IOpcNode Interface

Namespace: Opc.UaFx
Assemblies: Opc.UaFx.Advanced.dll

C#

```
public interface IOpcNode : IOpcNodeInfo
```

Implements IOpcNodeInfo, AttributeValue(UaFx), AttributeValue``1(UaFx), Child(UaFx)

Properties

Name	Description
Category	Gets the NodeCategoryOpcAttribute which identifies the kind of node and is therefore used to classify the node regarding its use and purpose. (Inherited from IOpcNodeInfo)
Description	Gets or sets the value of the optional DescriptionOpcAttribute which shall explain the meaning of the node.
Description	Gets the value of the optional DescriptionOpcAttribute which shall explain the meaning of the node. (Inherited from IOpcNodeInfo)
DisplayName	Gets or sets the value of the DisplayNameOpcAttribute which defines the localizable name of the node.
DisplayName	Gets the value of the DisplayNameOpcAttribute which defines the localizable name of the node. (Inherited from IOpcNodeInfo)
HasPendingChanges	
Id	Gets the value of the NodeIdOpcAttribute which unambiguously identifies the node. (Inherited from IOpcNodeInfo)
Name	Gets or sets the value of the BrowseNameOpcAttribute which defines the non-localizable human-readable name used when browsing the address space.
Name	Gets the value of the BrowseNameOpcAttribute which defines the non-localizable human-readable name used when browsing the address space. (Inherited from IOpcNodeInfo)
Namespace	
Parent	
Parent	(Inherited from IOpcNodeInfo)
PendingChanges	
SymbolicName	(Inherited from IOpcNodeInfo)
Tag	Gets or sets the object that contains additional user data about the node.
UserWriteAccess	Gets or sets the value of the optional UserWriteAccessOpcAttribute which exposes the possibilities of a client to write the attributes of the node taking user access rights into account.
WriteAccess	Gets or sets the value of the optional WriteAccessOpcAttribute which exposes the posibilities of a client to write the attributes of the node.

Methods

Name	Description
AddNotifier(OpcContext, IOpcNode)	
ApplyChanges(OpcContext)	
ApplyChanges(OpcContext, Boolean)	
AttributeValue(OpcAttribute)	Retrieves the value of the `attribute` specified. (Inherited from IOpcNodeInfo)
AttributeValue``1(OpcAttribute)	Retrieves the value of the `attribute` specified. (Inherited from IOpcNodeInfo)
Child(OpcContext, OpcName)	Retrieves the child node its Name property matches exactly the `name` specified.
Child(OpcName)	Retrieves the immutable child node its Name matches exactly the `name` specified. (Inherited from IOpcNodeInfo)
Children	Retrieves a sequence of immutable nodes organized as children of this node. (Inherited from IOpcNodeInfo)
Children(OpcContext)	Retrieves a sequence of all nodes organized as children of this node.
IsChangePending(OpcNodeChanges)	
RemoveNotifier(OpcContext, IOpcNode)	

Table of Contents

Properties 1
Methods 2