

OpcNode Class

Namespace: Opc.UaFx

Assemblies: Opc.UaFx.Advanced.dll

C#

```
public class OpcNode : IOpcNode, IOpcNodeInfo
```

Inheritance [Object](#) › [OpcNode](#)

Derived

- [OpcInstanceNode](#)
- [OpcTypeNode](#)

Implements [IOpcNode](#), [IOpcNodeInfo](#)

Events

Name	Description
AfterApplyChanges	Occurs after one or more changes on the node has been notified.
BeforeApplyChanges	Occurs before one or more changes on the node are notified.

Properties

Name	Description
Category	Gets the NodeCategoryOpcAttribute which identifies the kind of node and is therefore used to classify the node regarding its use and purpose.
Description	Gets or sets the value of the optional DescriptionOpcAttribute which shall explain the meaning of the node.
Descriptions	Gets the OpcNodeGlobalization instance used to control the localization and other globalization related tasks for the Description attribute of the current node.
DisplayName	Gets or sets the value of the DisplayNameOpcAttribute which defines the localizable name of the node.
DisplayNames	Gets the OpcNodeGlobalization instance used to control the localization and other globalization related tasks for the DisplayName attribute of the current node.
HasPendingChanges	Gets a value indicating whether there exists any pending change on the node.
Id	Gets the value of the NodeIdOpcAttribute which unambiguously identifies the node.
Name	Gets or sets the value of the BrowseNameOpcAttribute which defines the non-localizable human-readable name used when browsing the address space.
Namespace	
Parent	Gets the parent node of the node.

Name	Description
PendingChanges	Gets a value indicating the most recent changes performed on the node since their last notification.
QueryEventsCallback	Gets or sets a callback used to query any event information which belongs to the node.
ReadDescriptionCallback	
ReadDisplayNameCallback	
ReadUserWriteAccessCallback	
ReadWriteAccessCallback	
SymbolicName	
Tag	Gets or sets the object that contains additional user data about the node.
UserWriteAccess	Gets or sets the value of the optional UserWriteAccessOpcAttribute which exposes the possibilities of a client to write the attributes of the node taking user access rights into account.
WriteAccess	Gets or sets the value of the optional WriteAccessOpcAttribute which exposes the possibilities of a client to write the attributes of the node.
WriteDescriptionCallback	
WriteDisplayNameCallback	
WriteUserWriteAccessCallback	
WriteWriteAccessCallback	

Methods

Name	Description
AddNotifier(OpcContext, IOpcNode)	
ApplyChanges(OpcContext)	Notifies about changes performed on the node since the last notification and resets the pending changes to None .
ApplyChanges(OpcContext, Boolean)	Notifies about changes performed on the node (and optionally on its children) since the last notification and resets the pending changes to None .
AttributeValue(OpcAttribute)	Retrieves the value of the attribute specified.
AttributeValue`1(OpcAttribute)	Retrieves the value of the attribute specified.
Child(OpcContext, OpcName)	Retrieves the child node its Name property matches exactly the name specified.
Children(OpcContext)	Retrieves a sequence of all nodes organized as children of this node.
InitializeDefaults	Initializes the default values used by the node implementation represented / required.
IsChangePending(OpcNodeChanges)	
OnAfterApplyChanges(OpcNodeChangesEventArgs)	Raises the AfterApplyChanges event using the event data specified.

Name	Description
OnBeforeApplyChanges(OpcNodeChangesEventArgs)	Raises the BeforeApplyChanges event using the event data specified.
QueryEventsCore(OpcNodeContext, OpcEventCollection)	
ReadAttributeValueCore`1(OpcReadAttributeValueContext, OpcAttributeValue)	
RemoveNotifier(OpcContext, IOpcNode)	
ReportEvent(OpcContext, OpcEvent)	
UpdateChanges(OpcContext, OpcNodeChanges)	Notifies about the changes on behalf of the node and removes pending changes which intersect with the changes specified.
UpdateChanges(OpcContext, OpcNodeChanges, Boolean)	Notifies about the changes on behalf of the node (and optionally on its children) and removes pending changes which intersect with the changes specified.
WriteAttributeValueCore`1(OpcWriteAttributeValueContext, OpcAttributeValue)	

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