OpcAddNodeResult Members

Namespace: Opc.UaFx
Assemblies: Opc.UaFx.Advanced.dll, Opc.UaFx.Advanced.dll
The OpcAddNodeResult type exposes the following members.

Properties

Command

Gets the OpcAddNode instance from that this OpcAddNodeResult originates from.

C#

```
public OpcAddNode Command { get; }
```

Property Value

OpcAddNode

The OpcAddNode instance from which the OpcAddNodeResult originates.

Description

Gets the localized description of the result represented.

C#

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

Property Value

OpcText

The localized description from that the result has been created if neither a null reference (Nothing in Visual Basic) nor empty; otherwise the description associated with the Code.

InnerResults

Gets an instance of the OpcResultCollection class with the subordinated OpcResult instances of all further executed commands which belong to the Command from that this OpcAddNodeResult comes from.

C#

```
public OpcResultReadOnlyCollection InnerResults { get; }
```

Property Value

OpcResultReadOnlyCollection

An instance of the OpcResultReadOnlyCollection class with the subordinated OpcResult instances of the subordinanted commands of the Command of this OpcAddNodeResult.

IsBad

Gets a value indicating whether the result or any of its InnerResults falls within the category bad.

C#

```
public override bool IsBad { get; }
```

Property Value

Boolean

The value true if the result or any of its InnerResults falls within the category bad; otherwise the value false.

IsGood

Gets a value indicating whether the result itself and all of its InnerResults falls within the category good.

C#

```
public override bool IsGood { get; }
```

Property Value

Boolean

The value true if the result and its InnerResults falls within the category good; otherwise the value false.

IsUncertain

Gets a value indicating whether the result or any of its InnerResults falls within the category uncertain.

C#

```
public override bool IsUncertain { get; }
```

Property Value

Boolean

The value true if the result or any of its InnerResults falls within the category uncertain; otherwise the value false.

NodeId

Gets the server assigned OpcNodeId of the added node.

C#

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

Property Value

OpcNodeId

An instance of the OpcNodeId class representing the node identifier the server has assigned to the new node or Null if the operation failed.

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