

OpcMemberSwitchConditions Enum

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines the different conditions under which an optional member exists.

C#

```
[Flags]  
public enum OpcMemberSwitchConditions
```

Inheritance [Object](#) > [ValueType](#) > [Enum](#) > OpcMemberSwitchConditions

Attributes [FlagsAttribute](#)

Fields

Name	Value	Description
Bit	0	The existence of an optional member is controlled by the value of a single bit in the encoding mask (high means the member exists; low the member doesn't exist).
Field	1	The existence of an optional member is controlled by the value of a different member.
Value	2	The existence of an optional member is controlled by the value of a different member which is to be compared to a specific value.
Operator	4	The existence of an optional member is controlled by the value of a different member which is to be compared to a specific value using a specific comparison operator.

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