

OpcAutomatism Members

Namespace: Opc.UaFx

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

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

Properties

AlwaysParseStringIdentifiers

Gets or sets a value indicating whether a new instance of the [OpcNodeld](#), which is created using a [String](#) as the [Value](#), have to automatically parse the [String](#) passed to the constructor.

C#

```
public static bool AlwaysParseStringIdentifiers { get; set; }
```

Property Value

[Boolean](#)

The value true if the [String](#) passed as the [Value](#) is to be parsed automatically to determine any namespace information encoded in the [String](#); otherwise the value false. The default value is false (since version 2.9.0.0).

Remarks

The logic behind this option is legacy and is obsolete. Beginning with version 2.9.0.0 the old automatism (parsing the node identifier value within the constructor) is only enabled if this property is set to the value true. It is recommended to port user code to take aware that the [OpcNodeld](#) uses any [String](#) passed as its [Value](#) and will not longer automatically inline parse the value for more flexibility. Is such a logic required then the node identifier is to be parsed by user code to have more transparency.

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.

C#

```
public static bool AssignDefaultNamespaceOfManager { get; set; }
```

Property Value

Boolean

The value true if the [Namespace](#) of the [Id](#) property and the [Namespace](#) of the [Name](#) property of all [IOpcNode](#) instances is to be verified and adjusted to use the [DefaultNamespace](#) of their [OpcNodeManager](#); otherwise the value false. The default value is true.

Remarks

Changing this property to the value false may improve the startup performance, but also requires manual ensurance of valid [OpcNamespace](#) references in [OpcName](#) and [OpcNodeld](#) instances assigned to the properties of an object implementing the [IOpcNode](#) interface.

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.

C#

```
public static bool UseDynamic { get; set; }
```

Property Value

Boolean

The value true if the SDK shall use generic types constructed from the type information offered by the server; otherwise the value false. The default value is false.

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.

C#

```
public static bool UseDynamicTypeRegistration { get; set; }
```

Property Value

Boolean

The value true if application defined types shall automatically registered by the SDK whenever a client application connects to a server or a server starts up for the first time. The default value is true.

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