

# OpcNodeAccessContext Class

**Namespace:** Opc.UaFx.Client

**Assemblies:** Opc.UaFx.Advanced.dll

Describes a single node accessed by an [OpcClient](#).

**C#**

```
public class OpcNodeAccessContext
```

**Inheritance** [Object](#) > [OpcNodeAccessContext](#)

## Derived

- [OpcBrowseNodeContext](#)
- [OpcFileNodeContext](#)

## Remarks

The [OpcNodeAccessContext](#) is used whenever a node based operation is performed using a specific [OpcClient](#). An instance of this class does then provide the [OpcNodeId](#) of the node to operate on and the [OpcClient](#) to use for the operation.

Using this class or a scenario specific derivate of this class does simplify the API used for a specific node operation by reducing the amount of arguments (bound by the context object) they have to be passed.

## Properties

| Name                   | Description                                                     |
|------------------------|-----------------------------------------------------------------|
| <a href="#">Client</a> | Gets the <a href="#">OpcClient</a> used to operate on the node. |
| <a href="#">NodeId</a> | Gets the <a href="#">OpcNodeId</a> of the node to operate on.   |

## Methods

| Name                     | Description                                                                         |
|--------------------------|-------------------------------------------------------------------------------------|
| <a href="#">ToString</a> | Returns a string that represents the current <a href="#">OpcNodeAccessContext</a> . |
| <a href="#">Update</a>   |                                                                                     |



# Table of Contents

|                         |   |
|-------------------------|---|
| Remarks .....           | 1 |
| <b>Properties</b> ..... | 1 |
| <b>Methods</b> .....    | 1 |