

# Communication

## Communication between the OPC server and OPC client

Most OPC clients support both synchronous and asynchronous communication with the OPC server.

### Synchronous communication

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It is based on the periodic queries (so-called polling) of the OPC client to a data change on the OPC server. If data has been changed since the last query, they are sent to the OPC client. Synchronous communication causes a high load of transmission channels than asynchronous one. In addition, it does not allow fast monitoring of value changes - if the query period is for example 1 second and the data are changed more than once within a second, then the OPC client gets only the last value within a second.

### Asynchronous communication

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Using the type of communication, the OPC server will enforce a transmission of data, when they have been changed. The parameter **Update rate** of the OPC client defines the transmission period for sending data from the server to the client. It is defined in milliseconds and it defines the minimal time interval for sending data to the client. If the data are changed more quickly than the interval, the OPC server sends only the last value from the given interval. If the Update rate = 0, then OPC server sends each value change to the client.



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