

OpcAutomatism Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines the behavior of global automatisms implemented in the OPC UA Framework Advanced.

C#

```
public static class OpcAutomatism
```

Inheritance [Object](#) > OpcAutomatism

Properties

Name	Description
AlwaysParseStringIdentifiers	Gets or sets a value indicating whether a new instance of the OpcNodeId , which is created using a String as the Value , have to automatically parse the String passed to the constructor.
AssignDefaultNamespaceOfManager	Gets or sets a value indicating whether the OpcNodeManager base shall ensure that instances created through CreateNodes(OpcNodeReferenceCollection) do not reference a namespace equals to the Default namespace. In cases there the default namespace is referenced by the Id and the Name property of an object implementing the IOpcNode interface they are automatically adjusted to use the DefaultNamespace of their OpcNodeManager instead.
UseDynamic	Gets or sets a value indicating whether the SDK shall use generic types to represent OPC UA server defined custom types. To do so OPC UA client applications will determine the necessary type information from the server directly after a connection to the server has been established.
UseDynamicTypeRegistration	Gets or sets a value indicating whether OpcTypes shall automatically registered by the SDK during the first startup of an OPC UA application start up. Such a startup means in case of a client application that a client will register application defined types on its own before connecting to a server. In case of a server application the server will register application defined types on its own during its startup.

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