

OpcMemberSwitchOperator Enum

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

Defines the operator to define how the value of a switch member is to be compared to a switch value to control the existence of the member to that the switch member applies. For more details see [OpcMemberSwitch](#).

C#

```
public enum OpcMemberSwitchOperator
```

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

Fields

Name	Value	Description
Equals	0	The value of the switch member have to be equals to the switch value.
GreaterThan	1	The value of the switch member have to be greater than the switch value.
LessThan	2	The value of the switch member have to be less than the switch value.
GreaterThanOrEqual	3	The value of the switch member have to be greater than or equals to the switch value.
LessThanOrEqual	4	The value of the switch member have to be less than or equals to the switch value.
NotEqual	5	The value of the switch member have to be not equals to the switch value.

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