OpcFiniteStateMachineNode Class

Namespace: Opc.UaFx
Assemblies: Opc.UaFx.Advanced.dll

Defines a specialization of the OpcStateMachineNode that provides a mechanism to explicitly define the states and transitions. A server should use this mechanism if it knows what the possible states are and the state machine is not trivial.

C#

```
public class OpcFiniteStateMachineNode : OpcStateMachineNode, IOpcNode, IOpcNodeInfo
```

Inheritance Object › OpcNode › OpcInstanceNode › OpcObjectNode › OpcStateMachineNode › OpcFiniteStateMachineNode

Derived

- OpcExclusiveLimitStateMachineNode
- OpcShelvedStateMachineNode

Implements IOpcNode, IOpcNodeInfo

Constructors

Name	Description
OpcFiniteStateMachineNode(IOpcNode, OpcName)	Initializes a new instance of the OpcFiniteStateMachineNode class accessible by the `name` specified as a child node of the `parent` node given.
OpcFiniteStateMachineNode(IOpcNode, OpcName, OpcNodeId)	Initializes a new instance of the OpcFiniteStateMachineNode class accessible by the `name` and `id` specified as a child node of the `parent` node given.
OpcFiniteStateMachineNode(OpcName)	Initializes a new instance of the OpcFiniteStateMachineNode class accessible by the `name` specified.
OpcFiniteStateMachineNode(OpcName, OpcNodeId)	Initializes a new instance of the OpcFiniteStateMachineNode class accessible by the `name` and `id` specified.

Events

Name	Description
AfterApplyChanges	Occurs after one or more changes on the node has been notified. (Inherited from OpcNode)
BeforeApplyChanges	Occurs before one or more changes on the node are notified. (Inherited from OpcNode)

Properties

Name	Description
Category	Gets the NodeCategoryOpcAttribute which identifies the kind of node and is therefore used to classify the node regarding its use and purpose. (Inherited from OpcNode)
CurrentState	Gets the current state of the OpcFiniteStateMachineNode and provides a human readable name for the current state which may not be suitable for use in application control logic. Applications should use the VariableId property of the CurrentStateNode if they need a unique identifier for the state.
CurrentState	Gets or sets the current state of the OpcStateMachineNode and provides a human readable name for the current state which may not be suitable for use in application control logic. Applications should use the VariableId property of the CurrentStateNode if they need a unique identifier for the state. (Inherited from OpcStateMachineNode)
CurrentStateNode	Gets the OpcFiniteStateVariableNode of the CurrentState property.
CurrentStateNode	Gets the OpcStateVariableNode of the CurrentState property. (Inherited from OpcStateMachineNode)
DefaultReferenceTypeId	Gets the default identifier which identifies the type that defines the underlying node reference within this OpcInstanceNode is referenced by its parent node. (Inherited from OpcInstanceNode)
DefaultReferenceTypeId	Gets the default identifier which identifies the type that defines the underlying node reference within this OpcInstanceNode is referenced by its parent node. (Inherited from OpcObjectNode)
DefaultTypeDefinitionId	Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created.
DefaultTypeDefinitionId	Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcInstanceNode)
DefaultTypeDefinitionId	Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcObjectNode)
DefaultTypeDefinitionId	Gets the default identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcStateMachineNode)
Description	Gets or sets the value of the optional DescriptionOpcAttribute which shall explain the meaning of the node. (Inherited from OpcNode)
Descriptions	Gets the OpcNodeGlobalization instance used to control the localization and other globalization related tasks for the Description attribute of the current node. (Inherited from OpcNode)
DisplayName	Gets or sets the value of the DisplayNameOpcAttribute which defines the localizable name of the node. (Inherited from OpcNode)
DisplayNames	Gets the OpcNodeGlobalization instance used to control the localization and other globalization related tasks for the DisplayName attribute of the current node. (Inherited from OpcNode)

Name	Description
HasPendingChanges	Gets a value indiciating whether there exists any pending change on the node. (Inherited from OpcNode)
Id	Gets the value of the NodeIdOpcAttribute which unambiguously identifies the node. (Inherited from OpcNode)
LastTransition	Gets the last transition which occurred in an instance and provides a human readable name for the last transition which may not be suitable for use in application control logic. Applications should use the VariableId property of the LastTransitionNode if they need a unique identifier for the transition.
LastTransition	Gets or sets the last transition which occurred in an instance and provides a human readable name for the last transition which may not be suitable for use in application control logic. Applications should use the VariableId property of the LastTransitionNode if they need a unique identifier for the transition. (Inherited from OpcStateMachineNode)
LastTransitionNode	Gets the OpcFiniteTransitionVariableNode of the LastTransition property.
LastTransitionNode	Gets the OpcTransitionVariableNode of the LastTransition property. (Inherited from OpcStateMachineNode)
ModellingRuleId	Gets or sets the identifier which defines how the OpcInstanceNode is used for instantiation. (Inherited from OpcInstanceNode)
Name	Gets or sets the value of the BrowseNameOpcAttribute which defines the non-localizable human-readable name used when browsing the address space. (Inherited from OpcNode)
Namespace	(Inherited from OpcNode)
Parent	Gets the parent node of the node. (Inherited from OpcNode)
Parent	Gets the parent node of the node. (Inherited from OpcInstanceNode)
PendingChanges	Gets a value indicating the most recent changes performed on the node since their last notification. (Inherited from OpcNode)
QueryEventsCallback	Gets or sets a callback used to query any event information which belongs to the node. (Inherited from OpcNode)
ReadDescriptionCallback	(Inherited from OpcNode)
ReadDisplayNameCallback	(Inherited from OpcNode)
ReadUserWriteAccessCallback	(Inherited from OpcNode)
ReadWriteAccessCallback	(Inherited from OpcNode)
ReferenceType	Gets a value which defines a pre-defined used ReferenceTypeId as one of the members defined by the OpcReferenceType enumeration to simplify querying standard reference types. (Inherited from OpcInstanceNode)
ReferenceTypeId	Gets or sets the identifier which identifies the node that defines the semantic of the reference between a source and a target node and generally reflects an operation between the two, such as “A contains B”. (Inherited from OpcInstanceNode)
SymbolicName	(Inherited from OpcNode)
Tag	Gets or sets the object that contains additional user data about the node. (Inherited from OpcNode)

Name	Description
TypeDefinitionId	Gets or sets the identifier which identifies the node that defines the underlying node type from that this OpcInstanceNode has been created. (Inherited from OpcInstanceNode)
UserWriteAccess	Gets or sets the value of the optional UserWriteAccessOpcAttribute which exposes the possibilities of a client to write the attributes of the node taking user access rights into account. (Inherited from OpcNode)
WriteAccess	Gets or sets the value of the optional WriteAccessOpcAttribute which exposes the posibilities of a client to write the attributes of the node. (Inherited from OpcNode)
WriteDescriptionCallback	(Inherited from OpcNode)
WriteDisplayNameCallback	(Inherited from OpcNode)
WriteUserWriteAccessCallback	(Inherited from OpcNode)
WriteWriteAccessCallback	(Inherited from OpcNode)

Methods

Name	Description
AddChild(OpcContext, OpcInstanceNode)	(Inherited from OpcInstanceNode)
AddNotifier(OpcContext, IOpcNode)	(Inherited from OpcNode)
AddNotifier(OpcContext, IOpcNode)	(Inherited from OpcObjectNode)
ApplyChanges(OpcContext)	Notifies about changes performed on the node since the last notification and resets the pending changes to None. (Inherited from OpcNode)
ApplyChanges(OpcContext, Boolean)	Notifies about changes performed on the node (and optionally on its children) since the last notification and resets the pending changes to None. (Inherited from OpcNode)
AttributeValue(OpcAttribute)	Retrieves the value of the `attribute` specified. (Inherited from OpcNode)
AttributeValue``1(OpcAttribute)	Retrieves the value of the `attribute` specified. (Inherited from OpcNode)
Child(OpcContext, OpcName)	Retrieves the child node its Name property matches exactly the `name` specified. (Inherited from OpcNode)
Children(OpcContext)	Retrieves a sequence of all nodes organized as children of this node. (Inherited from OpcNode)
InitializeDefaults	Initializes the default values used by the node implementation represented / required. (Inherited from OpcNode)
InitializeDefaults	Initializes the default values used by the OpcInstanceNode. (Inherited from OpcInstanceNode)

Name	Description
IsChangePending(OpcNodeChanges)	(Inherited from OpcNode)
OnAfterApplyChanges(OpcNodeChangesEventArgs)	Raises the AfterApplyChanges event using the event data specified. (Inherited from OpcNode)
OnBeforeApplyChanges(OpcNodeChangesEventArgs)	Raises the BeforeApplyChanges event using the event data specified. (Inherited from OpcNode)
QueryEventsCore(OpcNodeContext, OpcEventCollection)	(Inherited from OpcNode)
ReadAttributeValueCore``1(OpcReadAttributeValueContext, OpcAttributeValue)	(Inherited from OpcNode)
RemoveChild(OpcContext, OpcInstanceNode)	(Inherited from OpcInstanceNode)
RemoveNotifier(OpcContext, IOpcNode)	(Inherited from OpcNode)
RemoveNotifier(OpcContext, IOpcNode)	(Inherited from OpcInstanceNode)
RemoveNotifier(OpcContext, IOpcNode)	(Inherited from OpcObjectNode)
ReportEvent(OpcContext, OpcEvent)	(Inherited from OpcNode)
UpdateChanges(OpcContext, OpcNodeChanges)	Notifies about the `changes` on behalf of the node and removes pending changes which intersect with the `changes` specified. (Inherited from OpcNode)
UpdateChanges(OpcContext, OpcNodeChanges, Boolean)	Notifies about the `changes` on behalf of the node (and optionally on its children) and removes pending changes which intersect with the `changes` specified. (Inherited from OpcNode)
WriteAttributeValueCore``1(OpcWriteAttributeValueContext, OpcAttributeValue)	(Inherited from OpcNode)

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