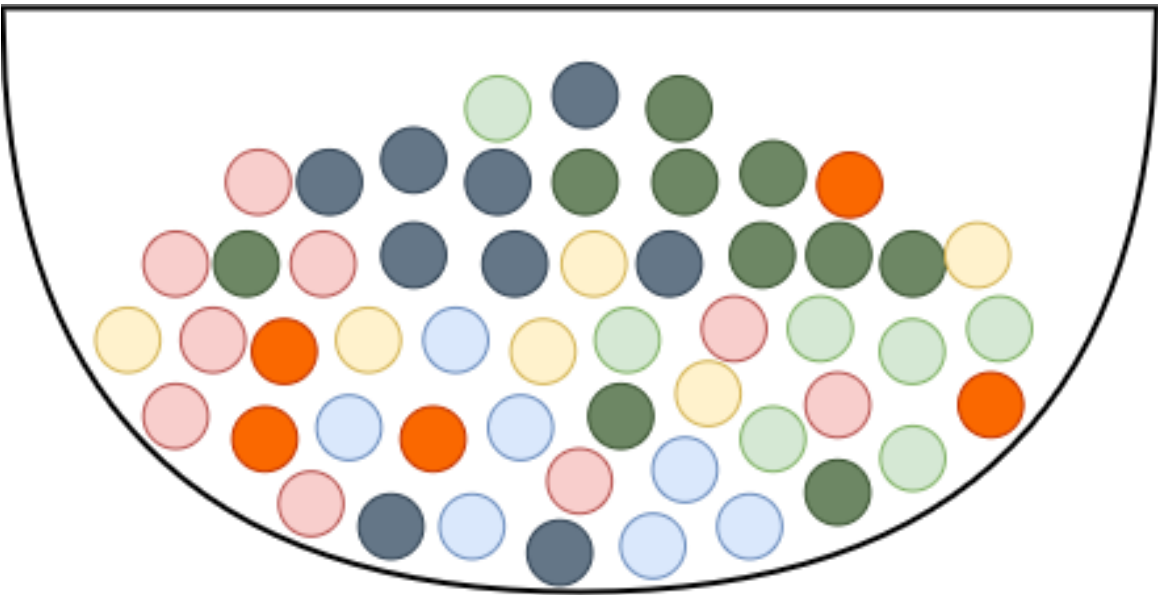
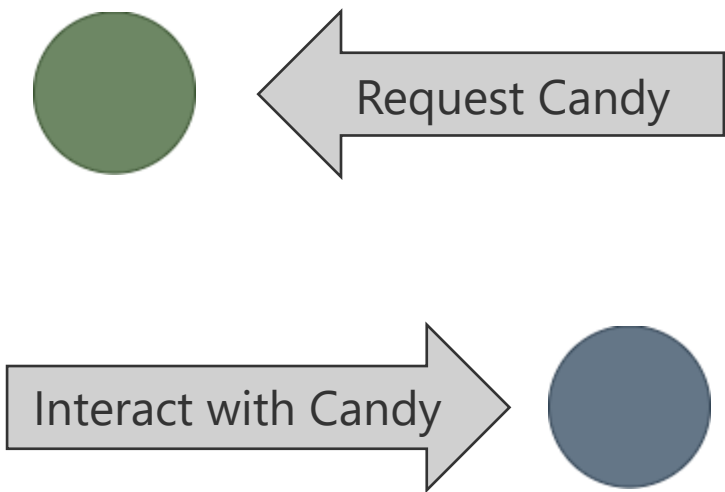
Heiko Seng

What is an OPC UA Server?



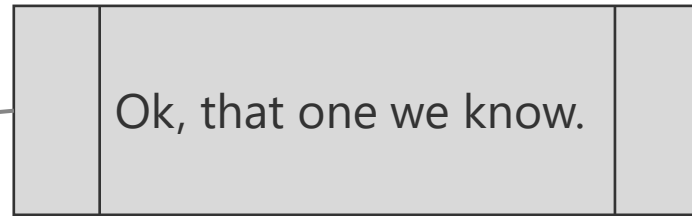
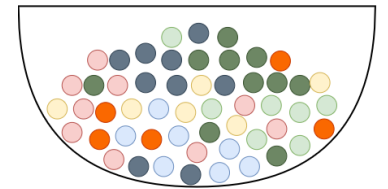
Answer: Bowl full of different flavored candy.

Everything is Candy

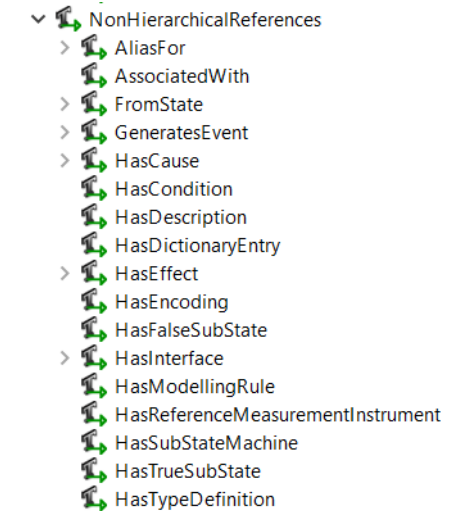
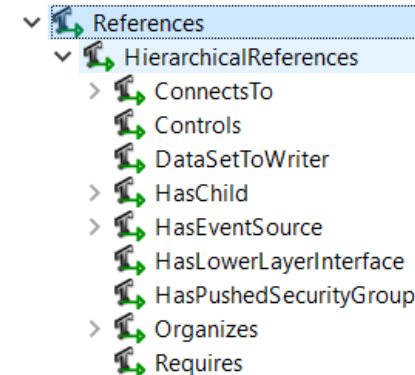
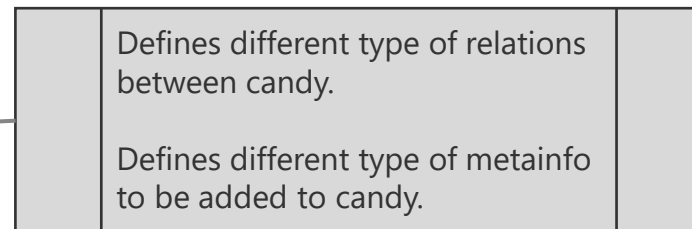
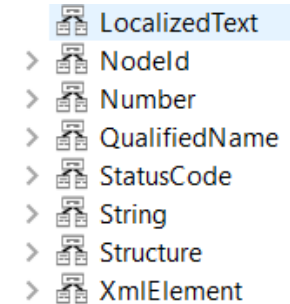
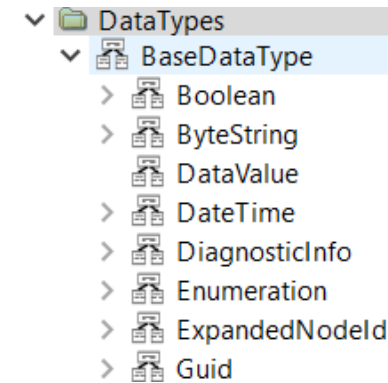


Candy properties	Description
NodeId	Namespace + ID
BrowseName	Identifier when browsing
NodeClass	Candy flavor/colour

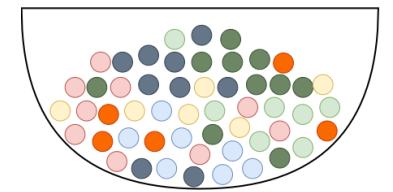
Candy flavors 1 – basic candy



Create your own Enumeration or Structure.



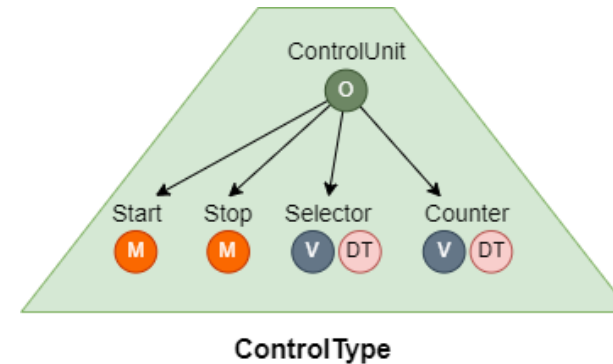
Candy flavors 2 – structuring candy



Like a „Class“ in Java.

Defines candy hierarchy with references.

*That's the stuff defined in companion specifications.
BaseObjectType for adding object without hierarchy.*



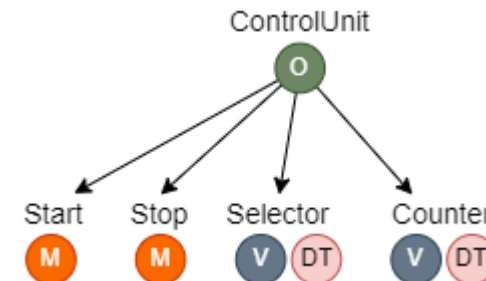
- ✓ ProductionType
 - > ActiveProgram
 - > ProductionPlan
 - > Statistics



Instances of ObjectType.

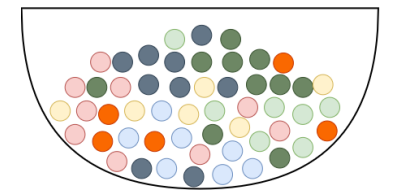
Element which provides hierarchy and organization in the candy bowl.

An object has no value!



- ✓ BasicMachineTool
 - > Equipment
 - > Identification
 - > Monitoring
 - > Notification
 - > Production

Candy flavors 3 – value candy



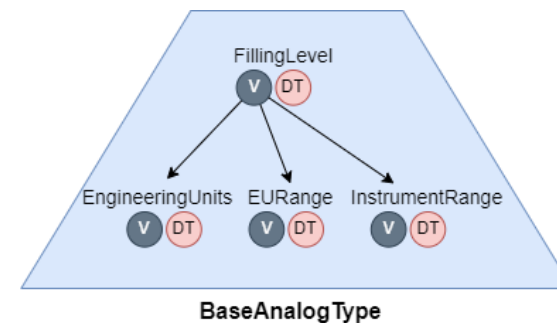
The variable contains a value
and has a DataType 😊

- JobIdentifier
- JobNodeId
- Name
- NumberInList

Has an additional VariableType. What??? 😞



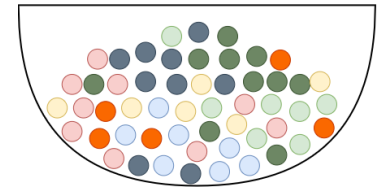
A VariableType can define a
simple variable or a variable
with forced subvariables.



- BaseAnalogType
- EURange
- EngineeringUnits
- InstrumentRange



For simple variables the type is „PropertyType“ or „BaseDataVariableType“

Candy flavors 4 – one more thing



We like methods.

A method can have input and output parameters with certain data types.

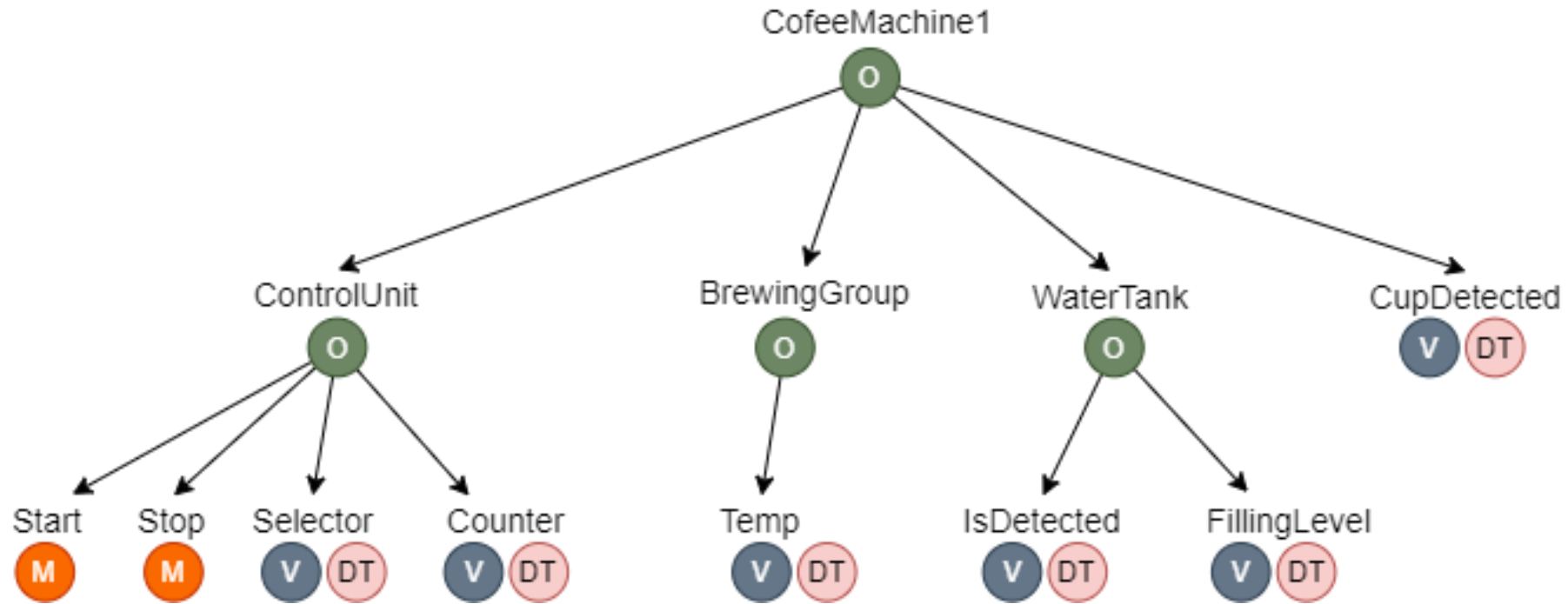
>  GetSecurityGroup
>  GetSecurityKeys

Yes, a method is also candy and has a nodeId.

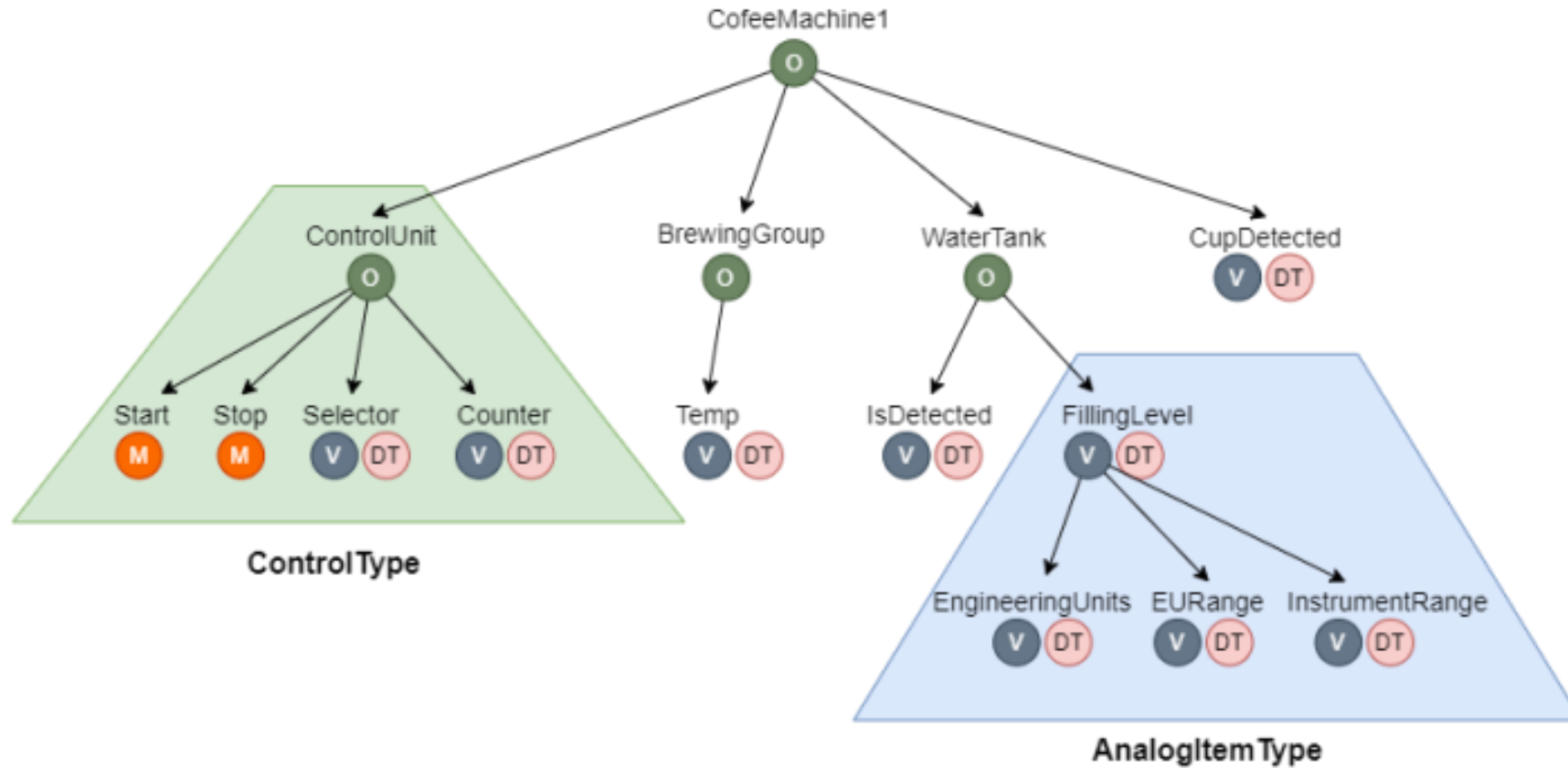


Forget it.

Coffee Machine



Coffee Machine – Object Types



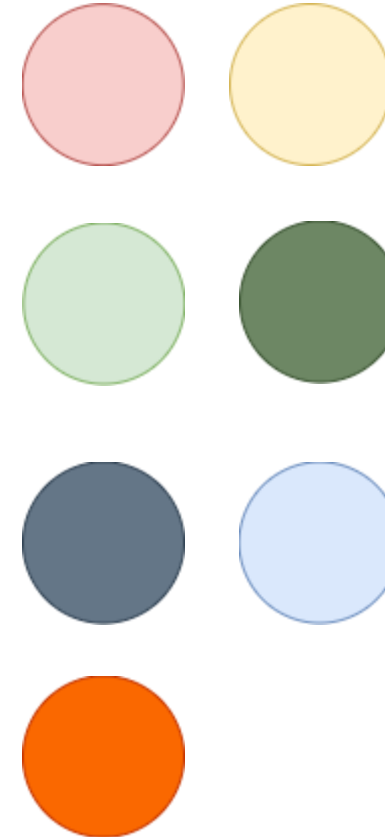
Summary



An OPC UA Server is a bowl full of candy.

There are different kinds of candy with different flavor.

- **Basic candy**
 - DataTypes
 - ReferenceTypes
- **Structuring candy**
 - ObjectTypes
 - Objects
- **Value Candy**
 - Variables
 - VariableTypes
- **One more thing**
 - Methods



Candy = Node
Flavor = Node Class
Bowl = Address Space