

OpcAddTypeNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcAddTypeNode(OpcNodeCategory, OpcNodeId, OpcName, OpcNodeId)

Initializes a new instance of the [OpcAddTypeNode](#) class using the [category](#) and [superTypeId](#) of the node type to inherit from by the 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 [superTypeId](#) using [HasSubtype](#) as the type of reference.

C#

```
protected OpcAddTypeNode(OpcNodeCategory category, OpcNodeId superTypeId, 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.

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

Properties

IsAbstract

C#

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

Property Value

Boolean

SuperTypeId

C#

```
public OpcNodeId SuperTypeId { get; }
```

Property Value

OpcNodeId

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