

OpcAddVariableTypeNode Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines a single command of the [IOpcAddNodesService](#) used to add one variable type node (nodes of the category [VariableType](#)).

C#

```
public class OpcAddVariableTypeNode : OpcAddTypeNode
```

Inheritance [Object](#) > [OpcServiceCommand](#) > [OpcNodeServiceCommand](#) > [OpcAddNode](#) > [OpcAddTypeNode](#)
> [OpcAddVariableTypeNode](#)

Constructors

Name	Description
OpcAddVariableTypeNode(OpcName)	Initializes a new instance of the OpcAddVariableTypeNode class using the name of the variable 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 VariableTypeIds.BaseVariableType node using HasSubtype as the type of reference.
OpcAddVariableTypeNode(OpcName, Object)	Initializes a new instance of the OpcAddVariableTypeNode class using the name of the variable 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 VariableTypeIds.BaseVariableType node using HasSubtype as the type of reference.
OpcAddVariableTypeNode(OpcName, Object, OpcAddVariableNode)	Initializes a new instance of the OpcAddVariableTypeNode class using the name of the variable 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 VariableTypeIds.BaseVariableType node using HasSubtype as the type of reference.
OpcAddVariableTypeNode(OpcName, OpcAddVariableNode)	Initializes a new instance of the OpcAddVariableTypeNode class using the name of the variable 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 VariableTypeIds.BaseVariableType node using HasSubtype as the type of reference.
OpcAddVariableTypeNode(OpcName, OpcNodeId)	Initializes a new instance of the OpcAddVariableTypeNode class using the name of the variable type node to add, which shall be additionally accessible by the nodeId defined. The new node will be a child of the VariableTypeIds.BaseVariableType node using HasSubtype as the type of reference.

Name	Description
<code>OpcAddVariableTypeNode(OpcName, OpcNodeId, Object)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the <code>name</code> of the variable type node to add, which shall be additionally accessible by the <code>nodeId</code> defined. The new node will be a child of the <code>VariableTypelds.BaseVariableType</code> node using <code>HasSubtype</code> as the type of reference.
<code>OpcAddVariableTypeNode(OpcName, OpcNodeId, Object, OpcAddVariableNode)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the <code>name</code> of the variable type node to add, which shall be additionally accessible by the <code>nodeId</code> defined. The new node will be a child of the <code>VariableTypelds.BaseVariableType</code> node using <code>HasSubtype</code> as the type of reference.
<code>OpcAddVariableTypeNode(OpcName, OpcNodeId, OpcAddVariableNode)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the <code>name</code> of the variable type node to add, which shall be additionally accessible by the <code>nodeId</code> defined. The new node will be a child of the <code>VariableTypelds.BaseVariableType</code> node using <code>HasSubtype</code> as the type of reference.
<code>OpcAddVariableTypeNode(OpcNodeId, OpcName, OpcNodeId)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the <code>name</code> of the variable type 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>superTypeId</code> using <code>HasSubtype</code> as the type of reference.
<code>OpcAddVariableTypeNode(OpcNodeId, OpcName, OpcNodeId, Object)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the <code>name</code> of the variable type 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>superTypeId</code> using <code>HasSubtype</code> as the type of reference.
<code>OpcAddVariableTypeNode(OpcNodeId, OpcName, OpcNodeId, Object, OpcAddVariableNode)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the <code>name</code> of the variable type 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>superTypeId</code> using <code>HasSubtype</code> as the type of reference.
<code>OpcAddVariableTypeNode(OpcNodeId, OpcName, OpcNodeId, OpcAddVariableNode)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the <code>name</code> of the variable type 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>superTypeId</code> using <code>HasSubtype</code> as the type of reference.
<code>OpcAddVariableTypeNode(OpcVariableType, OpcName, OpcNodeId)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the specified <code>superType</code> to inherit from by the variable type node to add, which shall be accessible by the <code>name</code> and <code>nodeId</code> defined. The new node will be a child of the node identified by the <code>superType</code> using <code>HasSubtype</code> as the type of reference.
<code>OpcAddVariableTypeNode(OpcVariableType, OpcName, OpcNodeId, Object)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the specified <code>superType</code> to inherit from by the variable type node to add, which shall be accessible by the <code>name</code> and <code>nodeId</code> defined. The new node will be a child of the node identified by the <code>superType</code> using <code>HasSubtype</code> as the type of reference.

Name	Description
<code>OpcAddVariableTypeNode(OpcVariableType, OpcName, OpcNodeId, Object, OpcAddVariableNode)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the specified <code>superType</code> to inherit from by the variable type node to add, which shall be accessible by the <code>name</code> and <code>nodeId</code> defined. The new node will be a child of the node identified by the <code>superType</code> using <code>HasSubtype</code> as the type of reference.
<code>OpcAddVariableTypeNode(OpcVariableType, OpcName, OpcNodeId, OpcAddVariableNode)</code>	Initializes a new instance of the <code>OpcAddVariableTypeNode</code> class using the specified <code>superType</code> to inherit from by the variable type node to add, which shall be accessible by the <code>name</code> and <code>nodeId</code> defined. The new node will be a child of the node identified by the <code>superType</code> using <code>HasSubtype</code> as the type of reference.

Properties

Name	Description
<code>ArrayDimensions</code>	Gets the number/lengths of dimensions for an array <code>Value</code> with one or more fixed dimensions.
<code>Category</code>	Gets a value indicating the classification of the node in the address space. (Inherited from <code>OpcAddNode</code>)
<code>Children</code>	Gets a collection of <code>OpcAddVariableNode</code> instances which define the sub-ordinated nodes to add as children to the node to add.
<code>DataType</code>	Gets or sets a value which defines a pre-defined used <code>DataTypeId</code> as one of the members defined by the <code>OpcDataType</code> enumeration to simplify querying standard data types. A null reference (Nothing in Visual Basic) indicates that the attribute is undefined and its default value is used.
<code>DataTypeId</code>	Gets or sets the identifier which identifies the node that defines the type of data represented by the variable type node. A null reference (Nothing in Visual Basic) indicates that the attribute is undefined and its default value is used.
<code>Description</code>	Gets or sets the localized description of the meaning of the node. (Inherited from <code>OpcAddNode</code>)
<code>DisplayName</code>	Gets or sets the localized name of the node. (Inherited from <code>OpcAddNode</code>)
<code>IsAbstract</code>	
<code>IsAbstract</code>	(Inherited from <code>OpcAddTypeNode</code>)
<code>Name</code>	Gets the non-localised human-readable name of the node in the address space. (Inherited from <code>OpcAddNode</code>)
<code>NodeId</code>	Gets the node identifier of the node on which a node orientated service have to operate on. (Inherited from <code>OpcNodeServiceCommand</code>)
<code>ParentNodeId</code>	Gets the identifier of the existing parent node of the new node. (Inherited from <code>OpcAddNode</code>)
<code>SuperType</code>	Gets a value indicating the predefined underlying super type the new node will represent a subtype of.
<code>SuperTypeId</code>	(Inherited from <code>OpcAddTypeNode</code>)
<code>SupportsNullNodeId</code>	Gets a value indicating whether the <code>OpcNodeServiceCommand</code> supports instances of the <code>OpcNodeId</code> class its <code>IsNull</code> provides a value equals to the value true. (Inherited from <code>OpcNodeServiceCommand</code>)

Name	Description
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)
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)
Value	Gets or sets the value of the variable type node which may be simple or complex. A null reference (Nothing in Visual Basic) indicates that the attribute is undefined and its default value is used.
ValueRank	Gets or sets a value which indicates whether the value attribute of the variable is an array and how many dimensions the array has.
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)

Table of Contents

Constructors	1
Properties	3
Methods	4

