

IOpcType Members

Namespace: Opc.UaFx

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

The [IOpcType](#) interface defines the following members.

Properties

Category

Gets the category the [IOpcType](#) falls within.

C#

```
OpcTypeCategory Category { get; }
```

Property Value

[OpcTypeCategory](#)

One of the members defined by the [OpcTypeCategory](#) enumeration.

IsUnknown

Gets a value indicating whether the [IOpcType](#) acts as a placeholder for a referenced type its type declaration could not resolved.

C#

```
bool IsUnknown { get; }
```

Property Value

[Boolean](#)

The value true if the [IOpcType](#) acts as a placeholder for an unresolved type declaration; otherwise the value false.

Name

Gets a value which defines the non-localizable human-readable name of the type represented. A node which represents this type declaration uses the [Name](#) as its [BrowseName](#).

C#

```
OpcName Name { get; }
```

Property Value

OpcName

An instance of the [OpcName](#) class with the [String](#) used as the name of the type which does not unambiguously identify the type.

TypeId

Gets a value which identifies the type represented. A node which represents this type declaration uses the [TypeId](#) as its [NodeId](#).

C#

```
OpcNodeId TypeId { get; }
```

Property Value

OpcNodeId

An instance of the [OpcNodeId](#) class used as the identifier of the type which unambiguously identifies the type.

UnderlyingType

Gets the type which provides the implementation of the type declaration.

C#

```
Type UnderlyingType { get; }
```

Property Value

Type

The [Type](#) which implements the type declared.

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