

# OpcCollection<TItem, TItemContent, TItemContentList> Members

**Namespace:** Opc.UaFx

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

The [OpcCollection<m, t, t>](#) type exposes the following members.

## Constructors

### OpcCollection()

Initializes a new instance of the [OpcCollection`3](#) class.

**C#**

```
protected OpcCollection()
```

### OpcCollection(IList<TItem>)

Initializes a new instance of the [OpcCollection`3](#) class as a wrapper for the specified [list](#).

**C#**

```
protected OpcCollection(IList<TItem> list)
```

#### Parameters

[list](#) [IList<m>](#)

The [IList`1](#) of [TItem](#) instances to wrap.

#### Exceptions

[ArgumentNullException](#)

The [list](#) is a null reference (Nothing in Visual Basic).

## Methods

### ClearItems()

Removes all elements from the [OpcCollection`3](#).

**C#**

```
protected override void ClearItems()
```

## InsertItem(Int32, TItem)

Inserts an element into the [OpcCollection`3](#) at the specified index.

**C#**

```
protected override void InsertItem(int index, TItem item)
```

### Parameters

**index** [Int32](#)

The zero-based index at which the item should be inserted.

**item** [m](#)

The object to insert.

## RemoveItem(Int32)

Removes the element at the specified index of the [OpcCollection`3](#).

**C#**

```
protected override void RemoveItem(int index)
```

### Parameters

**index** [Int32](#)

The zero-based index of the element to remove.

## SetItem(Int32, TItem)

Replaces the element at the specified index.

**C#**

```
protected override void SetItem(int index, TItem item)
```

### Parameters

**index** [Int32](#)

The zero-based index of the element to replace.

**item** [m](#)

The new value for the element at the specified index.

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