

OpcAddVariableNode.TypeDefinition Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Refers to a type definition which can be used to define typed [OpcAddVariableNode](#) command instances.

C#

```
public class TypeDefinition
```

Inheritance [Object](#) > [OpcAddVariableNode.TypeDefinition](#)

Properties

Name	Description
TypeDefinition.TypeDefinitionId	Gets the identifier which identifies the node that defines the node definition represented by this instance.

Methods

Name	Description
TypeDefinition.Create(OpcName)	Provides a new instance of the OpcAddVariableNode class using the name of the TypeDefinition specific variable 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.
TypeDefinition.Create(OpcName, Object)	Provides a new instance of the OpcAddVariableNode class using the name of the TypeDefinition specific variable 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.
TypeDefinition.Create(OpcName, OpcNodeId)	Provides a new instance of the OpcAddVariableNode class using the name of the TypeDefinition specific variable 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.
TypeDefinition.Create(OpcName, OpcNodeId, Object)	Provides a new instance of the OpcAddVariableNode class using the name of the TypeDefinition specific variable 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.
TypeDefinition.Create(OpcName, OpcNodeId, OpcNodeId)	Provides a new instance of the OpcAddVariableNode class using the name of the TypeDefinition specific variable 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
TypeDefinition.Create(OpcName, OpcNodeId, OpcNodeId, Object)	Provides a new instance of the <code>OpcAddVariableNode</code> class using the <code>name</code> of the <code>TypeDefinition</code> specific variable node to add, which shall be additionally accessible by the <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using <code>HasComponent</code> as the type of reference.
TypeDefinition.Create(OpcName, OpcNodeId, OpcNodeId, OpcNodeId)	Provides a new instance of the <code>OpcAddVariableNode</code> class using the <code>name</code> of the <code>TypeDefinition</code> specific variable node to add, which shall be additionally accessible by the <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using the type of reference identified by the <code>referenceTypeId</code> specified.
TypeDefinition.Create(OpcName, OpcNodeId, OpcNodeId, OpcNodeId, Object)	Provides a new instance of the <code>OpcAddVariableNode</code> class using the <code>name</code> of the <code>TypeDefinition</code> specific variable node to add, which shall be additionally accessible by the <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using the type of reference identified by the <code>referenceTypeId</code> specified.
TypeDefinition.Create(OpcName, OpcNodeId, OpcNodeId, OpcReferenceType)	Provides a new instance of the <code>OpcAddVariableNode</code> class using the <code>name</code> of the <code>TypeDefinition</code> specific variable node to add, which shall be additionally accessible by the <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using the <code>referenceType</code> specified as the type of reference.
TypeDefinition.Create(OpcName, OpcNodeId, OpcNodeId, OpcReferenceType, Object)	Provides a new instance of the <code>OpcAddVariableNode</code> class using the <code>name</code> of the <code>TypeDefinition</code> specific variable node to add, which shall be additionally accessible by the <code>nodeId</code> defined. The new node will be a child of the node identified by <code>parentNodeId</code> using the <code>referenceType</code> specified as the type of reference.

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