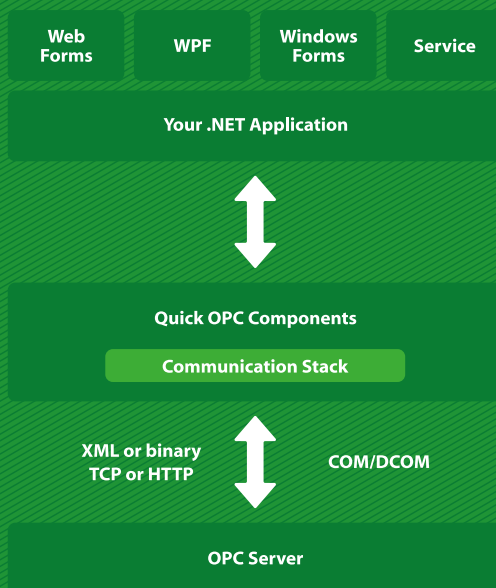


# QUICKOPC Writing an OPC Client?

Just a few lines can do it. Or bind to OPC data with no coding at all. Rapid integration. Free trial.

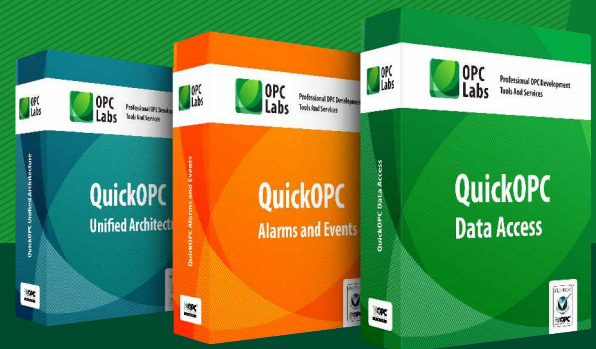


## Communication beyond limits

QuickOPC is a radically new approach to access OPC data. It is an ideal tool to publish OPC data on the web or integrate OPC connectivity to custom applications.

QuickOPC gives unbelievably short code to access OPC data. In addition, using a complex heuristic algorithms to optimize itself on the fly, QuickOPC provides the most efficient, fastest access to the OPC data.

OPC Labs has successfully tested QuickOPC at OPC Foundation Interoperability Workshops against a large set of OPC Servers from various vendors.



## Create Application in Seconds

The code below (in C#) reads and displays a monitored item value, using QuickOPC:

```
// Obtain value of a node and display it in a message box
MessageBox.Show(EasyUAClient.SharedInstance.ReadValue(
    "http://localhost:51211/UA/SampleServer",
    "nsu=http://test.org/UA/Data/;i=10853").ToString());
```

The code below subscribes to changes of a monitored item value, and displays the value with each change:

```
// The callback is a lambda expression that displays the value
EasyUAClient.SharedInstance.SubscribeMonitoredItem(
    "http://localhost:51211/UA/SampleServer",
    "nsu=http://test.org/UA/Data/;i=10853", 1000,
    (_, args) => Console.WriteLine(args.AttributeData.Value));
```

No other product can do this in such a clear and concise code, in a single statement!

## QuickOPC Parts

The QuickOPC product allows development of clients for OPC protocols in various tools under Windows. It consists of three basic parts:

- ▶ QuickOPC.NET, for OPC "Classic" specifications, and Microsoft .NET Framework technology
- ▶ QuickOPC-COM, for OPC "Classic" specifications, and use with Microsoft COM (OLE automation)
- ▶ QuickOPC-UA, for OPC Unified Architecture specifications (.NET)

## Key Features



**Live Binding:**

**Codeless development - bind properties of visual or non-visual components to OPC data in Visual Studio.**



**Live Mapping:**

**Write logical objects first, then give them OPC functionality by annotating them with attributes.**



**Reactive Programming:**

**Use Microsoft Rx to compose event-based programs with OPC data streams, and LINQ-style operators.**



**Browsing Dialogs:**

**Ready-made set of rich user interface (UI) components for browsing the OPC world.**

- ▶ Specifications: OPC Data Access 1.0, 2.0 and 3.0, OPC Alarms and Events 1.10 and earlier, OPC Unified Architecture (natively, or through UA COM Proxy - included).
- ▶ Tested for compliance with OPC protocol standards and interoperability.
- ▶ Supports operating systems from Windows XP, Windows Server 2003 to Windows Vista, Windows 7 and Windows Server 2008 R2.
- ▶ Integration with Visual Studio 2008, 2010 and 2012 development environments.
- ▶ Multi-threaded, non-blocking design for high performance.
- ▶ Internal messaging layer provides isolation between OPC communications and the custom client code, resulting in high resiliency.
- ▶ Automatically connects to and disconnects from OPC Servers.
- ▶ Automatically adds, removes and maintains OPC groups and monitored items.
- ▶ Conserves resources behind-the-scenes by automatically disposing of objects that are not being used.
- ▶ No limits to number of connections, subscriptions, or tags.
- ▶ Automatic server status checking, detection of connection problems and server failures, and automatic reconnects.
- ▶ Maintains client state and reconstructs the internal state of OPC server after reconnection.
- ▶ Supports all flavors of OPC synchronous and asynchronous reads and writes internally, subscriptions, discovery, browsing, and property access.
- ▶ Multiple independent OPC server connections.
- ▶ Intelligent OPC Group parameter optimization.