

OpcNodeAccessContext Members

Namespace: Opc.UaFx.Client

Assemblies: Opc.UaFx.Advanced.dll, Opc.UaFx.Advanced.dll

The [OpcNodeAccessContext](#) type exposes the following members.

Properties

Client

Gets the [OpcClient](#) used to operate on the node.

C#

```
[CLSCompliant(false)]  
public OpcClient Client { get; }
```

Property Value

[OpcClient](#)

The [OpcClient](#) object referenced by the context.

NodeId

Gets the [OpcNodeId](#) of the node to operate on.

C#

```
public OpcNodeId NodeId { get; }
```

Property Value

[OpcNodeId](#)

The [OpcNodeId](#) of the node accessed by the context.

Methods

ToString()

Returns a string that represents the current [OpcNodeAccessContext](#).

C#

```
public override string ToString()
```

Returns

String

A string that represents the current [OpcNodeAccessContext](#) including the used server address of the referenced [Client](#) and the associated [NodeId](#).

Update()

C#

```
protected virtual void Update()
```

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