

OpcFiniteTransitionVariableNode

Members

Namespace: Opc.UaFx

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

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

Constructors

OpcFiniteTransitionVariableNode(IOpcNode, OpcName)

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

C#

```
public OpcFiniteTransitionVariableNode(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 transition variable node can be accessed.

OpcFiniteTransitionVariableNode(IOpcNode, OpcName, OpcNodeId)

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

C#

```
public OpcFiniteTransitionVariableNode(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 transition variable node can be accessed.

id [OpcNodeId](#)

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

OpcFiniteTransitionVariableNode(IOpcNode, OpcName, OpcNodeId, OpcText)

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

C#

```
public OpcFiniteTransitionVariableNode(IOpcNode parent, OpcName name, OpcNodeId id, OpcText value)
```

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 transition variable node can be accessed.

id [OpcNodeId](#)

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

value [OpcText](#)

The initial value of the new finite transition variable node.

OpcFiniteTransitionVariableNode(IOpcNode, OpcName, OpcText)

Initializes a new instance of the [OpcFiniteTransitionVariableNode](#) class accessible by the **name** specified with the initial value defined by **value** as a child node of the **parent** node given.

C#

```
public OpcFiniteTransitionVariableNode(IOpcNode parent, OpcName name, OpcText value)
```

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 transition variable node can be accessed.

value OpcText

The initial value of the new finite transition variable node.

OpcFiniteTransitionVariableNode(OpcName)

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

C#

```
public OpcFiniteTransitionVariableNode(OpcName name)
```

Parameters

name [OpcName](#)

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

OpcFiniteTransitionVariableNode(OpcName, OpcNodeId)

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

C#

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

Parameters

name [OpcName](#)

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

id [OpcNodeId](#)

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

OpcFiniteTransitionVariableNode(OpcName, OpcNodeId, OpcText)

Initializes a new instance of the [OpcFiniteTransitionVariableNode](#) class accessible by the **name** and **id** specified with the initial value given by **value**.

C#

```
public OpcFiniteTransitionVariableNode(OpcName name, OpcNodeId id, OpcText value)
```

Parameters

name [OpcName](#)

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

id `OpcNodeId`

The `OpcNodeId` through that the new finite transition variable node can be identified and accessed.

value `OpcText`

The initial value of the new finite transition variable node.

OpcFiniteTransitionVariableNode(OpcName, OpcText)

Initializes a new instance of the `OpcFiniteTransitionVariableNode` class accessible by the **name** specified with the initial value given by **value**.

C#

```
public OpcFiniteTransitionVariableNode(OpcName name, OpcText value)
```

Parameters

name `OpcName`

The `OpcName` through that the new finite transition variable node can be accessed.

value `OpcText`

The initial value of the new finite transition variable node.

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).

VariableId

Gets or sets a node identifier which uniquely identifies the transition within the state machine.

C#

```
public OpcNodeId VariableId { get; set; }
```

Property Value

OpcNodeId

A [OpcNodeId](#) which uniquely identifies the transition within the state machine.

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