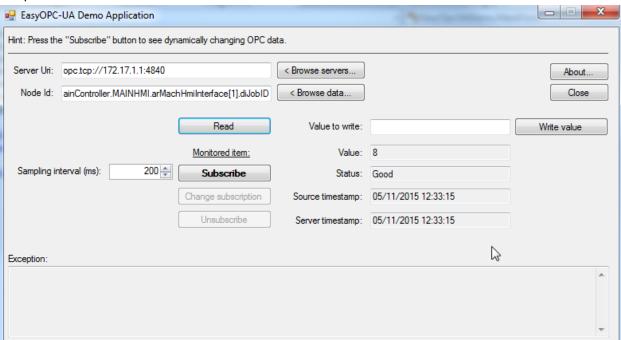
Using: QuickOpcCSharpExamples: EasyOPC-UA Demo Application

I run the problem in debug mode and set the Server Uri and Node Id from our MLC. Then I press read, see picture 1.



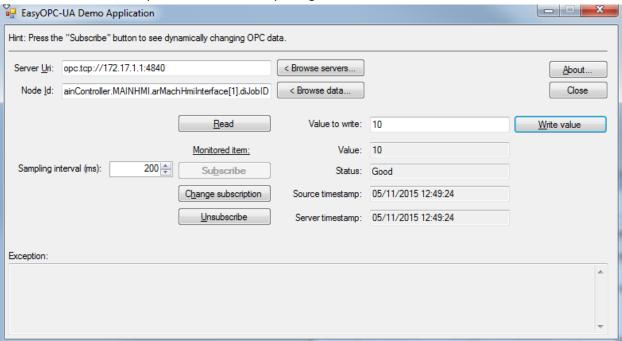
Picture 1

Next I subscribe to this node, see picture 2.

🖳 EasyOPC	-UA Demo A	Application				
Hint: Press the	e "Subscribe"	" button to see dy	ynamically changing OPC d	ata.		
Server Uri:	opc.tcp://1	72.17.1.1:4840		< Browse servers		About
Node Id:	ainControlle	r.MAINHMI.arMa	chHmiInterface[1].diJobID	< Browse data		Close
			Read	Value to write:		Write value
			Monitored item:	Value:	8	
Sampling in	Sampling interval (ms): 200 🖨 Subscribe		Status:	Good		
			Change subscription	Source timestamp:	205/11/2015 12:34:19	
			Unsubscribe	Server timestamp:	05/11/2015 12:34:19	
Exception:						
						^
						~

Picture 2

Then I write a value, see picture 3. The subscription gets the new value.



Picture 3

Next I unplug my MLC network cable and click the write button right after. I am now unable to move the form or press any buttons. The application is hung up. After quite a while the application finally throws an error and I can once again move the form and press buttons. See picture 4.

■ EasyOPC-UA Demo Application							
Hint: Press the "Subscribe" button to see dynamically changing OPC data.							
Server <u>U</u> ri: Ndve <u>I</u> d:	opc.tcp://172.17.1.1:4840 ainController.MAINHMI.arMachHmiInterface[1].diJobID	< Browse servers		About Close			
	<u>R</u> ead	Value to write:	10	Write value			
	Monitored item:	Value:					
Sampling in	terval (ms): 200 🖨 Subscribe	Status:					
	Change subscription	Source timestamp:					
	<u>U</u> nsubscribe	Server timestamp:					
Exception:							
SERVICE StatusCode: Description: AdditionalInfo	rice result - An error specific to OPC-UA service occurred RESULT (BadSecureChannelClosed) = 0x80860000 (215626547; BadSecureChannelClosed DESTRUCTION : No. 12 (Int. 12 timeout) DESTRUCTION : No. 12 (Int. 12 timeout)			•			

Picture 4

If I now reconnect my MLC's network cable and do a write action the application gets hung up again. But this time does not recover and never throws another error message.							