Overview

OPC UA (Open Platform Communications United Architecture) is a data exchange standard for industrial communication (machine-to-machine or PC-to-machine communication). This open interface standard is independent of the manufacturer or system supplier of the application, of the programming language in which the respective software was programmed, and of the operating system on which the application is running.

The biggest difference to previous versions is that machine data can not only be transported, but also semantically described in a machine-readable way. OPC UA provides access to a wide variety of data in both vertical and horizontal directions. The spectrum ranges from OPC UA components directly integrated on the devices and controllers or machines and systems to so-called gateways and aggregating servers.

EasyEdge OPC UA Client Engine allows connectivity with OPC UA Server. With Automatic Tag Generation, EasyEdge OPC UA Engine efficiently provides Read, Write, and Subscription functions allowing fast connectivity integration. It offers the capability to discover local and remote OPC UA servers and establish secure communication channels.

Features

- Support for the OPC UA protocol over TCP on VPNs, through firewalls, and across the internet, WAN, or LAN;
- Support for reading and writing OPC UA variable nodes by node ID;
- Support for multiple OPC UA server connections;
- Support for basic authentication;
- Support for authentication through x509 certificates;
- Support for data encryption via RSA Standards;
- Automatic discovery of OPC UA servers;
- Support for Browse server address space;
- Automatic tags generation based on device browse;
- Supports Read, Write and Subscription functionality;
- Adjustable pooling read time;
- Supports the Nano profile;
- Supported data types:
    - BOOL (boolean);
    - SINT (int 8);
    - USINT (uint 8);
    - BYTE (uint 8);
    - INT (int 16);
    - UINT (uint 16);
    - WORD (uint 16);
    - DINT (int 32);
    - UDINT (uint 32);
    - DWORD (uint 32);
    - LINT (int 64);
    - ULINT (uint 64);
    - LWORD (uint 64);
    - REAL (float);
    - LREAL (double);
    - CHAR (char);
    - WCHAR (2-byte char);
    - STRING (utf-8);
    - WSTRING (utf-16).