

OpcIncrementalNodeIdFactory

Members

Namespace: Opc.UaFx

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

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

Constructors

OpcIncrementalNodeIdFactory()

Initializes a new instance of the [OpcIncrementalNodeIdFactory](#) class.

C#

```
public OpcIncrementalNodeIdFactory()
```

Methods

Create(OpcContext)

Creates a new [OpcNodeId](#) just using the **context** specified.

C#

```
public override OpcNodeId Create(OpcContext context)
```

Parameters

context [OpcContext](#)

The [OpcContext](#) to use to generate the new [OpcNodeId](#).

Returns

[OpcNodeId](#)

A new instance of the [OpcNodeId](#) class which defines an unique [Numeric](#) node identifier within the [Default](#) namespace as long as the number of [Create\(OpcContext\)](#) calls will not exceed [MaxValue](#).

Create(OpcContext, OpcNamespace)

Creates a new [OpcNodeId](#) using the **context** and **nodeNamespace** specified.

C#

```
public override OpcNodeId Create(OpcContext context, OpcNamespace nodeNamespace)
```

Parameters

context [OpcContext](#)

The [OpcContext](#) to use to generate the new [OpcNodeId](#).

nodeNamespace [OpcNamespace](#)

The [OpcNamespace](#) to that the new [OpcNodeId](#) have to refer to. If a null reference (Nothing in Visual Basic) is specified [Default](#) is used.

Returns

[OpcNodeId](#)

A new instance of the [OpcNodeId](#) class which defines an unique [Numeric](#) node identifier within the [nodeNamespace](#) specified as long as the number of [Create\(OpcContext, OpcNamespace\)](#) calls will not exceed [MaxValue](#).

Table of Contents

Constructors	1
OpcIncrementalNodeIdFactory()	1
Methods	1
Create(OpcContext)	1
Create(OpcContext, OpcNamespace)	1

