OpcAddObjectTypeNode Members

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

Constructors

OpcAddObjectTypeNode(OpcName)

Initializes a new instance of the OpcAddObjectTypeNode class using the `name` of the object type 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 ObjectTypeIds.BaseObjectType node using HasSubtype as the type of reference.

C#

```
public OpcAddObjectTypeNode(OpcName name)
```

Parameters

`name` OpcName

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

Exceptions

ArgumentException

The `name` is equals Null.

ArgumentNullException

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

OpcAddObjectTypeNode(OpcName, OpcAddInstanceNode[])

Initializes a new instance of the OpcAddObjectTypeNode class using the `name` of the object type 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 ObjectTypeIds.BaseObjectType node using HasSubtype as the type of reference.

C#

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

Parameters

`name` OpcName

The OpcName through that the new object type 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).

OpcAddObjectTypeNode(OpcName, OpcNodeId)

Initializes a new instance of the OpcAddObjectTypeNode class using the `name` of the object type node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the ObjectTypeIds.BaseObjectType node using HasSubtype as the type of reference.

C#

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

Parameters

`name` OpcName

The OpcName through that the new object type 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).

OpcAddObjectTypeNode(OpcName, OpcNodeId, OpcAddInstanceNode[])

Initializes a new instance of the OpcAddObjectTypeNode class using the `name` of the object type node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the ObjectTypeIds.BaseObjectType node using HasSubtype as the type of reference.

C#

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

Parameters

`name` OpcName

The OpcName through that the new object type 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).

OpcAddObjectTypeNode(OpcNodeId, OpcName, OpcNodeId)

Initializes a new instance of the OpcAddObjectTypeNode class using the `name` of the object type node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the node identified by `superTypeId` using HasSubtype as the type of reference.

C#

```
public OpcAddObjectTypeNode(OpcNodeId superTypeId, OpcName name, OpcNodeId nodeId)
```

Parameters

`superTypeId` OpcNodeId

The OpcNodeId of the super type node to reference using HasSubtype as the type of reference.

`name` OpcName

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

ArgumentNullException

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

OpcAddObjectTypeNode(OpcNodeId, OpcName, OpcNodeId, OpcAddInstanceNode[])

Initializes a new instance of the OpcAddObjectTypeNode class using the `name` of the object type node to add, which shall be additionally accessible by the `nodeId` defined. The new node will be a child of the node identified by `superTypeId` using HasSubtype as the type of reference.

C#

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

Parameters

`superTypeId` OpcNodeId

The OpcNodeId of the super type node to reference using HasSubtype as the type of reference.

`name` OpcName

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

ArgumentNullException

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

OpcAddObjectTypeNode(OpcObjectType, OpcName,

OpcNodeId)

Initializes a new instance of the OpcAddObjectTypeNode class using the specified `superType` to inherit from by the object type 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 the `superType` using HasSubtype as the type of reference.

C#

```
public OpcAddObjectTypeNode(OpcObjectType superType, OpcName name, OpcNodeId nodeId)
```

Parameters

`superType` OpcObjectType

One of the members defined by the OpcObjectType enumeration which identifies the predefined underlying super type node the new node will represent a subtype of. The super type node is referenced using HasSubtype as the type of reference.

`name` OpcName

The OpcName through that the new object type 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`, `nodeId` is a null reference (Nothing in Visual Basic).

OpcAddObjectTypeNode(OpcObjectType, OpcName, OpcNodeId, OpcAddInstanceNode[])

Initializes a new instance of the OpcAddObjectTypeNode class using the specified `superType` to inherit from by the object type 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 the `superType` using HasSubtype as the type of reference.

C#

```
public OpcAddObjectTypeNode(OpcObjectType superType, OpcName name, OpcNodeId nodeId, params
OpcAddInstanceNode[] children)
```

Parameters

`superType` OpcObjectType

One of the members defined by the OpcObjectType enumeration which identifies the predefined

underlying super type node the new node will represent a subtype of. The super type node is referenced using HasSubtype as the type of reference.

`name` OpcName

The OpcName through that the new object type 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`, `nodeId` is a null reference (Nothing in Visual Basic).

Properties

Children

Gets a collection of OpcAddInstanceNode instances which define the sub-ordinated nodes to add as children to the node to add.

C#

```
public OpcAddNodeCollection Children { get; }
```

Property Value

OpcAddNodeCollection

An instance of the OpcAddNodeCollection class with the OpcAddInstanceNode instances to process after the node defined by this OpcAddObjectTypeNode has been added.

IsAbstract

C#

```
public override bool IsAbstract { get; set; }
```

Property Value

Boolean

SuperType

Gets a value indicating the predefined underlying super type the new node will represent a subtype of.

C#

```
public OpcObjectType SuperType { 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 SuperTypeId).

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