

OpcConditionVariableNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcConditionVariableNode(IOpcNode, OpcName)

Initializes a new instance of the [OpcConditionVariableNode](#) class accessible by the **name** specified as a child node of the **parent** node given.

C#

```
public OpcConditionVariableNode(IOpcNode parent, OpcName name)
```

Parameters

parent [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

name [OpcName](#)

The [OpcName](#) through that the new condition variable node can be accessed.

OpcConditionVariableNode(IOpcNode, OpcName, Object)

Initializes a new instance of the [OpcConditionVariableNode](#) class accessible by the **name** specified with the initial value defined by **value** as a child node of the **parent** node given.

C#

```
public OpcConditionVariableNode(IOpcNode parent, OpcName name, object value)
```

Parameters

parent [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

name [OpcName](#)

The [OpcName](#) through that the new condition variable node can be accessed.

value [Object](#)

The initial value of the new condition variable node.

OpcConditionVariableNode(IOpcNode, OpcName, OpcNodeId)

Initializes a new instance of the [OpcConditionVariableNode](#) class accessible by the [name](#) and [id](#) specified as a child node of the [parent](#) node given.

C#

```
public OpcConditionVariableNode(IOpcNode parent, OpcName name, OpcNodeId id)
```

Parameters

[parent](#) [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

[name](#) [OpcName](#)

The [OpcName](#) through that the new condition variable node can be accessed.

[id](#) [OpcNodeId](#)

The [OpcNodeId](#) through that the new condition variable node can be identified and accessed.

OpcConditionVariableNode(IOpcNode, OpcName, OpcNodeId, Object)

Initializes a new instance of the [OpcConditionVariableNode](#) class accessible by the [name](#) and [id](#) specified with the initial value defined by [value](#) as a child node of the [parent](#) node given.

C#

```
public OpcConditionVariableNode(IOpcNode parent, OpcName name, OpcNodeId id, object value)
```

Parameters

[parent](#) [IOpcNode](#)

The [IOpcNode](#) used as the parent node or a null reference (Nothing in Visual Basic) in the case there is no parent node available.

[name](#) [OpcName](#)

The [OpcName](#) through that the new condition variable node can be accessed.

[id](#) [OpcNodeId](#)

The [OpcNodeId](#) through that the new condition variable node can be identified and accessed.

[value](#) [Object](#)

The initial value of the new condition variable node.

OpcConditionVariableNode(OpcName)

Initializes a new instance of the [OpcConditionVariableNode](#) class accessible by the **name** specified.

C#

```
public OpcConditionVariableNode(OpcName name)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new condition variable node can be accessed.

OpcConditionVariableNode(OpcName, Object)

Initializes a new instance of the [OpcConditionVariableNode](#) class accessible by the **name** specified with the initial value given by **value**.

C#

```
public OpcConditionVariableNode(OpcName name, object value)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new condition variable node can be accessed.

value [Object](#)

The initial value of the new condition variable node.

OpcConditionVariableNode(OpcName, OpcNodeId)

Initializes a new instance of the [OpcConditionVariableNode](#) class accessible by the **name** and **id** specified.

C#

```
public OpcConditionVariableNode(OpcName name, OpcNodeId id)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new condition variable node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new condition variable node can be identified and accessed.

OpcConditionVariableNode(OpcName, OpcNodeId, Object)

Initializes a new instance of the [OpcConditionVariableNode](#) class accessible by the [name](#) and [id](#) specified with the initial value given by [value](#).

C#

```
public OpcConditionVariableNode(OpcName name, OpcNodeId id, object value)
```

Parameters

[name](#) [OpcName](#)

The [OpcName](#) through that the new condition variable node can be accessed.

[id](#) [OpcNodeId](#)

The [OpcNodeId](#) through that the new condition variable node can be identified and accessed.

[value](#) [Object](#)

The initial value of the new condition variable node.

Properties

DefaultTypeDefinitionId

Gets the default identifier which identifies the node that defines the underlying node type from that this [OpcInstanceNode](#) has been created.

C#

```
protected override OpcNodeId DefaultTypeDefinitionId { get; }
```

Property Value

[OpcNodeId](#)

The [OpcNodeId](#) of the type node from that this [OpcInstanceNode](#) has been created from. These type node defines the typical structure of an instance node of its type definition. If there exists no specific type definition node a null reference (Nothing in Visual Basic).

SourceTimestamp

Gets or sets a value which indicates the time of the last change of the [Value](#) of this condition variable.

C#

```
public DateTime SourceTimestamp { get; set; }
```

Property Value

DateTime

The time of the last change of the [Value](#) of this [OpcConditionVariableNode](#).

Remarks

Its value should be the same time that would be returned from the read service inside the [OpcValue](#) structure for the condition variable [Value](#) attribute.

SourceTimestampNode

Gets the [OpcPropertyNode`1](#) of the [SourceTimestamp](#) property.

C#

```
public OpcPropertyNode<DateTime> SourceTimestampNode { get; }
```

Property Value

[OpcPropertyNode<DateTime>](#)

An instance of the [OpcPropertyNode`1](#) class.

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