

# OpcFiniteStateMachineNode Members

**Namespace:** Opc.UaFx

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

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

## Constructors

### 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.

**C#**

```
public OpcFiniteStateMachineNode(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 finite state machine node can be accessed.

### 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.

**C#**

```
public OpcFiniteStateMachineNode(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 finite state machine node can be accessed.

**id** [OpcNodeId](#)

The [OpcNodeId](#) through that the new finite state machine node can be identified and accessed.

## OpcFiniteStateMachineNode(OpcName)

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

**C#**

```
public OpcFiniteStateMachineNode(OpcName name)
```

### Parameters

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

The [OpcName](#) through that the new finite state machine node can be accessed.

## OpcFiniteStateMachineNode(OpcName, OpcNodeId)

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

**C#**

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

### Parameters

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

The [OpcName](#) through that the new finite state machine node can be accessed.

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

The [OpcNodeId](#) through that the new finite state machine node can be identified and accessed.

# Properties

## 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.

**C#**

```
public override OpcText CurrentState { get; set; }
```

### Property Value

[OpcText](#)

A human readable name for the current state which may not be suitable for use in application control logic.

## CurrentStateNode

Gets the [OpcFiniteStateVariableNode](#) of the [CurrentState](#) property.

**C#**

```
public OpcFiniteStateVariableNode CurrentStateNode { get; }
```

### Property Value

[OpcFiniteStateVariableNode](#)

An instance of the [OpcFiniteStateVariableNode](#) class.

## 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).

## 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.

**C#**

```
public override OpcText LastTransition { get; set; }
```

### Property Value

[OpcText](#)

A human readable name for the last transition which may not be suitable for use in application control logic.

# LastTransitionNode

Gets the [OpcFiniteTransitionVariableNode](#) of the [LastTransition](#) property.

## C#

```
public OpcFiniteTransitionVariableNode LastTransitionNode { get; }
```

## Property Value

[OpcFiniteTransitionVariableNode](#)

An instance of the [OpcFiniteTransitionVariableNode](#) class.

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