

OpcExclusiveLevelAlarmNode Members

Namespace: Opc.UaFx

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

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

Constructors

OpcExclusiveLevelAlarmNode(IOpcNode, OpcName, OpcLimitAlarmStates)

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

C#

```
public OpcExclusiveLevelAlarmNode(IOpcNode parent, OpcName name, OpcLimitAlarmStates supportedLimits)
```

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 exclusive level alarm node can be accessed.

supportedLimits [OpcLimitAlarmStates](#)

One or more members defined by the [OpcLimitAlarmStates](#) enumeration identifying the limits defined by the alarm.

OpcExclusiveLevelAlarmNode(IOpcNode, OpcName, OpcNodeId, OpcLimitAlarmStates)

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

C#

```
public OpcExclusiveLevelAlarmNode(IOpcNode parent, OpcName name, OpcNodeId id, OpcLimitAlarmStates supportedLimits)
```

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 exclusive level alarm node can be accessed.

id [OpcNodeId](#)

The [OpcNodeId](#) through that the new exclusive level alarm node can be identified and accessed.

supportedLimits [OpcLimitAlarmStates](#)

One or more members defined by the [OpcLimitAlarmStates](#) enumeration identifying the limits defined by the alarm.

OpcExclusiveLevelAlarmNode(OpcName, OpcLimitAlarmStates)

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

C#

```
public OpcExclusiveLevelAlarmNode(OpcName name, OpcLimitAlarmStates supportedLimits)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new exclusive level alarm node can be accessed.

supportedLimits [OpcLimitAlarmStates](#)

One or more members defined by the [OpcLimitAlarmStates](#) enumeration identifying the limits defined by the alarm.

OpcExclusiveLevelAlarmNode(OpcName, OpcNodeId, OpcLimitAlarmStates)

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

C#

```
public OpcExclusiveLevelAlarmNode(OpcName name, OpcNodeId id, OpcLimitAlarmStates supportedLimits)
```

Parameters

name [OpcName](#)

The [OpcName](#) through that the new exclusive level alarm node can be accessed.

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

The [OpcNodeId](#) through that the new exclusive level alarm node can be identified and accessed.

[supportedLimits](#) [OpcLimitAlarmStates](#)

One or more members defined by the [OpcLimitAlarmStates](#) enumeration identifying the limits defined by the alarm.

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).

Methods

CreateBranchCore()

Creates a new instance of the [OpcExclusiveLevelAlarmNode](#) using the same [Id](#) and [Name](#) as this node.

C#

```
protected override OpcConditionNode CreateBranchCore()
```

Returns

[OpcConditionNode](#)

A new instance of the [OpcExclusiveLevelAlarmNode](#) identifiable and accessible through the same [Id](#) and [Name](#) as this node.

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