

OpcAddNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcAddNode(OpcNodeCategory, OpcName)

Initializes a new instance of the [OpcAddNode](#) class using the specified [category](#) of node to add, which shall be accessible by the [name](#) defined. The according [OpcNodeId](#) to identify and access the new node is determined by the service.

C#

```
protected OpcAddNode(OpcNodeCategory category, OpcName name)
```

Parameters

[category](#) [OpcNodeCategory](#)

The [OpcNodeCategory](#) which classifies the new node to add regarding one of the classifications defined by the [OpcNodeCategory](#) enumeration.

[name](#) [OpcName](#)

The [OpcName](#) through that the new node can be accessed.

Exceptions

[ArgumentException](#)

The [name](#) is equals [Null](#).

[ArgumentNullException](#)

The [name](#) is a null reference (Nothing in Visual Basic).

OpcAddNode(OpcNodeCategory, OpcName, OpcNodeId)

Initializes a new instance of the [OpcAddNode](#) class using the specified [category](#) of node to add, which shall be accessible by the [name](#) and [nodeId](#) defined. The new node will be a child of the [ObjectsFolder](#) node.

C#

```
protected OpcAddNode(OpcNodeCategory category, OpcName name, OpcNodeId nodeId)
```

Parameters

category [OpcNodeCategory](#)

The [OpcNodeCategory](#) which classifies the new node to add regarding one of the classifications defined by the [OpcNodeCategory](#) enumeration.

name [OpcName](#)

The [OpcName](#) through that the new node can be accessed.

nodeId [OpcNodeId](#)

The [OpcNodeId](#) through that the new node can be identified and accessed. In case there [Null](#) is specified the server will determine the according [OpcNodeId](#) by its own.

Exceptions

[ArgumentException](#)

The **name** is equals [Null](#).

[ArgumentNullException](#)

The **name** or **nodeId** is a null reference (Nothing in Visual Basic).

OpcAddNode(OpcNodeCategory, OpcName, OpcNodeId, OpcNodeId)

Initializes a new instance of the [OpcAddNode](#) class using the specified **category** of node to add, which shall be accessible by the **name** and **nodeId** defined. The new node will be a child of the node identified by **parentNodeId**.

C#

```
protected OpcAddNode(OpcNodeCategory category, OpcName name, OpcNodeId nodeId, OpcNodeId
parentNodeId)
```

Parameters

category [OpcNodeCategory](#)

The [OpcNodeCategory](#) which classifies the new node to add regarding one of the classifications defined by the [OpcNodeCategory](#) enumeration.

name [OpcName](#)

The [OpcName](#) through that the new node can be accessed.

nodeId [OpcNodeId](#)

The [OpcNodeId](#) through that the new node can be identified and accessed. In case there [Null](#) is specified the server will determine the according [OpcNodeId](#) by its own.

parentNodeId [OpcNodeId](#)

The [OpcNodeId](#) of the parent node.

Exceptions

ArgumentException

The `parentNodeId` is equals `Null` or `name` is equals `Null`.

ArgumentNullException

The `name`, `nodeId` or `parentNodeId` is a null reference (Nothing in Visual Basic).

Properties

Category

Gets a value indicating the classification of the node in the address space.

C#

```
public OpcNodeCategory Category { get; }
```

Property Value

OpcNodeCategory

One of the members defined by the `OpcNodeCategory` enumeration which classifies the node within the address space.

Description

Gets or sets the localized description of the meaning of the node.

C#

```
public OpcText Description { get; set; }
```

Property Value

OpcText

An instance of the `OpcText` class which provides the localized description of the node or a null reference (Nothing in Visual Basic). In case of a null reference (Nothing in Visual Basic) the server defined default value of the attribute is used.

DisplayName

Gets or sets the localized name of the node.

C#

```
public OpcText DisplayName { get; set; }
```

Property Value

OpcText

An instance of the [OpcText](#) class which provides the localized name of the node or a null reference (Nothing in Visual Basic). In case of a null reference (Nothing in Visual Basic) the server defined default value of the attribute is used.

Name

Gets the non-localised human-readable name of the node in the address space.

C#

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

Property Value

OpcName

An instance of the [OpcName](#) class used to identify a node when browsing the address space.

ParentNodeId

Gets the identifier of the existing parent node of the new node.

C#

```
public OpcNodeId ParentNodeId { get; }
```

Property Value

OpcNodeId

An instance of the [OpcNodeId](#) which identifies an existing node to use as the parent node of the new node.

SupportsNullNodeId

Gets a value indicating whether the [OpcAddNode](#) supports instances of the [OpcNodeId](#) class its [IsNull](#) provides a value equals to the value true.

C#

```
protected override bool SupportsNullNodeId { get; }
```

Property Value

Boolean

The value true in the case there the [OpcNodeId](#) instance of the command can be a null-node-id; otherwise the value false.

Remarks

In case there this property provides the value false and an instance of the [OpcNodeId](#) is passed to the constructor of this class an [ArgumentException](#) will be thrown.

UserWriteAccess

Gets or sets a value which exposes the possibilities of a client to write the attributes of the node taking user access rights into account.

C#

```
public OpcAttributeWriteAccess? UserWriteAccess { get; set; }
```

Property Value

[Nullable<OpcAttributeWriteAccess>](#)

One of the members defined by the [OpcAttributeWriteAccess](#) enumeration if specified; otherwise a null reference (Nothing in Visual Basic). In case of a null reference (Nothing in Visual Basic) the server defined default value of the attribute is used.

WriteAccess

Gets or sets a value which exposes the possibilities of a client to write the attributes of the node without taking user access rights into account.

C#

```
public OpcAttributeWriteAccess? WriteAccess { get; set; }
```

Property Value

[Nullable<OpcAttributeWriteAccess>](#)

One of the members defined by the [OpcAttributeWriteAccess](#) enumeration if specified; otherwise a null reference (Nothing in Visual Basic). In case of a null reference (Nothing in Visual Basic) the server defined default value of the attribute is used.

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