OpcAddObjectNode Class

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

Defines a single command of the IOpcAddNodesService used to add one object node (nodes of the category Object).

C#

```
public class OpcAddObjectNode : OpcAddInstanceNode
```

Inheritance Object › OpcServiceCommand › OpcNodeServiceCommand › OpcAddNode › OpcAddInstanceNode › OpcAddObjectNode

Derived

- OpcAddFolderNode

Constructors

Name	Description
OpcAddObjectNode(OpcName)	Initializes a new instance of the OpcAddObjectNode class using the `name` of the object node to add. The according OpcNodeId to identify and access the new node is determined by the service. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.
OpcAddObjectNode(OpcName, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the `name` of the object node to add. The according OpcNodeId to identify and access the new node is determined by the service. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.
OpcAddObjectNode(OpcName, OpcNodeId)	Initializes a new instance of the OpcAddObjectNode class using the `name` of the object node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.
OpcAddObjectNode(OpcName, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the `name` of the object node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.
OpcAddObjectNode(OpcName, OpcNodeId, OpcNodeId)	Initializes a new instance of the OpcAddObjectNode class using the `name` of the object node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the node identified by `parentNodeId` using HasComponent as the type of reference.

Name	Description
OpcAddObjectNode(OpcName, OpcNodeId, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the `name` of the object node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the node identified by `parentNodeId` using HasComponent as the type of reference.
OpcAddObjectNode(OpcName, OpcNodeId, OpcNodeId, OpcNodeId)	Initializes a new instance of the OpcAddObjectNode class using the `name` of the object node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the node identified by `parentNodeId` using the type of reference identified by the `referenceTypeId` specified.
OpcAddObjectNode(OpcName, OpcNodeId, OpcNodeId, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the `name` of the object node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the node identified by `parentNodeId` using the type of reference identified by the `referenceTypeId` specified.
OpcAddObjectNode(OpcName, OpcNodeId, OpcNodeId, OpcReferenceType)	Initializes a new instance of the OpcAddObjectNode class using the `name` of the object node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the node identified by `parentNodeId` using the `referenceType` specified as the type of reference.
OpcAddObjectNode(OpcName, OpcNodeId, OpcNodeId, OpcReferenceType, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the `name` of the object node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the node identified by `parentNodeId` using the `referenceType` specified as the type of reference.
OpcAddObjectNode(OpcNodeId, OpcName)	Initializes a new instance of the OpcAddObjectNode class using the specified `typeDefinitionId` of object 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. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.
OpcAddObjectNode(OpcNodeId, OpcName, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the specified `typeDefinitionId` of object 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. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.
OpcAddObjectNode(OpcNodeId, OpcName, OpcNodeId)	Initializes a new instance of the OpcAddObjectNode class using the specified `typeDefinitionId` of object node to add, which shall be accessible by the `name` and `nodeId` defined. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.
OpcAddObjectNode(OpcNodeId, OpcName, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the specified `typeDefinitionId` of object node to add, which shall be accessible by the `name` and `nodeId` defined. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.

Name	Description
OpcAddObjectNode(OpcNodeId, OpcName, OpcNodeId, OpcNodeId)	Initializes a new instance of the OpcAddObjectNode class using the specified `typeDefinitionId` of object 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` using HasComponent as the type of reference.
OpcAddObjectNode(OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the specified `typeDefinitionId` of object 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` using HasComponent as the type of reference.
OpcAddObjectNode(OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcNodeId)	Initializes a new instance of the OpcAddObjectNode class using the specified `typeDefinitionId` of object 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` using the type of reference identified by the `referenceTypeId` specified.
OpcAddObjectNode(OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the specified `typeDefinitionId` of object 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` using the type of reference identified by the `referenceTypeId` specified.
OpcAddObjectNode(OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcReferenceType)	Initializes a new instance of the OpcAddObjectNode class using the specified `typeDefinitionId` of object 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` using the `referenceType` specified as the type of reference.
OpcAddObjectNode(OpcNodeId, OpcName, OpcNodeId, OpcNodeId, OpcReferenceType, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the specified `typeDefinitionId` of object 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` using the `referenceType` specified as the type of reference.
OpcAddObjectNode(OpcObjectType, OpcName)	Initializes a new instance of the OpcAddObjectNode class using the specified `type` of object 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. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.
OpcAddObjectNode(OpcObjectType, OpcName, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the specified `type` of object 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. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.
OpcAddObjectNode(OpcObjectType, OpcName, OpcNodeId)	Initializes a new instance of the OpcAddObjectNode class using the specified `type` of object node to add, which shall be accessible by the `name` and `nodeId` defined. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.

Name	Description
OpcAddObjectNode(OpcObjectType, OpcName, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the specified `type` of object node to add, which shall be accessible by the `name` and `nodeId` defined. The new node will be a child of the ObjectsFolder node using HasComponent as the type of reference.
OpcAddObjectNode(OpcObjectType, OpcName, OpcNodeId, OpcNodeId)	Initializes a new instance of the OpcAddObjectNode class using the specified `type` of object 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` using HasComponent as the type of reference.
OpcAddObjectNode(OpcObjectType, OpcName, OpcNodeId, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the specified `type` of object 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` using HasComponent as the type of reference.
OpcAddObjectNode(OpcObjectType, OpcName, OpcNodeId, OpcNodeId, OpcNodeId)	Initializes a new instance of the OpcAddObjectNode class using the specified `type` of object 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` using the type of reference identified by the `referenceTypeId` specified.
OpcAddObjectNode(OpcObjectType, OpcName, OpcNodeId, OpcNodeId, OpcNodeId, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the specified `type` of object 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` using the type of reference identified by the `referenceTypeId` specified.
OpcAddObjectNode(OpcObjectType, OpcName, OpcNodeId, OpcNodeId, OpcReferenceType)	Initializes a new instance of the OpcAddObjectNode class using the specified `type` of object 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` using the `referenceType` specified as the type of reference.
OpcAddObjectNode(OpcObjectType, OpcName, OpcNodeId, OpcNodeId, OpcReferenceType, OpcAddInstanceNode)	Initializes a new instance of the OpcAddObjectNode class using the specified `type` of object 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` using the `referenceType` specified as the type of reference.

Properties

Name	Description
Category	Gets a value indicating the classification of the node in the address space. (Inherited from OpcAddNode)
Children	Gets a collection of OpcAddNode instances which define the sub-ordinated nodes to add as children to the node to add. (Inherited from OpcAddInstanceNode)
Description	Gets or sets the localized description of the meaning of the node. (Inherited from OpcAddNode)
DisplayName	Gets or sets the localized name of the node. (Inherited from OpcAddNode)
Name	Gets the non-localised human-readable name of the node in the address space. (Inherited from OpcAddNode)

Name	Description
NodeId	Gets the node identifier of the node on which a node orientated service have to operate on. (Inherited from OpcNodeServiceCommand)
ParentNodeId	Gets the identifier of the existing parent node of the new node. (Inherited from OpcAddNode)
ReferenceType	Gets a value which defines a pre-defined used ReferenceTypeId as one of the members defined by the OpcReferenceType enumeration to simplify querying standard reference types. (Inherited from OpcAddInstanceNode)
ReferenceTypeId	Gets the identifier which identifies the node that defines the semantic of the reference between a source and a target node and generally reflects an operation between the two, such as “A contains B”. (Inherited from OpcAddInstanceNode)
SupportsNullNodeId	Gets a value indicating whether the OpcNodeServiceCommand supports instances of the OpcNodeId class its IsNull provides a value equals to the value true. (Inherited from OpcNodeServiceCommand)
SupportsNullNodeId	Gets a value indicating whether the OpcAddNode supports instances of the OpcNodeId class its IsNull provides a value equals to the value true. (Inherited from OpcAddNode)
Type	Gets value indicating the predefined underlying type definition the new node will represent an instance of.
TypeDefinitionId	Gets the identifier which identifies the node that defines the underlying node type from that the instance node is to be created. (Inherited from OpcAddInstanceNode)
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. (Inherited from OpcAddNode)
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. (Inherited from OpcAddNode)

Methods

Name	Description
DenyNullIdentifier(OpcNodeId, String)	Verifies whether the `value` is a null identifier by checking the IsNull property. (Inherited from OpcNodeServiceCommand)
OfType(OpcNodeId)	Retrieves an instance which represents the definition of an object type that can be used to define OpcAddObjectNode command instances using the type of object node represented by the TypeDefinition instance provided.

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