Device Namespace Reference

Access device state and operations via scripts.

The **Device Namespace** exposes runtime device state to .NET scripts. Use **`@Device`** to reference the namespace, followed by the accessors listed below.

Child Namespaces

Sub-namespaces exposing collections and grouped configuration. Reach each via its qualified path.

Path	Description
`@Device.accessType` (6 children)	Collection of every access type configured in the solution. Accessed from scripts as @Device.AccessType; each entry is a DeviceAccessType that groups device points by polling rate and read / write trigger semantics, and exposes the per-group queue depths plus the ForceReadTrigger / ForceWriteTrigger methods used to bypass the polling cadence.

Device Members

Direct properties and methods on `@Device`.

Member	Kind	Type	Description
`channel`	Property	`DevicesChannels`	Collection of every communication channel configured in the solution. Indexed by channel name or numeric ID; enumerable in foreach. Accessed from scripts as @Device.Channel; each entry is a DeviceChannel that owns the protocol driver, the transport configuration, and the runtime statistics for one endpoint.
`node`	Property	`DevicesNodes`	Collection of every device node configured in the solution. Indexed by node name or numeric ID; enumerable in foreach. Accessed from scripts as @Device.Node; each entry is a DeviceNode that represents a single device address (PLC station, RTU, OPC server node) reachable through one of the parent channels and carries redundancy / failover state.

Member set auto-generated from `RuntimeNamespace.json` (build `fx-10.1.5.2000`, schema `1.0`, generated `2026-05-17T21:29:31.4885315Z`). For the full .NET API surface see the external Device Namespace .NET API Reference.

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