

IOpcTypeSystem Members

Namespace: Opc.UaFx

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

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

Properties

FallbackTypeSystem

Gets the type system used as the fallback system to query type information which is referenced in the current [IOpcTypeSystem](#) but is not declared.

C#

```
IOpcTypeSystem FallbackTypeSystem { get; }
```

Property Value

[IOpcTypeSystem](#)

An [IOpcTypeSystem](#) instance used to query type information which is referenced but not declared within the current type system or a null reference (Nothing in Visual Basic) if the current [IOpcTypeSystem](#) is independent from a different type system. Such type systems typically declare types which only reference others declared in the same system as well.

IsEmpty

Gets a value indicating whether the current [IOpcTypeSystem](#) represents a type system to use if there is no specific type system described.

C#

```
bool IsEmpty { get; }
```

Property Value

[Boolean](#)

The value true if the type system does not declare a specific type system; otherwise the value false.

Scope

Gets the scope of types covered by the current [IOpcTypeSystem](#).

C#

```
OpcTypeSystemScopes Scope { get; }
```

Property Value

[OpcTypeSystemScopes](#)

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

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