

OpcDataTypeMemberAttribute Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Declares a field or property of a custom data type, to that the member belongs on that this attribute is applied, with different [Name](#) and [Type](#) information to use when reading and writing the member. By default the [Name](#) and the [Type](#) are determined by the [MemberInfo.Name](#) and the [FieldInfo.FieldType](#) or [PropertyInfo.PropertyType](#). In case there a different name or a different [Type](#) is to be used for a member use this attribute to declare them. Keep in mind to declare only different types which implement [IConvertible](#) supporting the [Type](#) specified; otherwise declare the desired type directly instead of using this attribute. Additionally its possible to derive from [OpcData](#) and use [IOpcDataStore](#) instances with properties to implement custom data conversion.

C#

```
[AttributeUsage(AttributeTargets.Property | AttributeTargets.Field, AllowMultiple = false,
Inherited = false)]
public class OpcDataTypeMemberAttribute : Attribute, _Attribute
```

Inheritance [Object](#) > [Attribute](#) > OpcDataTypeMemberAttribute

Attributes [AttributeUsageAttribute](#)

Implements [InteropServices._Attribute](#)

Constructors

Name	Description
OpcDataTypeMemberAttribute	Initializes a new instance of the OpcDataTypeMemberAttribute class. Use this constructor in case you want to explicitly declare that the default Type and default MemberInfo.Name of a data type member is used.
OpcDataTypeMemberAttribute(String)	Initializes a new instance of the OpcDataTypeMemberAttribute class using an alternative name specified for the member on that the OpcDataTypeMemberAttribute has been declared.

Properties

Name	Description
Description	Gets or sets a human readable text that describes the member.
Name	Gets the alternative name to use for the member this attribute belongs to.
Type	Gets or sets the alternative Type to use for the member this attribute belongs to. Keep in mind to declare only different types which implement IConvertible supporting the Type specified; otherwise declare the desired type directly instead of using this attribute.

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