

OpcExclusiveLimitStateMachineNode

Members

Namespace: Opc.UaFx

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

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

Constructors

OpcExclusiveLimitStateMachineNode(IOpcNode, OpcName)

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

C#

```
public OpcExclusiveLimitStateMachineNode(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 exclusive limit state machine node can be accessed.

OpcExclusiveLimitStateMachineNode(IOpcNode, OpcName, OpcNodeId)

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

C#

```
public OpcExclusiveLimitStateMachineNode(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 exclusive limit state machine node can be accessed.

id **OpcNodeId**

The **OpcNodeId** through that the new exclusive limit state machine node can be identified and accessed.

OpcExclusiveLimitStateMachineNode(OpcName)

Initializes a new instance of the **OpcExclusiveLimitStateMachineNode** class accessible by the **name** specified.

C#

```
public OpcExclusiveLimitStateMachineNode(OpcName name)
```

Parameters

name **OpcName**

The **OpcName** through that the new exclusive limit state machine node can be accessed.

OpcExclusiveLimitStateMachineNode(OpcName, OpcNodeId)

Initializes a new instance of the **OpcExclusiveLimitStateMachineNode** class accessible by the **name** and **id** specified.

C#

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

Parameters

name **OpcName**

The **OpcName** through that the new exclusive limit state machine node can be accessed.

id **OpcNodeId**

The **OpcNodeId** through that the new exclusive limit state machine node can be identified and accessed.

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).

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