

# OpcModifiedHistoryValue Members

**Namespace:** Opc.UaFx

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

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

## Constructors

### OpcModifiedHistoryValue(Object, DateTime, OpcHistoryModificationInfo)

**C#**

```
public OpcModifiedHistoryValue(object value, DateTime timestamp, OpcHistoryModificationInfo modificationInfo)
```

#### Parameters

**value** [Object](#)

**timestamp** [DateTime](#)

**modificationInfo** [OpcHistoryModificationInfo](#)

### OpcModifiedHistoryValue(Object, DateTime, OpcStatus, OpcHistoryModificationInfo)

**C#**

```
public OpcModifiedHistoryValue(object value, DateTime timestamp, OpcStatus status, OpcHistoryModificationInfo modificationInfo)
```

#### Parameters

**value** [Object](#)

**timestamp** [DateTime](#)

**status** [OpcStatus](#)

`modificationInfo` [OpcHistoryModificationInfo](#)

# OpcModifiedHistoryValue(Object, DateTime, OpcStatusCode, OpcHistoryModificationInfo)

C#

```
[CLSCompliant(false)]  
public OpcModifiedHistoryValue(object value, DateTime timestamp, OpcStatusCode statusCode,  
OpcHistoryModificationInfo modificationInfo)
```

## Parameters

`value` [Object](#)

`timestamp` [DateTime](#)

`statusCode` [OpcStatusCode](#)

`modificationInfo` [OpcHistoryModificationInfo](#)

## Properties

### ModificationInfo

C#

```
public OpcHistoryModificationInfo ModificationInfo { get; }
```

### Property Value

[OpcHistoryModificationInfo](#)

### ModificationTime

C#

```
public DateTime ModificationTime { get; }
```

### Property Value

DateTime

## ModificationType

C#

```
public OpcHistoryModificationType ModificationType { get; }
```

### Property Value

[OpcHistoryModificationType](#)

## ModificationUserName

C#

```
public string ModificationUserName { get; }
```

### Property Value

[String](#)

## Timestamp

C#

```
public override DateTime Timestamp { get; }
```

### Property Value

[DateTime](#)

## Methods

### CompareTo(OpcModifiedHistoryValue)

Compares the current [OpcModifiedHistoryValue](#) with another [OpcModifiedHistoryValue](#).

C#

```
public int CompareTo(OpcModifiedHistoryValue other)
```

### Parameters

**other** [OpcModifiedHistoryValue](#)

The [OpcModifiedHistoryValue](#) to compare with this [OpcModifiedHistoryValue](#).

## Returns

### Int32

A 32-bit signed integer that indicates the relative order of the objects being compared ([CompareTo\(\)](#)).

## Equals(Object)

Determines whether the specified `other` is equal to this [OpcModifiedHistoryValue](#).

### C#

```
public override bool Equals(object other)
```

## Parameters

`other` [Object](#)

The [OpcModifiedHistoryValue](#) to compare to the current [OpcModifiedHistoryValue](#).

## Returns

### Boolean

The value true if the specified [OpcModifiedHistoryValue](#) is equal to the current [OpcModifiedHistoryValue](#); otherwise the value false.

## Equals(OpcModifiedHistoryValue)

Determines whether the specified `other` is equal to this [OpcModifiedHistoryValue](#).

### C#

```
public bool Equals(OpcModifiedHistoryValue other)
```

## Parameters

`other` [OpcModifiedHistoryValue](#)

The [OpcModifiedHistoryValue](#) to compare to the current [OpcModifiedHistoryValue](#).

## Returns

### Boolean

The value true if the specified [OpcModifiedHistoryValue](#) is equal to the current [OpcModifiedHistoryValue](#); otherwise the value false.

## GetHashCode()

Retrieves a hash code for this [OpcModifiedHistoryValue](#).

**C#**

```
public override int GetHashCode()
```

### Returns

[Int32](#)

An [Int32](#) that contains the hash code for the [OpcModifiedHistoryValue](#).

## Operators

### Equality(OpcModifiedHistoryValue, OpcModifiedHistoryValue)

Returns a value indicating whether two instance of [OpcModifiedHistoryValue](#) are equal.

**C#**

```
public static bool operator ==(OpcModifiedHistoryValue left, OpcModifiedHistoryValue right)
```

### GreaterThan(OpcModifiedHistoryValue, OpcModifiedHistoryValue)

Determines whether the first specified [OpcModifiedHistoryValue](#) object is greater than the second specified [OpcModifiedHistoryValue](#) object.

**C#**

```
public static bool operator >(OpcModifiedHistoryValue left, OpcModifiedHistoryValue right)
```

### GreaterThanOrEqual(OpcModifiedHistoryValue, OpcModifiedHistoryValue)

Determines whether the first specified [OpcModifiedHistoryValue](#) object is greater than or equal to the second specified [OpcModifiedHistoryValue](#) object.

**C#**

```
public static bool operator >=(OpcModifiedHistoryValue left, OpcModifiedHistoryValue right)
```

## Inequality(OpcModifiedHistoryValue, OpcModifiedHistoryValue)

Returns a value indicating whether two instances of [OpcModifiedHistoryValue](#) are not equal.

**C#**

```
public static bool operator !=(OpcModifiedHistoryValue left, OpcModifiedHistoryValue right)
```

## LessThan(OpcModifiedHistoryValue, OpcModifiedHistoryValue)

Determines whether the first specified [OpcModifiedHistoryValue](#) object is less than the second specified [OpcModifiedHistoryValue](#) object.

**C#**

```
public static bool operator <(OpcModifiedHistoryValue left, OpcModifiedHistoryValue right)
```

### Exceptions

[ArgumentNullException](#)

The **left** is a null reference (Nothing in Visual Basic).

## LessThanOrEqual(OpcModifiedHistoryValue, OpcModifiedHistoryValue)

Determines whether the first specified [OpcModifiedHistoryValue](#) object is less than or equal to the second [OpcModifiedHistoryValue](#) object.

**C#**

```
public static bool operator <=(OpcModifiedHistoryValue left, OpcModifiedHistoryValue right)
```

### Exceptions

[ArgumentNullException](#)

The **left** is a null reference (Nothing in Visual Basic).

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