

OpcAddObjectNode Members

Namespace: Opc.UaFx

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

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

Constructors

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.

C#

```
public OpcAddObjectNode(OpcName name)
```

Parameters

name [OpcName](#)

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

Exceptions

[ArgumentException](#)

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

[ArgumentNullException](#)

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

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.

C#

```
public OpcAddObjectNode(OpcName name, params OpcAddInstanceNode[] children)
```

Parameters

name [OpcName](#)

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

children [OpcAddInstanceNode\[\]](#)

The initial child nodes of the node to add.

Exceptions

[ArgumentException](#)

The **name** is equals **Null**.

[ArgumentNullException](#)

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

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.

C#

```
public OpcAddObjectNode(OpcName name, OpcNodeId nodeId)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new object 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).

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.

C#

```
public OpcAddObjectNode(OpcName name, OpcNodeId nodeId, params OpcAddInstanceNode[]
children)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new object 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.

children [OpcAddInstanceNode\[\]](#)

The initial child nodes of the node to add.

Exceptions

[ArgumentException](#)

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

[ArgumentNullException](#)

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

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.

C#

```
public OpcAddObjectNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new object 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 to reference using [HasComponent](#) as the type of reference.

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).

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.

C#

```
public OpcAddObjectNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId, params
OpcAddInstanceNode[] children)
```

Parameters

`name` `OpcName`

The `OpcName` through that the new object 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 to reference using `HasComponent` as the type of reference.

`children` `OpcAddInstanceNode[]`

The initial child nodes of the node to add.

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).

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.

C#

```
public OpcAddObjectNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId, OpcNodeId referenceTypeId)
```

Parameters

`name` `OpcName`

The `OpcName` through that the new object 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 to reference using the type of reference identified by `referenceTypeId`.

`referenceTypeId` `OpcNodeId`

The `OpcNodeId` which identifies the type of reference to use for the new node and the existing parent node identified by `parentNodeId`.

Exceptions

`ArgumentException`

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

`ArgumentNullException`

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

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.

C#

```
public OpcAddObjectNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId, OpcNodeId referenceTypeId, params OpcAddInstanceNode[] children)
```

Parameters

`name` `OpcName`

The `OpcName` through that the new object 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 to reference using the type of reference identified by **referenceTypeId**.

referenceTypeId OpcNodeId

The **OpcNodeId** which identifies the type of reference to use for the new node and the existing parent node identified by **parentNodeId**.

children OpcAddInstanceNode[]

The initial child nodes of the node to add.

Exceptions

ArgumentException

The **parentNodeId** or **referenceTypeId** is equals **Null** or **name** is equals **Null**.

ArgumentNullException

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

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.

C#

```
public OpcAddObjectNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId,
    OpcReferenceType referenceType)
```

Parameters

name OpcName

The **OpcName** through that the new object 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 to reference using **HasComponent** as the type of reference.

referenceType OpcReferenceType

One of the members defined by the [OpcReferenceType](#) enumeration to use to setup the reference between the new node and the existing parent node identified by [parentNodeId](#).

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).

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.

C#

```
public OpcAddObjectNode(OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId,
    OpcReferenceType referenceType, params OpcAddInstanceNode[] children)
```

Parameters

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

The [OpcName](#) through that the new object 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 to reference using [HasComponent](#) as the type of reference.

[referenceType](#) [OpcReferenceType](#)

One of the members defined by the [OpcReferenceType](#) enumeration to use to setup the reference between the new node and the existing parent node identified by [parentNodeId](#).

[children](#) [OpcAddInstanceNode\[\]](#)

The initial child nodes of the node to add.

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).

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.

C#

```
protected OpcAddObjectNode(OpcNodeId typeDefinitionId, OpcName name)
```

Parameters

`typeDefinitionId` `OpcNodeId`

The `OpcNodeId` which identifies the type of object to use for the new node.

`name` `OpcName`

The `OpcName` through that the new object node can be accessed.

Exceptions

`ArgumentException`

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

`ArgumentNullException`

The `name` is a null reference (Nothing in Visual Basic).

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.

C#

```
protected OpcAddObjectNode(OpcNodeId typeDefinitionId, OpcName name, params  
OpcAddInstanceNode[] children)
```

Parameters

`typeDefinitionId` `OpcNodeId`

The `OpcNodeId` which identifies the type of object to use for the new node.

`name` `OpcName`

The `OpcName` through that the new object node can be accessed.

`children OpcAddInstanceNode[]`

The initial child nodes of the node to add.

Exceptions

`ArgumentException`

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

`ArgumentNullException`

The `typeDefinitionId` or `name` is a null reference (Nothing in Visual Basic).

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.

C#

```
protected OpcAddObjectNode(OpcNodeId typeDefinitionId, OpcName name, OpcNodeId nodeId)
```

Parameters

`typeDefinitionId OpcNodeId`

The `OpcNodeId` which identifies the type of object to use for the new node.

`name OpcName`

The `OpcName` through that the new object 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 `typeDefinitionId` is equals `Null` or `name` is equals `Null`.

`ArgumentNullException`

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

OpcAddObjectNode(OpcNodeId, OpcName, OpcNodeId,

OpAddInstanceNode[])

Initializes a new instance of the [OpAddObjectNode](#) 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.

C#

```
protected OpAddObjectNode(OpcNodeId typeDefinitionId, OpName name, OpNodeId nodeId,
params OpAddInstanceNode[] children)
```

Parameters

[typeDefinitionId](#) [OpNodeId](#)

The [OpNodeId](#) which identifies the type of object to use for the new node.

[name](#) [OpName](#)

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

[nodeId](#) [OpNodeId](#)

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

[children](#) [OpAddInstanceNode\[\]](#)

The initial child nodes of the node to add.

Exceptions

[ArgumentException](#)

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

[ArgumentNullException](#)

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

OpAddObjectNode(OpNodeId, OpName, OpNodeId, OpNodeId)

Initializes a new instance of the [OpAddObjectNode](#) 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.

C#

```
protected OpAddObjectNode(OpcNodeId typeDefinitionId, OpName name, OpNodeId nodeId,
OpNodeId parentNodeId)
```

Parameters

typeDefinitionId **OpcNodeId**

The **OpcNodeId** which identifies the type of object to use for the new node.

name **OpcName**

The **OpcName** through that the new object 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 to reference using **HasComponent** as the type of reference.

Exceptions

ArgumentException

The **typeDefinitionId** is equals **Null** or **parentNodeId** is equals **Null** or **name** is equals **Null**.

ArgumentNullException

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

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.

C#

```
protected OpcAddObjectNode(OpcNodeId typeDefinitionId, OpcName name, OpcNodeId nodeId,
OpcNodeId parentNodeId, params OpcAddInstanceNode[] children)
```

Parameters

typeDefinitionId **OpcNodeId**

The **OpcNodeId** which identifies the type of object to use for the new node.

name **OpcName**

The **OpcName** through that the new object 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 to reference using **HasComponent** as the type of reference.

children `OpcAddInstanceNode[]`

The initial child nodes of the node to add.

Exceptions

ArgumentException

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

ArgumentNullException

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

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.

C#

```
protected OpcAddObjectNode(OpcNodeId typeDefinitionId, OpcName name, OpcNodeId nodeId,
    OpcNodeId parentNodeId, OpcNodeId referenceTypeId)
```

Parameters

`typeDefinitionId` `OpcNodeId`

The `OpcNodeId` which identifies the type of object to use for the new node.

`name` `OpcName`

The `OpcName` through that the new object 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 to reference using the type of reference identified by `referenceTypeId`.

`referenceTypeId` `OpcNodeId`

The `OpcNodeId` which identifies the type of reference to use for the new node and the existing parent node identified by `parentNodeId`.

Exceptions

ArgumentException

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

ArgumentNullException

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

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.

C#

```
protected OpcAddObjectNode(OpcNodeId typeDefinitionId, OpcName name, OpcNodeId nodeId,
    OpcNodeId parentNodeId, OpcNodeId referenceTypeId, params OpcAddInstanceNode[] children)
```

Parameters

`typeDefinitionId` `OpcNodeId`

The `OpcNodeId` which identifies the type of object to use for the new node.

`name` `OpcName`

The `OpcName` through that the new object 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 to reference using the type of reference identified by `referenceTypeId`.

`referenceTypeId` `OpcNodeId`

The `OpcNodeId` which identifies the type of reference to use for the new node and the existing parent node identified by `parentNodeId`.

`children` `OpcAddInstanceNode[]`

The initial child nodes of the node to add.

Exceptions

ArgumentException

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

ArgumentNullException

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

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.

C#

```
protected OpcAddObjectNode(OpcNodeId typeDefinitionId, OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId, OpcReferenceType referenceType)
```

Parameters

[typeDefinitionId](#) [OpcNodeId](#)

The [OpcNodeId](#) which identifies the type of object to use for the new node.

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

The [OpcName](#) through that the new object 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 to reference using [HasComponent](#) as the type of reference.

[referenceType](#) [OpcReferenceType](#)

One of the members defined by the [OpcReferenceType](#) enumeration to use to setup the reference between the new node and the existing parent node identified by [parentNodeId](#).

Exceptions

[ArgumentException](#)

The [typeDefinitionId](#) is equals [Null](#) or [parentNodeId](#) is equals [Null](#) or [name](#) is equals [Null](#).

[ArgumentNullException](#)

The [typeDefinitionId](#), [name](#), [nodeId](#) or [parentNodeId](#) is a null reference (Nothing in Visual Basic).

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.

C#

```
protected OpcAddObjectNode(OpcNodeId typeDefinitionId, OpcName name, OpcNodeId nodeId,
OpcNodeId parentNodeId, OpcReferenceType referenceType, params OpcAddInstanceNode[]
children)
```

Parameters

typeDefinitionId [OpcNodeId](#)

The [OpcNodeId](#) which identifies the type of object to use for the new node.

name [OpcName](#)

The [OpcName](#) through that the new object 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 to reference using [HasComponent](#) as the type of reference.

referenceType [OpcReferenceType](#)

One of the members defined by the [OpcReferenceType](#) enumeration to use to setup the reference between the new node and the existing parent node identified by **parentNodeId**.

children [OpcAddInstanceNode\[\]](#)

The initial child nodes of the node to add.

Exceptions

[ArgumentException](#)

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

[ArgumentNullException](#)

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

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.

C#

```
protected OpcAddObjectNode(OpcObjectType type, OpcName name)
```

Parameters

type [OpcObjectType](#)

One of the members defined by the [OpcObjectType](#) enumeration which identifies the predefined underlying type definition the new node will represent an instance of.

name [OpcName](#)

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

Exceptions

[ArgumentException](#)

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

[ArgumentNullException](#)

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

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.

C#

```
protected OpcAddObjectNode(OpcObjectType type, OpcName name, params OpcAddInstanceNode[] children)
```

Parameters

type [OpcObjectType](#)

One of the members defined by the [OpcObjectType](#) enumeration which identifies the predefined underlying type definition the new node will represent an instance of.

name [OpcName](#)

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

children [OpcAddInstanceNode\[\]](#)

The initial child nodes of the node to add.

Exceptions

[ArgumentException](#)

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

[ArgumentNullException](#)

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

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.

C#

```
protected OpcAddObjectNode(OpcObjectType type, OpcName name, OpcNodeId nodeId)
```

Parameters

[type](#) [OpcObjectType](#)

One of the members defined by the [OpcObjectType](#) enumeration which identifies the predefined underlying type definition the new node will represent an instance of.

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

The [OpcName](#) through that the new object 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).

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.

C#

```
protected OpcAddObjectNode(OpcObjectType type, OpcName name, OpcNodeId nodeId, params  
OpcAddInstanceNode[] children)
```

Parameters

[type](#) [OpcObjectType](#)

One of the members defined by the `OpcObjectType` enumeration which identifies the predefined underlying type definition the new node will represent an instance of.

name `OpcName`

The `OpcName` through that the new object 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.

children `OpcAddInstanceNode[]`

The initial child nodes of the node to add.

Exceptions

`ArgumentException`

The **name** is equals `Null`.

`ArgumentNullException`

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

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.

C#

```
protected OpcAddObjectNode(OpcObjectType type, OpcName name, OpcNodeId nodeId, OpcNodeId
parentNodeId)
```

Parameters

type `OpcObjectType`

One of the members defined by the `OpcObjectType` enumeration which identifies the predefined underlying type definition the new node will represent an instance of.

name `OpcName`

The `OpcName` through that the new object 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 to reference using `HasComponent` as the type of reference.

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).

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.

C#

```
protected OpcAddObjectNode(OpcObjectType type, OpcName name, OpcNodeId nodeId, OpcNodeId
parentNodeId, params OpcAddInstanceNode[] children)
```

Parameters

type OpcObjectType

One of the members defined by the `OpcObjectType` enumeration which identifies the predefined underlying type definition the new node will represent an instance of.

name OpcName

The `OpcName` through that the new object 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 to reference using `HasComponent` as the type of reference.

children OpcAddInstanceNode[]

The initial child nodes of the node to add.

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).

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.

C#

```
protected OpcAddObjectNode(OpcObjectType type, OpcName name, OpcNodeId nodeId, OpcNodeId parentNodeId, OpcNodeId referenceTypeId)
```

Parameters

`type` `OpcObjectType`

One of the members defined by the `OpcObjectType` enumeration which identifies the predefined underlying type definition the new node will represent an instance of.

`name` `OpcName`

The `OpcName` through that the new object 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 to reference using the type of reference identified by `referenceTypeId`.

`referenceTypeId` `OpcNodeId`

The `OpcNodeId` which identifies the type of reference to use for the new node and the existing parent node identified by `parentNodeId`.

Exceptions

`ArgumentException`

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

`ArgumentNullException`

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

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.

C#

```
protected OpcAddObjectNode(OpcObjectType type, OpcName name, OpcNodeId nodeId, OpcNodeId
parentNodeId, OpcNodeId referenceTypeId, params OpcAddInstanceNode[] children)
```

Parameters

type [OpcObjectType](#)

One of the members defined by the [OpcObjectType](#) enumeration which identifies the predefined underlying type definition the new node will represent an instance of.

name [OpcName](#)

The [OpcName](#) through that the new object 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 to reference using the type of reference identified by [referenceTypeId](#).

referenceTypeId [OpcNodeId](#)

The [OpcNodeId](#) which identifies the type of reference to use for the new node and the existing parent node identified by [parentNodeId](#).

children [OpcAddInstanceNode\[\]](#)

The initial child nodes of the node to add.

Exceptions

[ArgumentException](#)

The [parentNodeId](#) or [referenceTypeId](#) is equals [Null](#) or [name](#) is equals [Null](#).

[ArgumentNullException](#)

The [name](#), [nodeId](#), [parentNodeId](#) or [referenceTypeId](#) is a null reference (Nothing in Visual Basic).

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.

C#

```
protected OpcAddObjectNode(OpcObjectType type, OpcName name, OpcNodeId nodeId, OpcNodeId
parentNodeId, OpcReferenceType referenceType)
```

Parameters

type [OpcObjectType](#)

One of the members defined by the [OpcObjectType](#) enumeration which identifies the predefined underlying type definition the new node will represent an instance of.

name [OpcName](#)

The [OpcName](#) through that the new object 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 to reference using [HasComponent](#) as the type of reference.

referenceType [OpcReferenceType](#)

One of the members defined by the [OpcReferenceType](#) enumeration to use to setup the reference between the new node and the existing parent node identified by [parentNodeId](#).

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).

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.

C#

```
protected OpcAddObjectNode(OpcObjectType type, OpcName name, OpcNodeId nodeId, OpcNodeId
parentNodeId, OpcReferenceType referenceType, params OpcAddInstanceNode[] children)
```

Parameters

type [OpcObjectType](#)

One of the members defined by the [OpcObjectType](#) enumeration which identifies the predefined underlying type definition the new node will represent an instance of.

name [OpcName](#)

The **OpcName** through that the new object 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 to reference using **HasComponent** as the type of reference.

referenceType **OpcReferenceType**

One of the members defined by the **OpcReferenceType** enumeration to use to setup the reference between the new node and the existing parent node identified by **parentNodeId**.

children **OpcAddInstanceNode[]**

The initial child nodes of the node to add.

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

Type

Gets value indicating the predefined underlying type definition the new node will represent an instance of.

C#

```
public OpcObjectType Type { get; }
```

Property Value

OpcObjectType

One of the members defined by the **OpcObjectType** enumeration or -1 in case of a custom type definition is used (see **TypeDefinitionId**).

Methods

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.

C#

```
public static OpcAddObjectNode.TypeDefinition OfType(OpcNodeId typeDefinitionId)
```

Parameters

[typeDefinitionId](#) [OpcNodeId](#)

The [OpcNodeId](#) of the type definition to provide.

Returns

[TypeDefinition](#)

A new instance of the [TypeDefinition](#) class which can be used to define typed [OpcAddObjectNode](#) command instances.

Exceptions

[ArgumentException](#)

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

[ArgumentNullException](#)

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

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